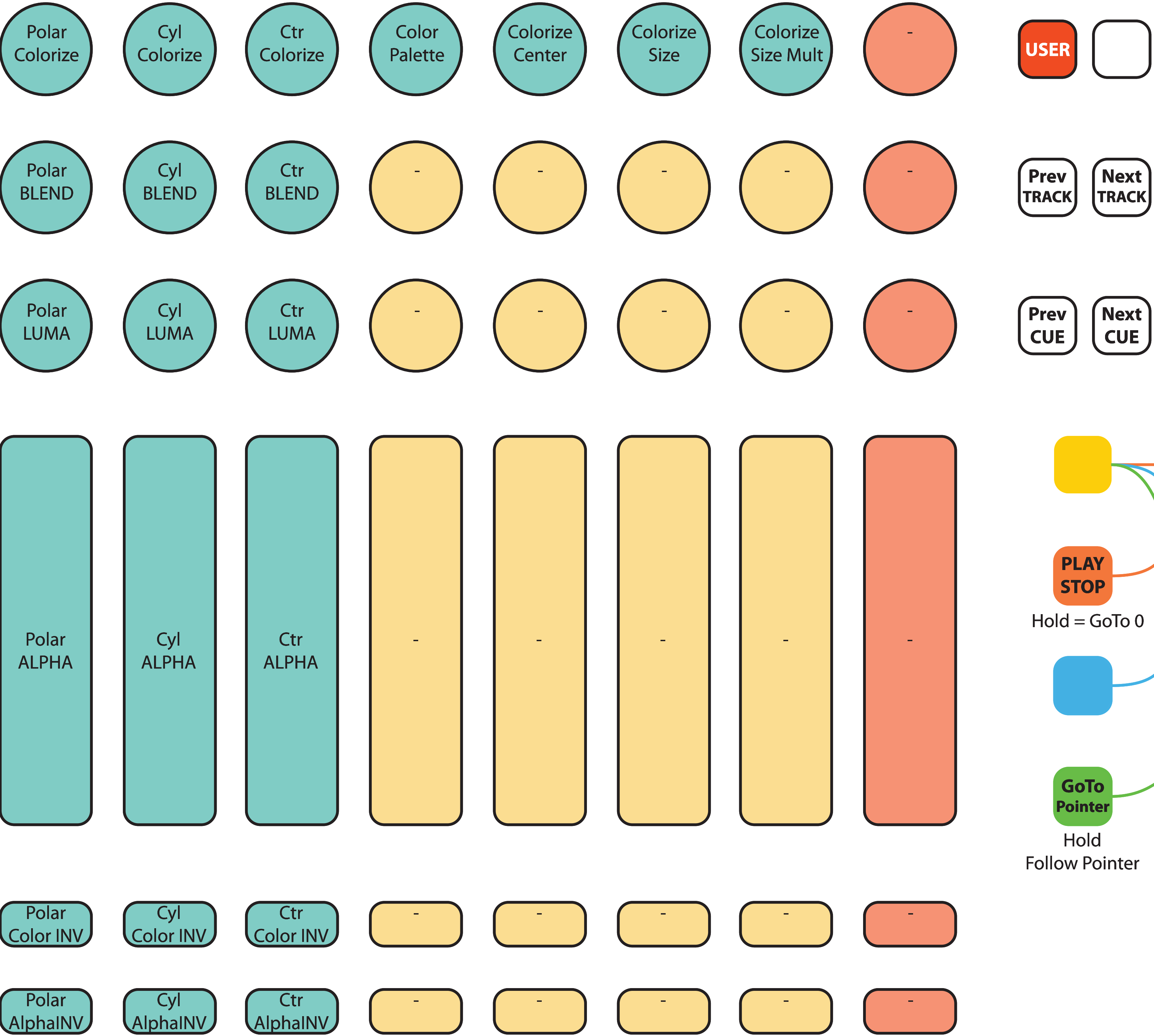


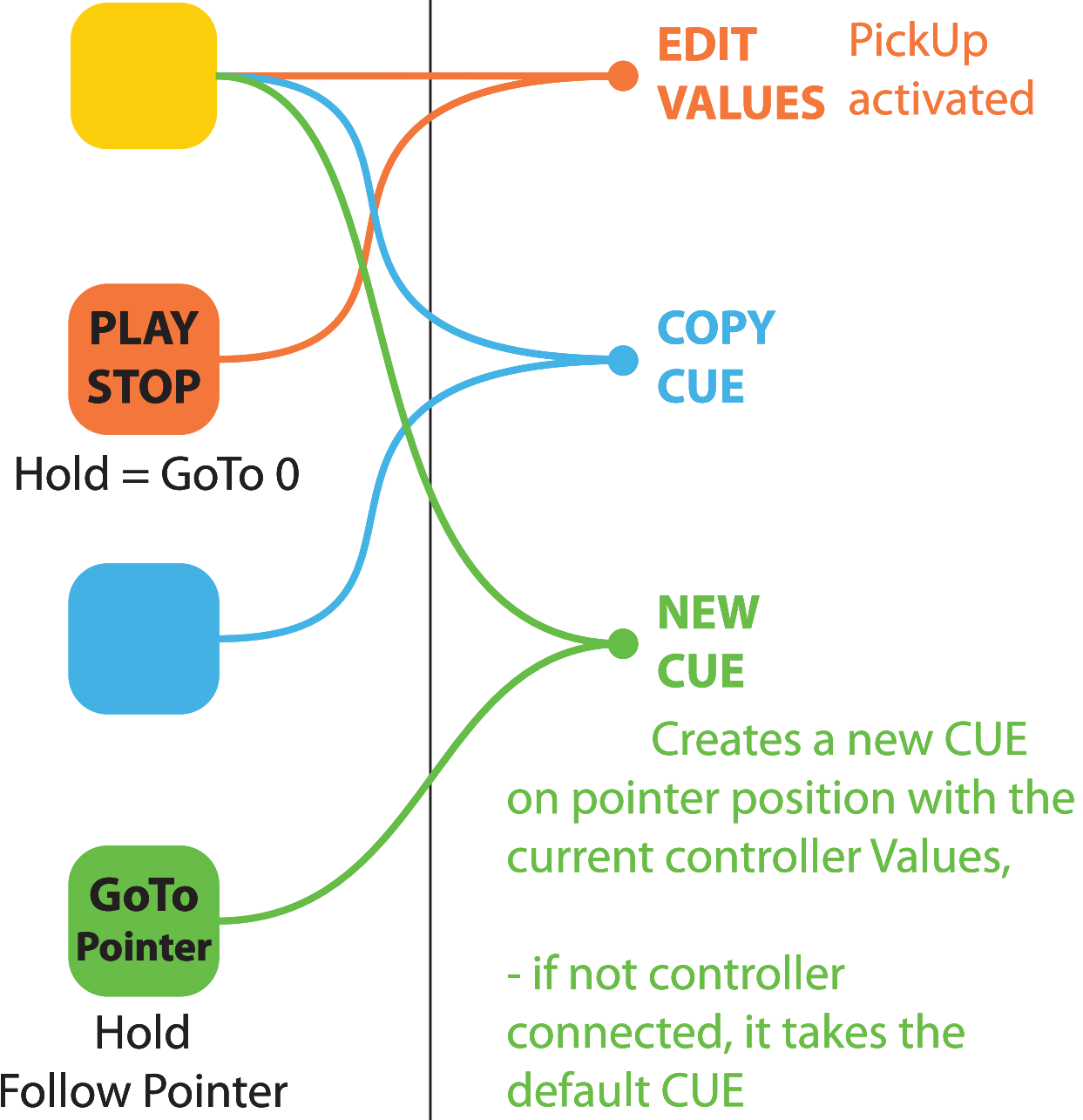
Tracking



MIXER

CONTENT

MASTER



GLOBALS

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

-

-

-

-

-

Polar LUMA

Cyl LUMA

Ctr LUMA

-

-

-

-

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

-

-

-

-

-

Polar Color INV

Cyl Color INV

Ctr Color INV

-

-

-

-

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

-

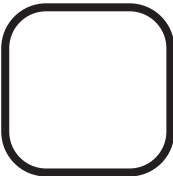
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-

-

-

USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES
PickUp activated

COPY CUE

NEW CUE
Creates a new CUE on pointer position with the current controller Values,
- if not controller connected, it takes the default CUE

