

Object Shaderfx Type Items

FX_BLUR:

Blur.

Apply Gaussian Blur to object.

FX_COLORIZE:

Colorize.

Apply different tint effects.

FX_FLIP:

Flip.

Flip image.

FX_GLOW:

Glow.

Create a glow effect.

FX_PIXEL:

Pixelate.

Pixelate image.

FX_RIM:

Rim.

Add a rim to the image.

FX_SHADOW:

Shadow.

Create a shadow effect.

FX_SWIRL:

Swirl.

Create a rotation distortion.

FX_WAVE:

Wave Distortion.

Apply sinusoidal deformation.