

Neuron Bundle 4: Eye Candy

Eye Candy is a set of 20 time-saving special effects that will enhance any film, video, animation or multimedia project. Sophisticated texture, production and distortion effects have never been easier. Eye Candy creates fire, smoke, carves, bevels, and more. Create dazzling effects in a fraction of the time they used to require.



Before



After applying "Swirl" effect

Eye Candy automatically adapts to irregular floating objects, modifies layer opacity information, and allows users to draw outside layer boundaries without pre-composing. Users can also apply effects based on transparency information from other layers.

Eye Candy's animation parameters give users precise control over each effects' time and direction-based aspects. Now, bevels, glows and other complex, organic effects can mutate and snake around your footage with just a few mouse clicks.

Superb simulations of natural phenomena include Fire, Smoke and Fur

Eye Candy creates simulations of natural phenomena that are more fluid and beautiful than ever, not to mention easier than you ever imagined. Fire and Smoke render a wide range of lapping flames and billowing smoke with a few mouse clicks on our simple controls. Fur is able to simulate anything from porcupine quills to waves of grain. Glass can create watery surfaces, layers of ice and shower doors, and Chrome's effects range from cool metallic gradients to wood surfaces. The wide range of dazzling possibilities in Eye Candy will add fuel to your creative fires.

Effects Adapt To and Modify Layer Transparency

Eye Candy takes full advantage of alpha channels to intuitively apply itself according to layer opacity information. This means that you can draw outside layer boundaries without pre-composing, and that the effects can be used with odd-shaped or shifting objects. Eye Candy's effects can even modify opacity information, allowing you to ignite a logo, for example, and still see through the semi-transparent smoke and flames.

Apply Effects Using Alpha Channels From Different--Even Invisible!--Layers

Eye Candy's Alpha Layer Tool allows users to apply effects in one layer based on another layer's alpha channel, even if the second layer is invisible. This means, for example, that if you have a text layer and a background layer, you can apply Carve to the background layer using the text layer's alpha channel, creating animated chiseled text on your background. In addition, the Alpha Origin tool easily adjusts or offsets the Alpha Layer's position to your specifications.

Effects

Eye Candy includes the following filters:

- Antimatter
- Carve
- Chrome
- Cutout
- Fire
- Fur
- Gaussian Blur
- Glass
- Glow
- HSB Noise
- Inner Bevel
- Jiggle
- Motion Trail
- Outer Bevel
- Perspective Shadow
- Smoke
- Squint
- Star
- Swirl
- Weave



Original



Chrome



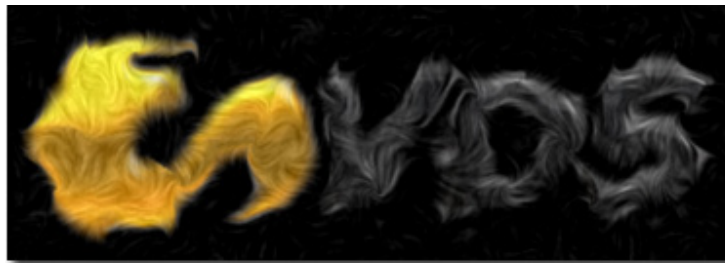
Fur



Carve



Smoke



Swirl



Fire

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About VDS

VDS provides automation and content design tools for the broadcast, cable television, internet, and post production markets. VDS products automate broadcast television systems, with an emphasis on graphics-related operations, content and digital asset distribution, graphics and promo automation, and internet-to-broadcast systems. These products are used in sports, news and financial broadcast channels as well as in multichannel broadcast and cable facilities. VDS content creation products are tools that deliver graphic design, universal file translation and integration capabilities for the post product and broadcast markets.