LongShadows

Polar
Colorize

Cyl
Colorize

Ctr
Colorize

Color
Palette

Colorize
Center

Colorize
Size

Colorize
Size Mult

-

Polar
BLEND

Cyl
BLEND

Ctr
BLEND

-

-

-

-

-

Polar
LUMA

Cyl
LUMA

Ctr
LUMA

-

-

-

-

-

Polar
ALPHA

Cyl
ALPHA

Ctr
ALPHA

-

-

-

-

-

Polar
Color INV

Cyl
Color INV

Ctr
Color INV

-

-

-

-

-

Polar
AlphaINV

Cyl
AlphaINV

Ctr
AlphaINV

-

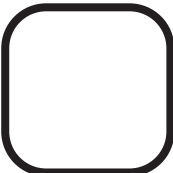
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-

USER



Prev
TRACK

Next
TRACK

Prev
CUE

Next
CUE



PLAY
STOP

Hold = GoTo 0



GoTo
Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT
VALUES

PickUp
activated

COPY
CUE

NEW
CUE

Creates a new CUE
on pointer position with the
current controller Values,

- if not controller
connected, it takes the
default CUE

Dist Flow

Polar
Colorize

Cyl
Colorize

Ctr
Colorize

Color
Palette

Colorize
Center

Colorize
Size

Colorize
Size Mult

-

Polar
BLEND

Cyl
BLEND

Ctr
BLEND

-

-

-

-

-

Polar
LUMA

Cyl
LUMA

Ctr
LUMA

-

-

-

-

-

Polar
ALPHA

Cyl
ALPHA

Ctr
ALPHA

-

-

-

-

-

Polar
Color INV

Cyl
Color INV

Ctr
Color INV

-

-

-

-

-

Polar
AlphaINV

Cyl
AlphaINV

Ctr
AlphaINV

IN =
Cam/CRT

-

-

-

-

USER



Prev
TRACK

Next
TRACK

Prev
CUE

Next
CUE



PLAY
STOP

Hold = GoTo 0



GoTo
Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT
VALUES

PickUp
activated

COPY
CUE

NEW
CUE

Creates a new CUE
on pointer position with the
current controller Values,

- if not controller
connected, it takes the
default CUE

2D Shadows

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

-

-

-

-

-

Polar LUMA

Cyl LUMA

Ctr LUMA

-

-

-

-

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

-

-

-

-

-

Polar Color INV

Cyl Color INV

Ctr Color INV

-

-

-

-

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

-

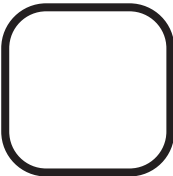
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USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES
PickUp activated

COPY CUE

NEW CUE
Creates a new CUE on pointer position with the current controller Values,
- if not controller connected, it takes the default CUE

Fluids

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

-

-

Dissipation

Time Step

-

Polar LUMA

Cyl LUMA

Ctr LUMA

Emit Col Palette

Rec Col Palette

-

Passing Velocity

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

Emitter Size

Receiver Size

-

-

-

Polar Color INV

Cyl Color INV

Ctr Color INV

-

-

-

-

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

Texture / Blobs

IN / OUT

-

-

-

USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES
PickUp activated

COPY CUE

NEW CUE

Creates a new CUE on pointer position with the current controller Values,
- if not controller connected, it takes the default CUE

Particles

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

Blend Emitter

Field Amount

Noise Freq

XGravity

-

Polar LUMA

Cyl LUMA

Ctr LUMA

Blend Vec Field

Size

Lacunar-ity

YGravity

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

Velo Multi

Target Morph

Noise Amount

Life Span

-

Polar Color INV

Cyl Color INV

Ctr Color INV

EMITT

Go to Target

Noise Enable

Fill the Space

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

Mask Boundary

-

-

RESET

-

USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES
PickUp activated

COPY CUE

NEW CUE

Creates a new CUE on pointer position with the current controller Values,

- if not controller connected, it takes the default CUE

StarField

Polar
Colorize

Cyl
Colorize

Ctr
Colorize

Color
Palette

Colorize
Center

Colorize
Size

Colorize
Size Mult

-

Polar
BLEND

Cyl
BLEND

Ctr
BLEND

-

-

-

-

-

Polar
LUMA

Cyl
LUMA

Ctr
LUMA

-

-

-

-

-

Polar
ALPHA

Cyl
ALPHA

Ctr
ALPHA

-

-

-

-

-

Polar
Color INV

Cyl
Color INV

Ctr
Color INV

-

-

-

-

-

Polar
AlphaINV

Cyl
AlphaINV

Ctr
AlphaINV

-

-

-

-

-

USER



Prev
TRACK

Next
TRACK

Prev
CUE

Next
CUE



PLAY
STOP

Hold = GoTo 0



GoTo
Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT
VALUES

PickUp
activated

COPY
CUE

NEW
CUE

Creates a new CUE
on pointer position with the
current controller Values,

- if not controller
connected, it takes the
default CUE

Camera

Polar
Colorize

Cyl
Colorize

Ctr
Colorize

Color
Palette

Colorize
Center

Colorize
Size

Colorize
Size Mult

-

Polar
BLEND

Cyl
BLEND

Ctr
BLEND

-

-

-

-

-

Polar
LUMA

Cyl
LUMA

Ctr
LUMA

-

-

-

-

-

Polar
ALPHA

Cyl
ALPHA

Ctr
ALPHA

Blob
Size

Blur

-

-

-

Polar
Color INV

Cyl
Color INV

Ctr
Color INV

-

-

-

-

-

Polar
AlphaINV

Cyl
AlphaINV

Ctr
AlphaINV

-

-

-

-

-

USER



Prev
TRACK

Next
TRACK

Prev
CUE

Next
CUE



PLAY
STOP

Hold = GoTo 0



GoTo
Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT
VALUES

PickUp
activated

COPY
CUE

NEW
CUE

Creates a new CUE
on pointer position with the
current controller Values,

- if not controller
connected, it takes the
default CUE

Feedback Filter

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

Translate X

Scale X

Black

Feedback

-

Polar LUMA

Cyl LUMA

Ctr LUMA

Translate Y

Scale Y

Noise

Displace

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

Col Multi

Blur

UM Amount

UM Shape

-

Polar Color INV

Cyl Color INV

Ctr Color INV

-

-

-

-

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

-

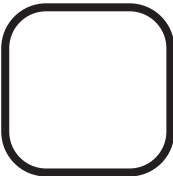
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-

USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES
PickUp activated

COPY CUE

NEW CUE

Creates a new CUE on pointer position with the current controller Values,
- if not controller connected, it takes the default CUE

Bubble

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

-

-

-

-

-

Polar LUMA

Cyl LUMA

Ctr LUMA

-

-

-

-

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

-

-

-

-

-

Polar Color INV

Cyl Color INV

Ctr Color INV

-

-

-

-

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

-

-

-

-

-

USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES
PickUp activated

COPY CUE

NEW CUE
Creates a new CUE on pointer position with the current controller Values,
- if not controller connected, it takes the default CUE

Generator

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

-

-

-

-

-

Polar LUMA

Cyl LUMA

Ctr LUMA

-

-

-

-

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

Preset INDEX

-

-

-

-

Polar Color INV

Cyl Color INV

Ctr Color INV

-

-

-

-

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

-

-

-

-

-

USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES
PickUp activated

COPY CUE

NEW CUE
Creates a new CUE on pointer position with the current controller Values,
- if not controller connected, it takes the default CUE

Empty

Polar
Colorize

Cyl
Colorize

Ctr
Colorize

Color
Palette

Colorize
Center

Colorize
Size

Colorize
Size Mult

-

Polar
BLEND

Cyl
BLEND

Ctr
BLEND

-

-

-

-

-

Polar
LUMA

Cyl
LUMA

Ctr
LUMA

-

-

-

-

-

Polar
ALPHA

Cyl
ALPHA

Ctr
ALPHA

-

-

-

-

-

Polar
Color INV

Cyl
Color INV

Ctr
Color INV

-

-

-

-

-

Polar
AlphaINV

Cyl
AlphaINV

Ctr
AlphaINV

-

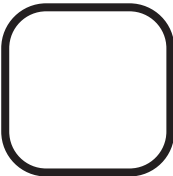
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-

