











Lighting Effects

Graphical representations of effects

Animation Director™ gives you different types of lighting effects to use with your lighting show: ramp, fade, blink, pop fade, rev pop fade, sparkle, flicker, and shimmer. Each of these effects have settings you can modify to tailor the appearance of the effect. You can modify these settings by right-clicking the grid routine's cell or range of cells in which you would like a new effect to occur and then selecting the desired effect. Different effects use different combinations of ramp, fade, and special rates. Each effect has its own unique graphical representation that will appear in the cells where the effect is applied. The graphics will appear in the color assigned each channel.

-  *Ramp*: The ramp effect turns on the output of the light controller to the specified on level. The Ramp effect uses the ramp Rate when turned on, and the Fade rate when turned off.
-  *Fade*: The fade effect controls how fast a lighting channel travels from its current level to completely off. The Fade effect uses the Fade rate.
-  *Blink*: The blink effect turns on and off a light on the output of the light controller at a specified rate. The Blink effect uses the Ramp rate, Fade rate, and Blink rate.
-  *Pop-Fade*: The pop-fade effect turns on the light or group of lights instantly then fades to off at the specified fade rate. The Pop-Fade effect uses the Pop-Fade rate.
-  *Rev(erse)-Pop Fade*: The rev-pop fade effect turns an already on light off instantly then ramps back to the on level. The Rev-Pop Fade effect uses the Rev-Pop rate.
-  *Sparkle*: When used with an individual light, the sparkle effect will pop fade the light at random times. When used with a group, the sparkle effect will pop fade individual lights in a group at random times. The Sparkle effect uses the Sparkle rate.
-  *Flicker*: The Flicker effect makes the light or group of lights appear to look like a burning candle. When used with groups of lights, the lights will flicker individually. The Flicker effect uses the Flicker rate.
-  *Shimmer*: The Shimmer effect varies the intensity of the lights connected to the light controller. When used with groups, the shimmer effect the light will shimmer simultaneously. The Shimmer effect uses the Shimmer rate.