-

-

USER



Prev
TRACK

Next
TRACK

Prev
CUE

Next
CUE



PLAY
STOP

Hold = GoTo 0



GoTo
Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT
VALUES

PickUp
activated

COPY
CUE

NEW
CUE

Creates a new CUE
on pointer position with the
current controller Values,

- if not controller
connected, it takes the
default CUE

CTR Return

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

-

-

-

-

-

Polar LUMA

Cyl LUMA

Ctr LUMA

-

-

-

-

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

-

-

-

-

-

Polar Color INV

Cyl Color INV

Ctr Color INV

-

-

-

-

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

-

-

-

-

-

USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES
PickUp activated

COPY CUE

NEW CUE

Creates a new CUE on pointer position with the current controller Values,

- if not controller connected, it takes the default CUE

Polar
Colorize

Cyl
Colorize

Ctr
Colorize

Color
Palette

Colorize
Center

Colorize
Size

Colorize
Size Mult

-

Polar
BLEND

Cyl
BLEND

Ctr
BLEND

-

-

-

-

-

Polar
LUMA

Cyl
LUMA

Ctr
LUMA

-

-

-

-

-

Polar
ALPHA

Cyl
ALPHA

Ctr
ALPHA

-

-

-

-

-

Polar
Color INV

Cyl
Color INV

Ctr
Color INV

-

-

-

-

-

Polar
AlphaINV

Cyl
AlphaINV

Ctr
AlphaINV

-

-

-

-

-

USER



Prev
TRACK

Next
TRACK

Prev
CUE

Next
CUE



PLAY
STOP

Hold = GoTo 0



GoTo
Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT
VALUES

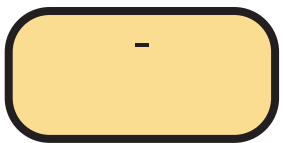
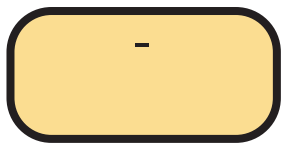
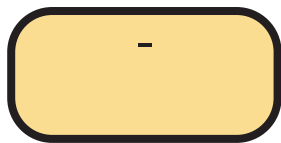
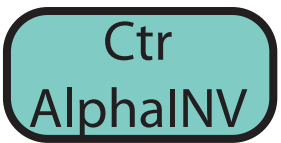
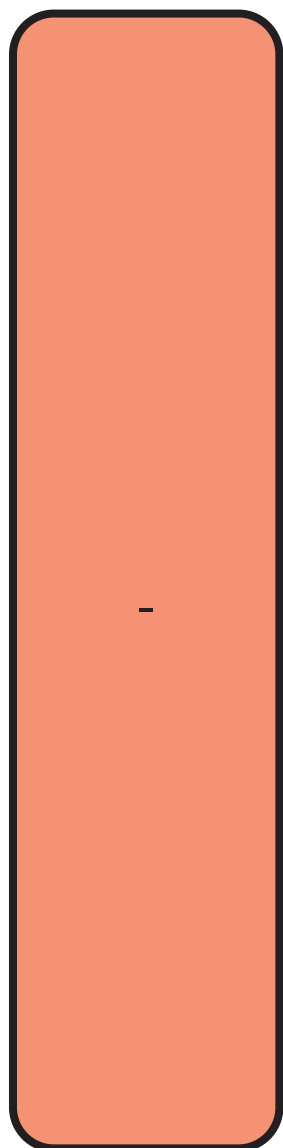
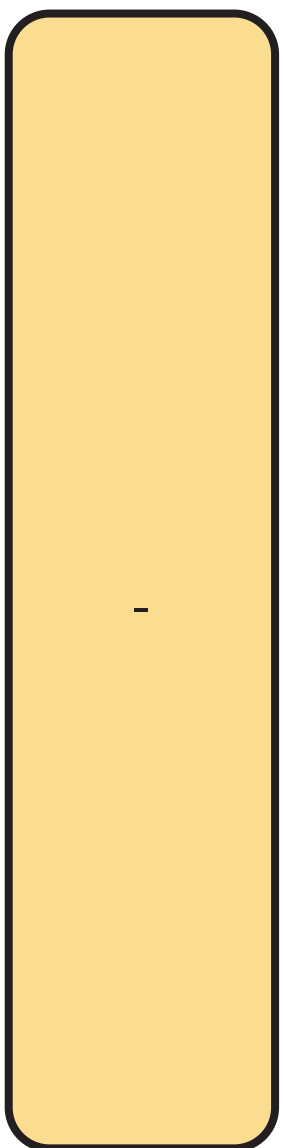
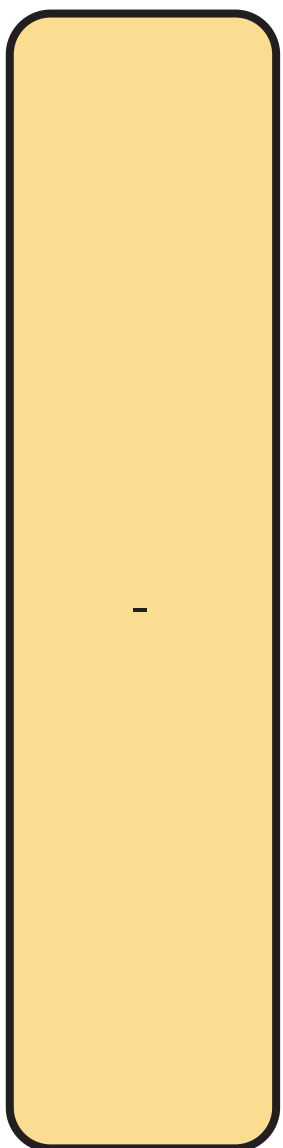
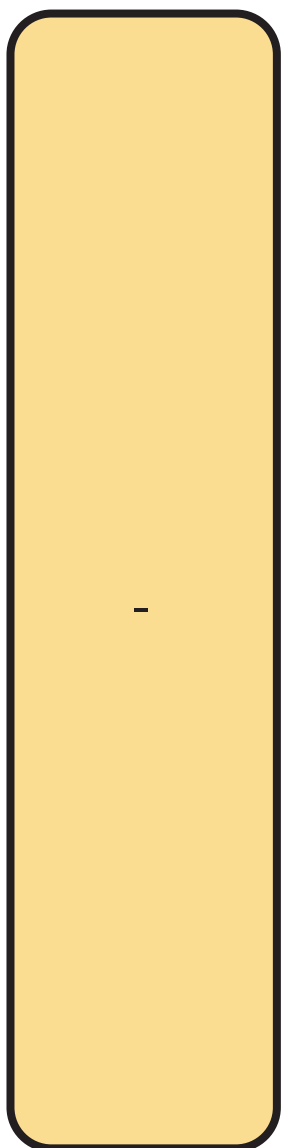
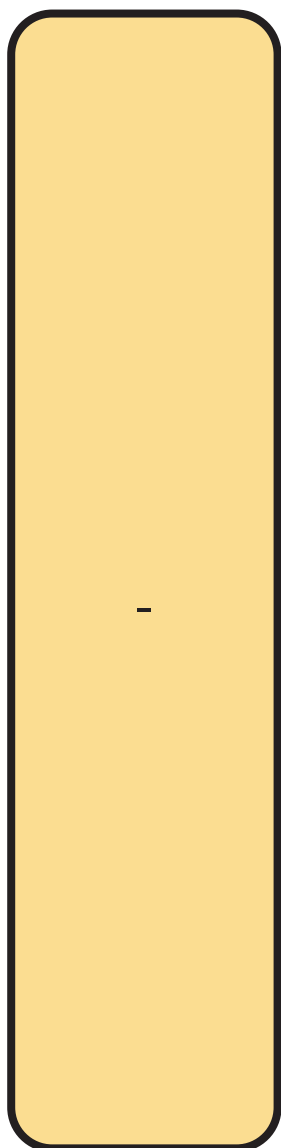
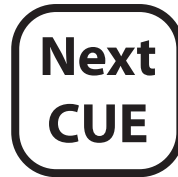
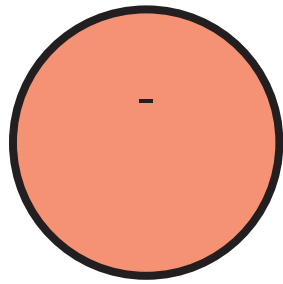
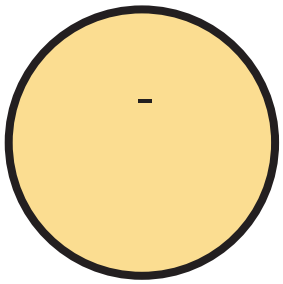
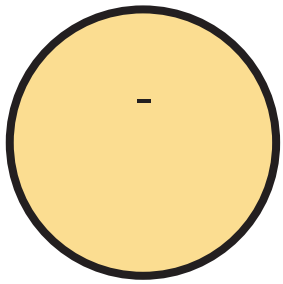
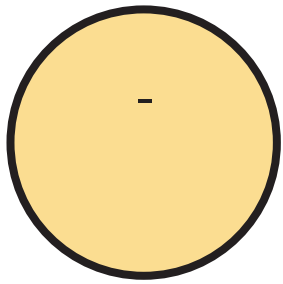
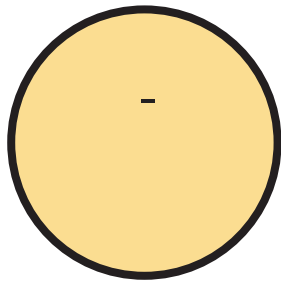
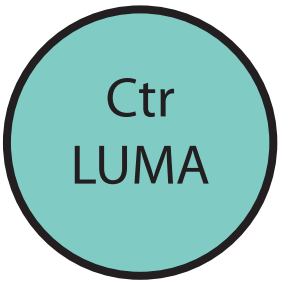
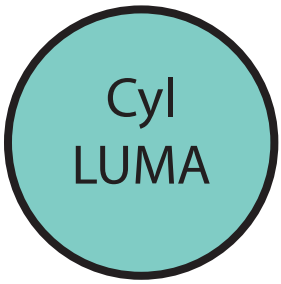
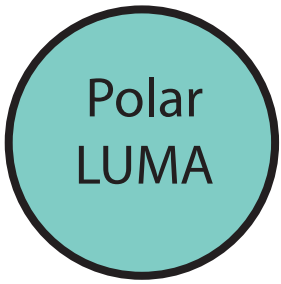
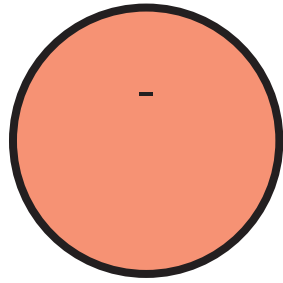
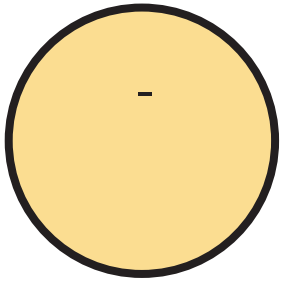
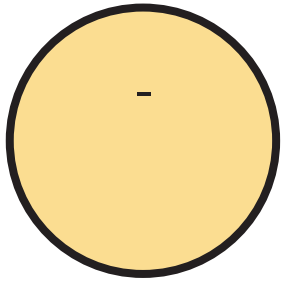
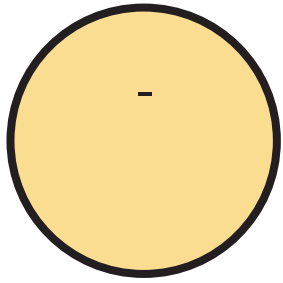
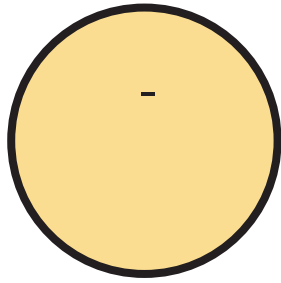
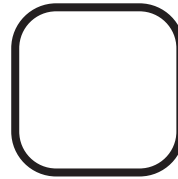
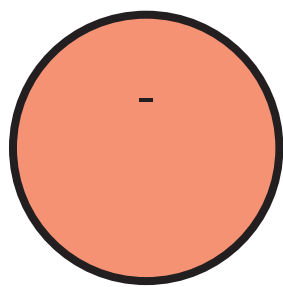
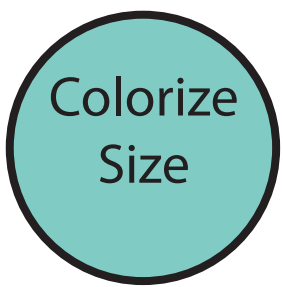
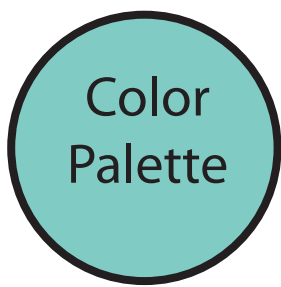
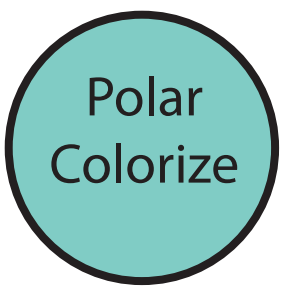
PickUp
activated

COPY
CUE

NEW
CUE

Creates a new CUE
on pointer position with the
current controller Values,

- if not controller
connected, it takes the
default CUE



EDIT VALUES Pickup activated

COPY CUE

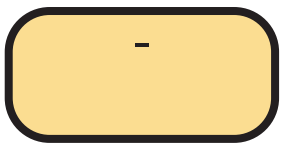
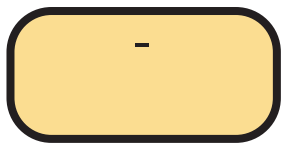
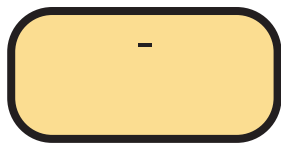
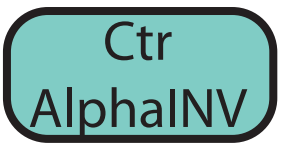
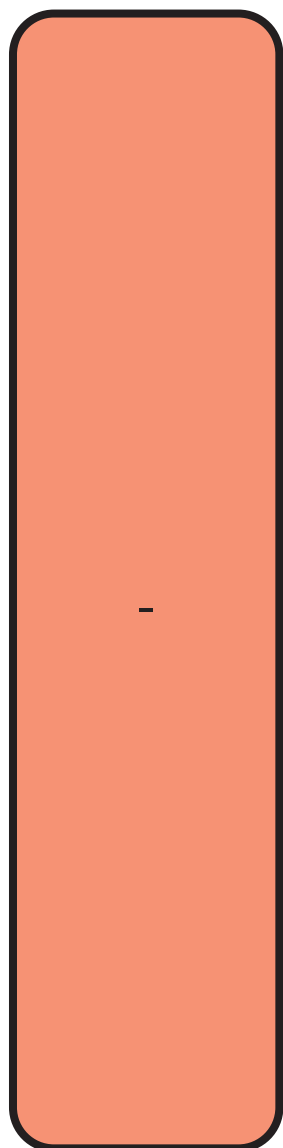
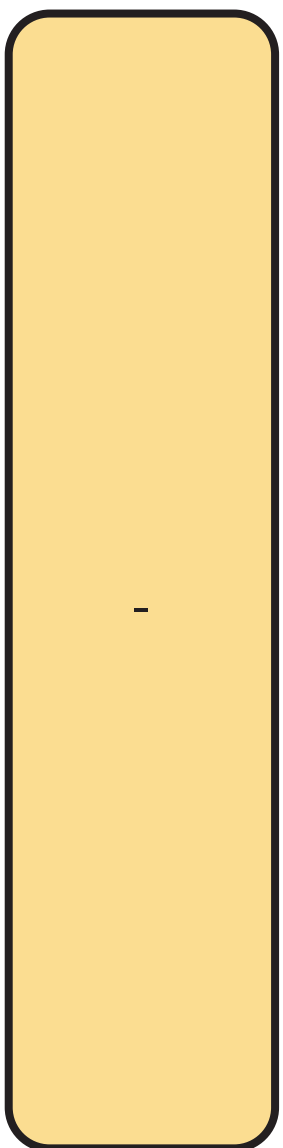
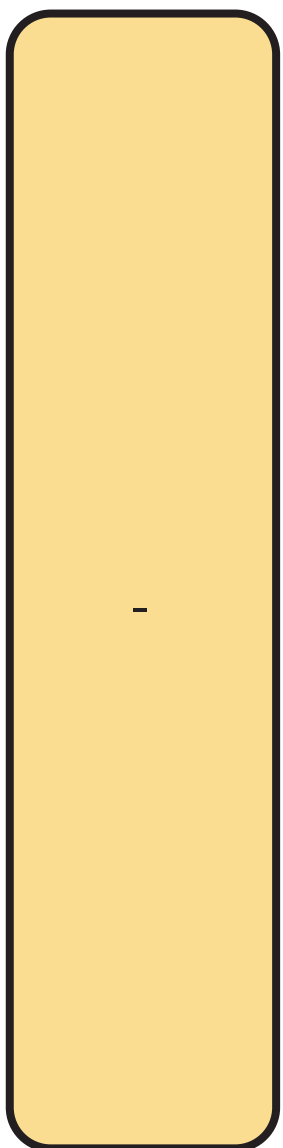
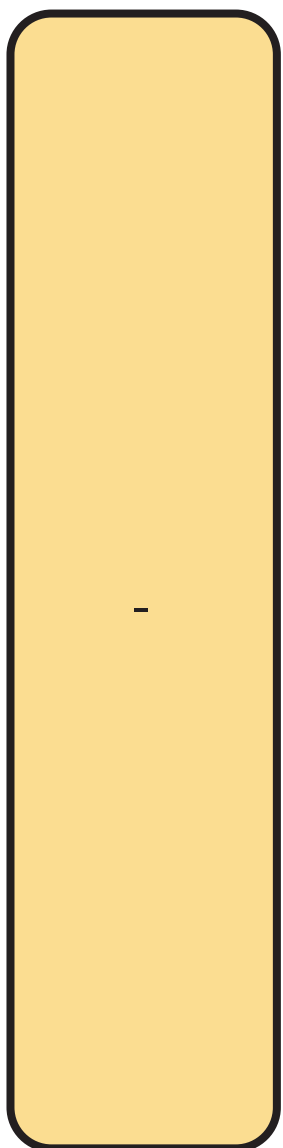
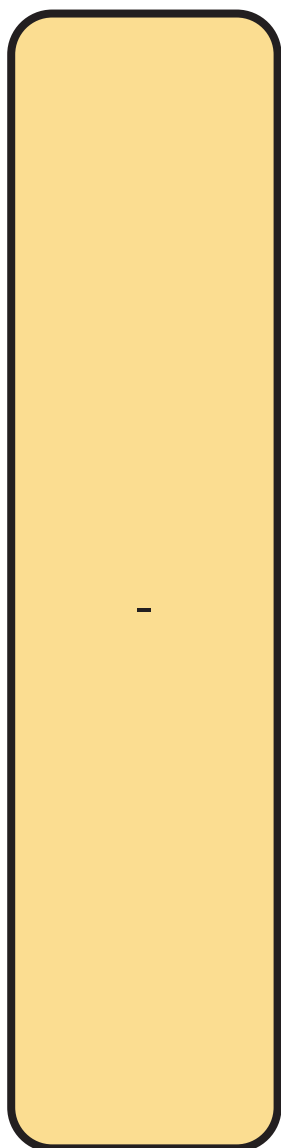
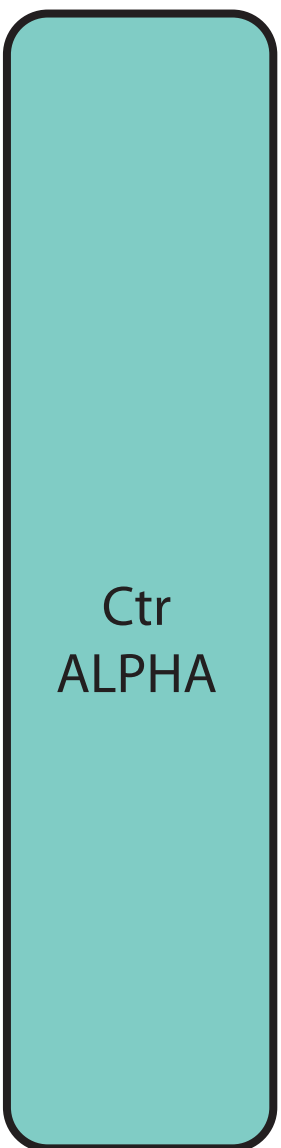
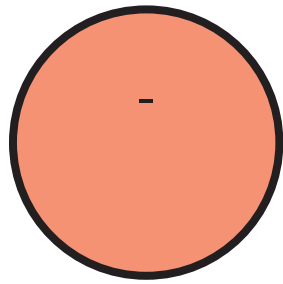
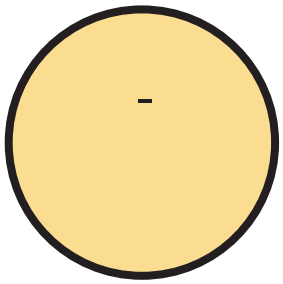
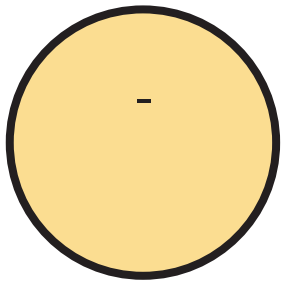
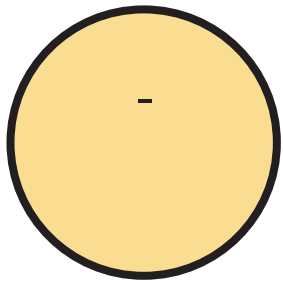
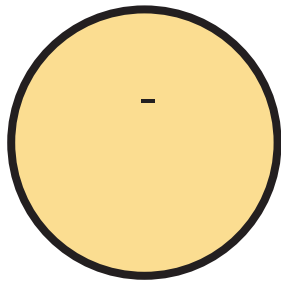
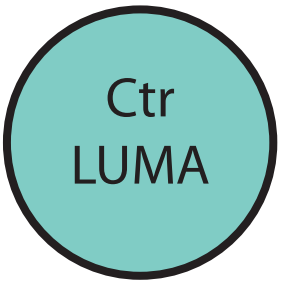
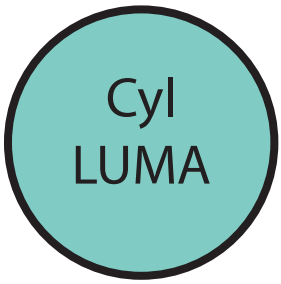
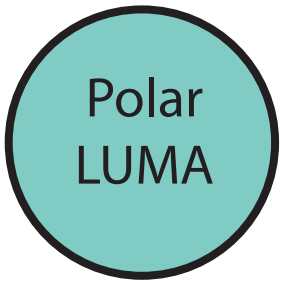
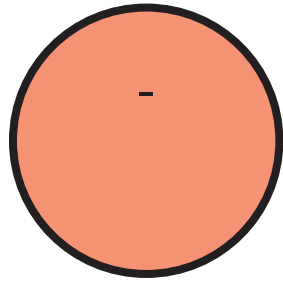
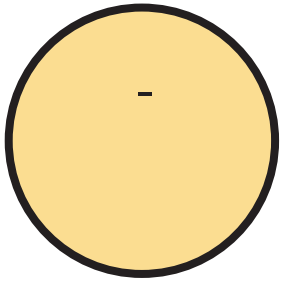
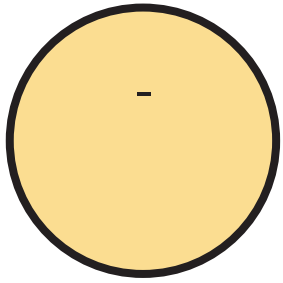
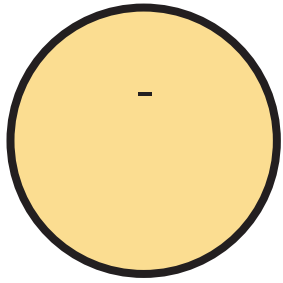
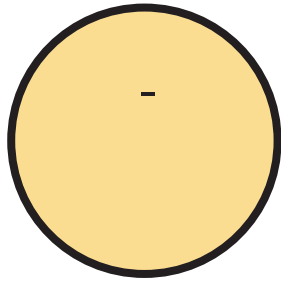
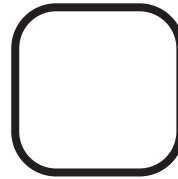
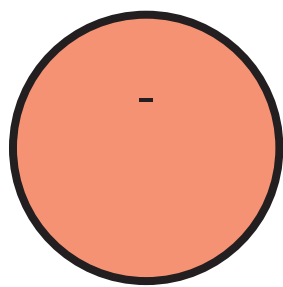
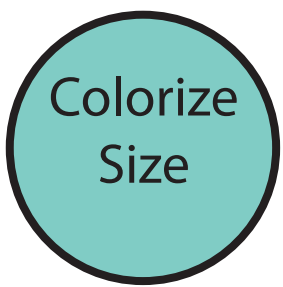
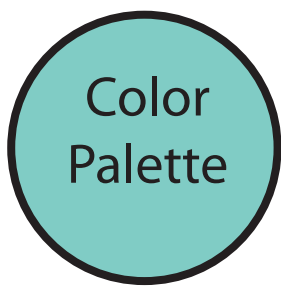
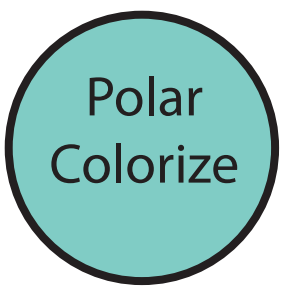
NEW CUE

Creates a new CUE on pointer position with the current controller Values,

- if not controller connected, it takes the default CUE

Hold = GoTo 0

Hold Follow Pointer



EDIT VALUES Pickup activated

COPY CUE

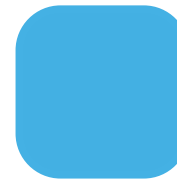
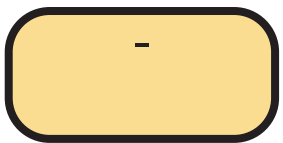
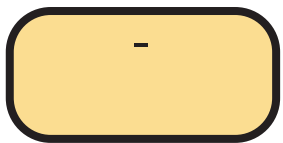
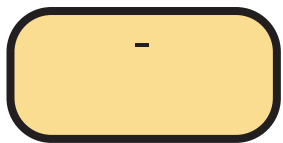
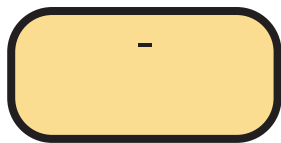
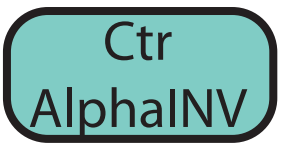
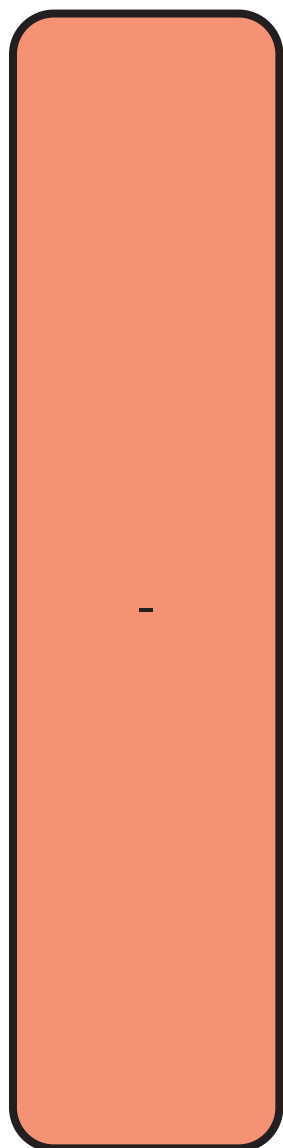
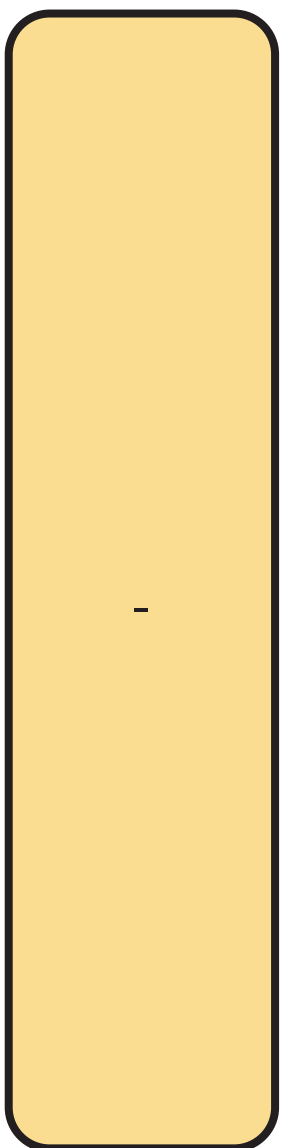
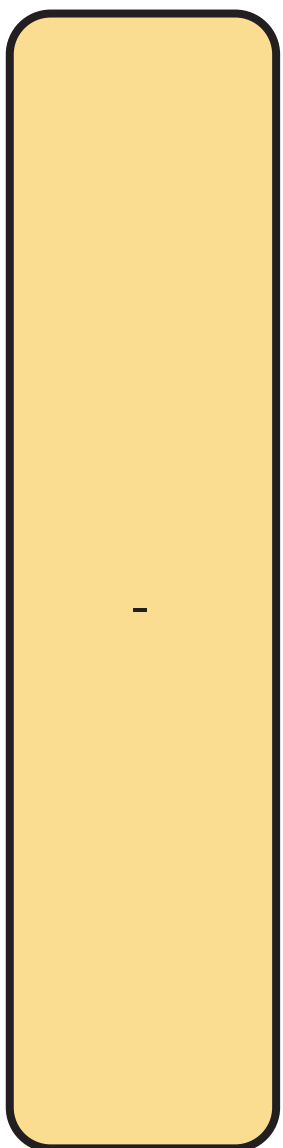
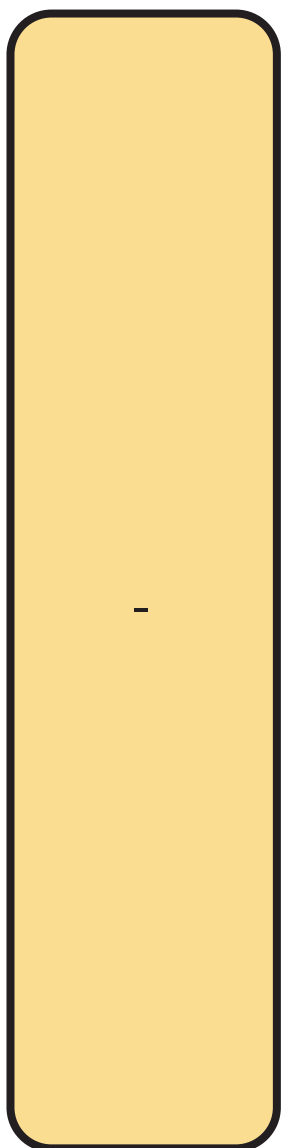
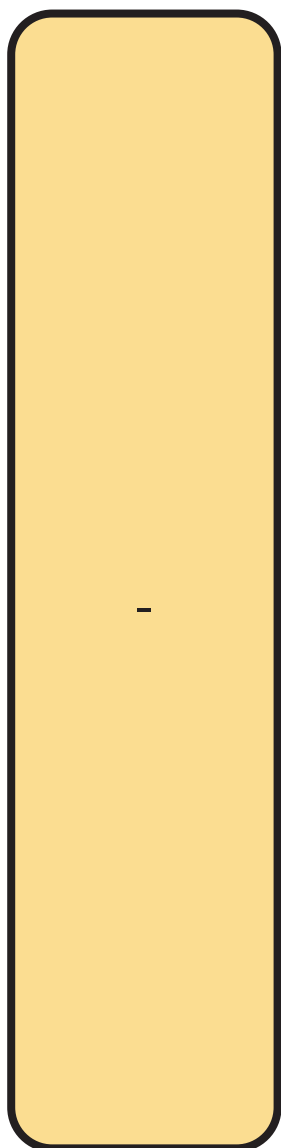
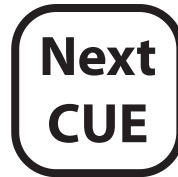
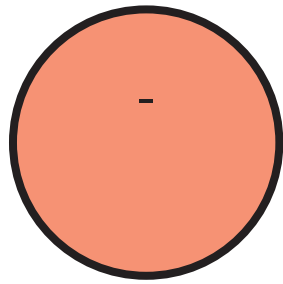
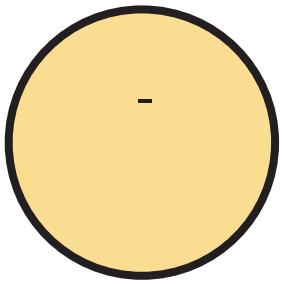
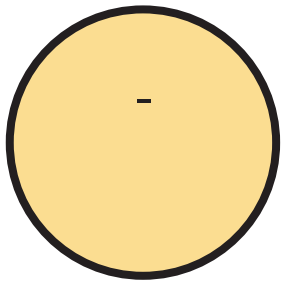
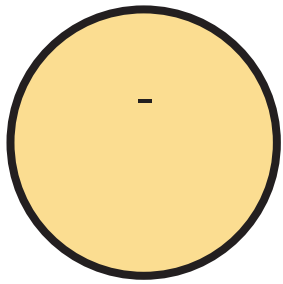
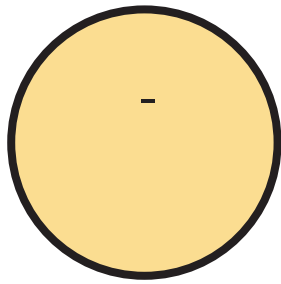
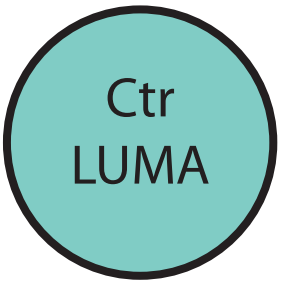
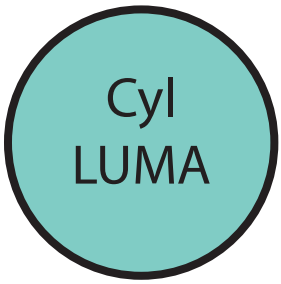
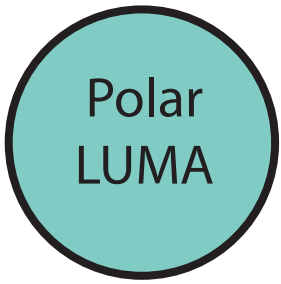
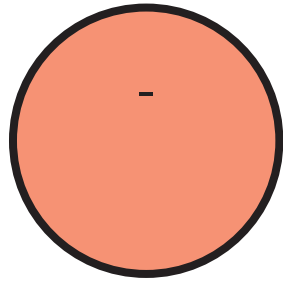
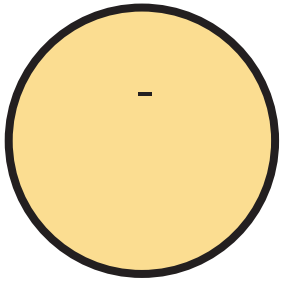
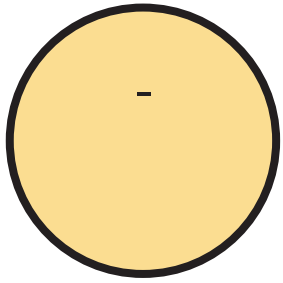
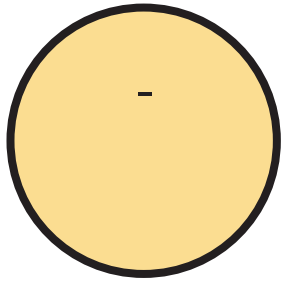
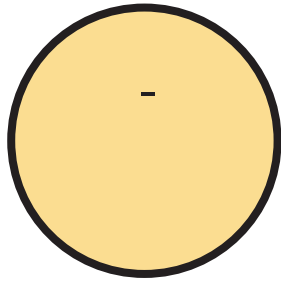
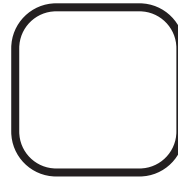
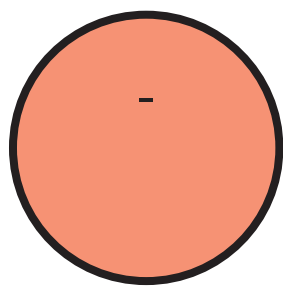
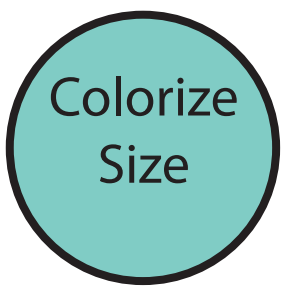
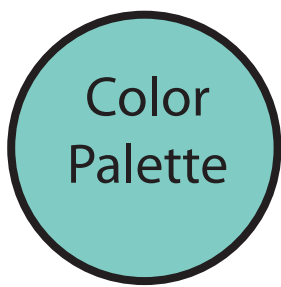
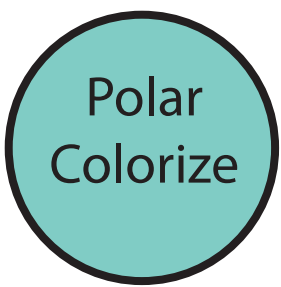
NEW CUE

Creates a new CUE on pointer position with the current controller Values,

- if not controller connected, it takes the default CUE

Hold = GoTo 0

Hold Follow Pointer



EDIT VALUES Pickup activated

COPY CUE

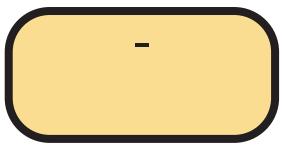
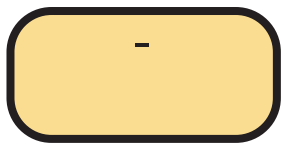
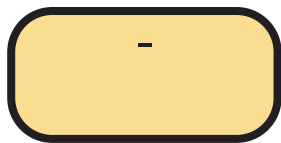
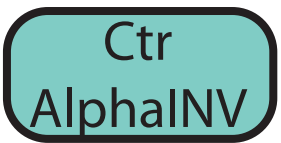
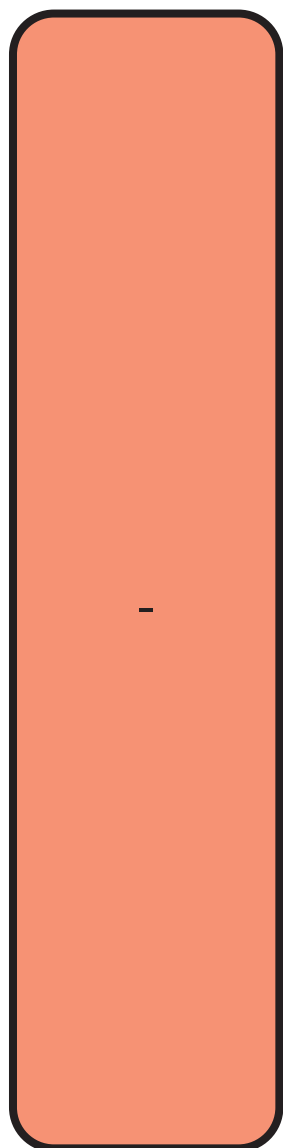
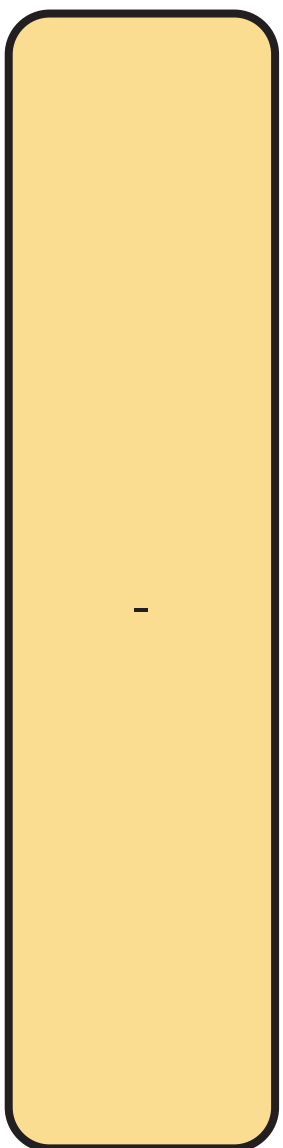
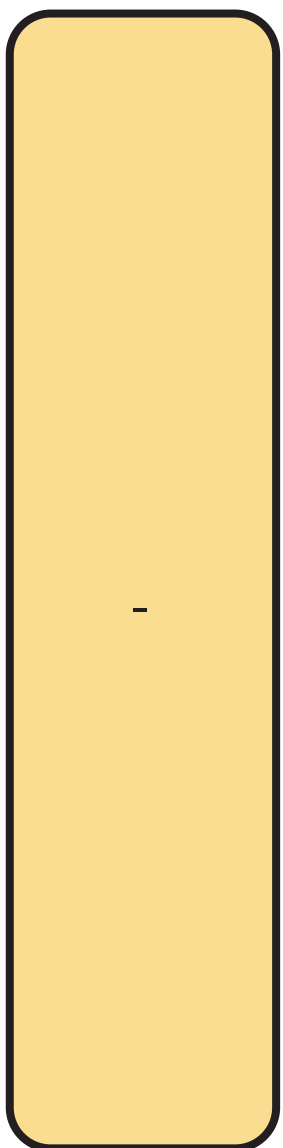
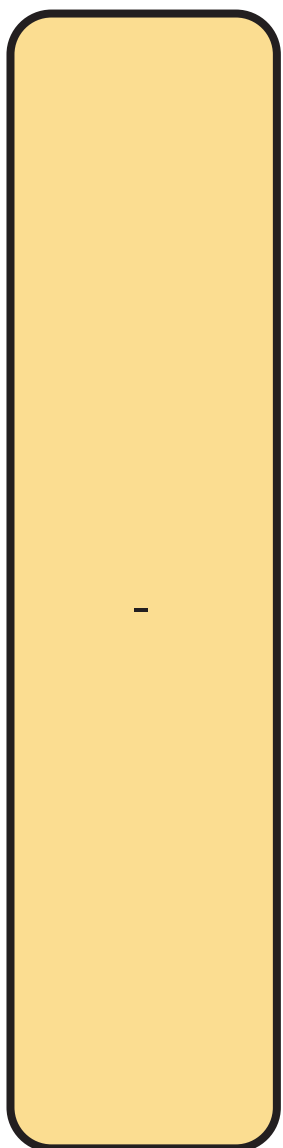
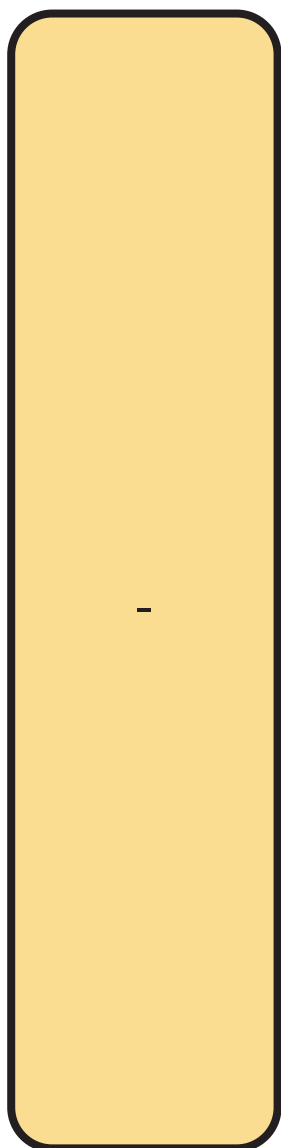
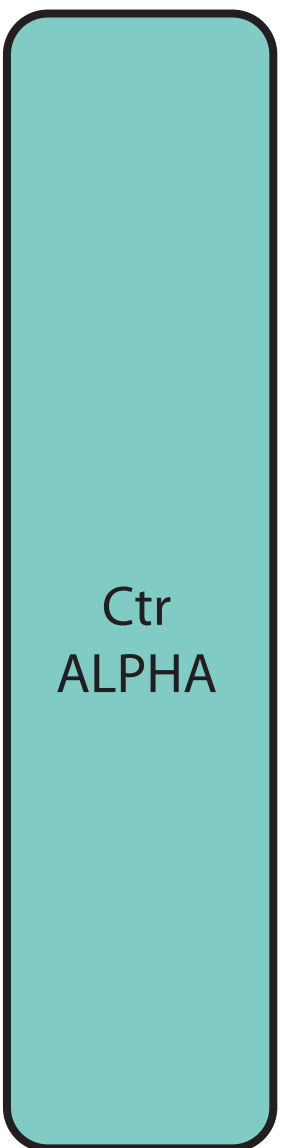
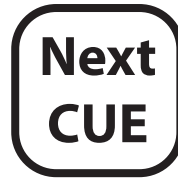
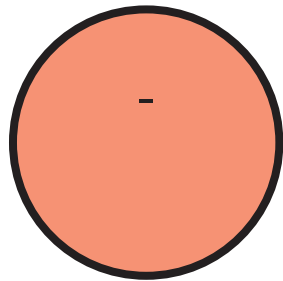
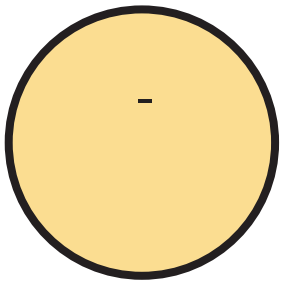
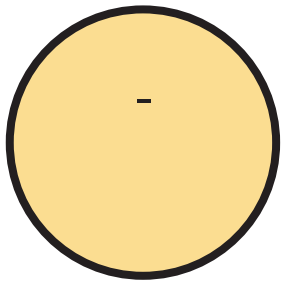
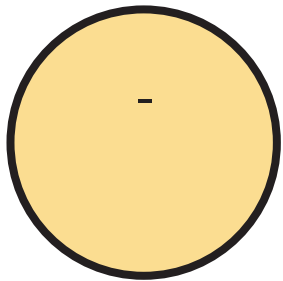
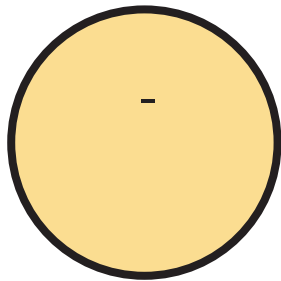
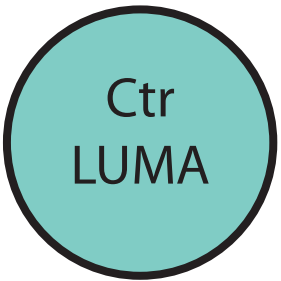
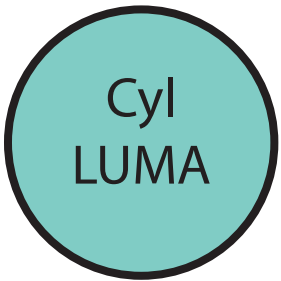
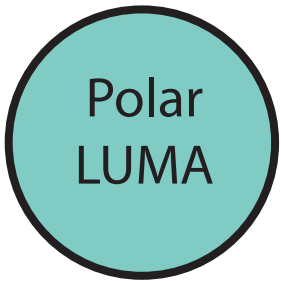
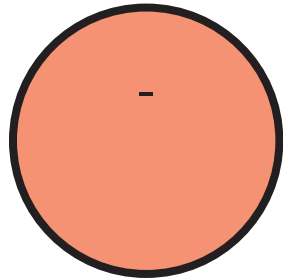
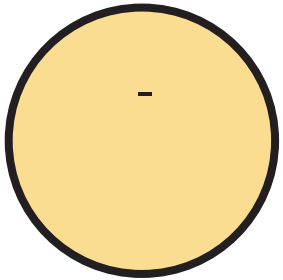
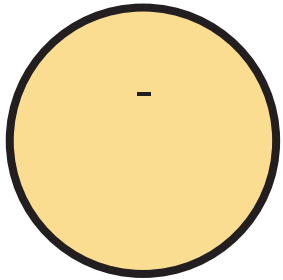
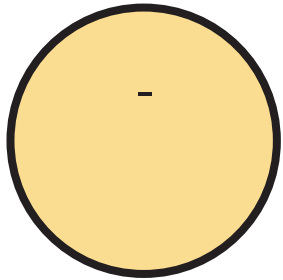
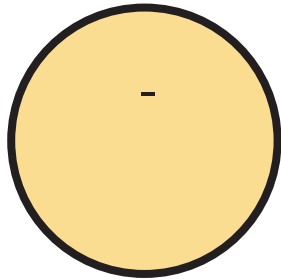
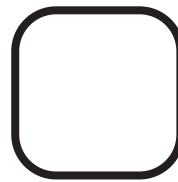
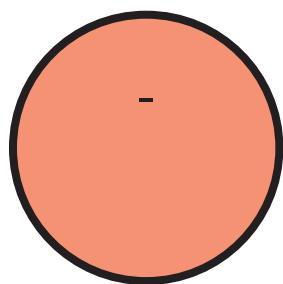
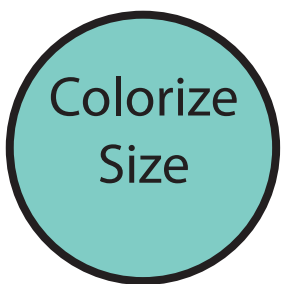
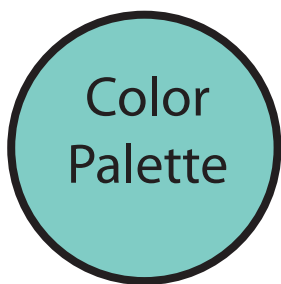
NEW CUE

Creates a new CUE on pointer position with the current controller Values,

- if not controller connected, it takes the default CUE

Hold = GoTo 0

Hold Follow Pointer



EDIT VALUES Pickup activated

COPY CUE

NEW CUE

Creates a new CUE on pointer position with the current controller Values,

- if not controller connected, it takes the default CUE

Hold = GoTo 0

Hold Follow Pointer

Polar Colorize

Cyl Colorize

Ctr Colorize

Color Palette

Colorize Center

Colorize Size

Colorize Size Mult

-

Polar BLEND

Cyl BLEND

Ctr BLEND

-

-

-

-

-

Polar LUMA

Cyl LUMA

Ctr LUMA

-

-

-

-

-

Polar ALPHA

Cyl ALPHA

Ctr ALPHA

-

-

-

-

-

Polar Color INV

Cyl Color INV

Ctr Color INV

-

-

-

-

-

Polar AlphaINV

Cyl AlphaINV

Ctr AlphaINV

-

-

-

-

-

USER



Prev TRACK

Next TRACK

Prev CUE

Next CUE



PLAY STOP

Hold = GoTo 0



GoTo Pointer

Hold
Follow Pointer

MIXER

CONTENT

MASTER

EDIT VALUES

PickUp activated

COPY CUE

NEW CUE

Creates a new CUE on pointer position with the current controller Values,

- if not controller connected, it takes the default CUE