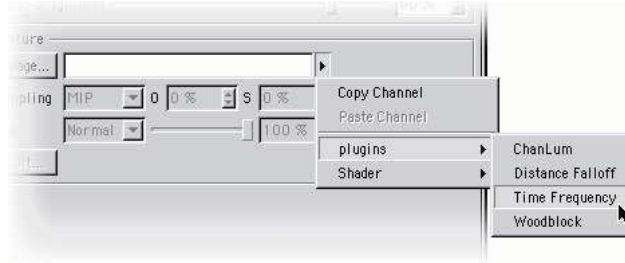
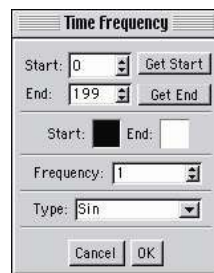


Time Frequency



Choose Time Frequency from the plugins submenu on the shaders menu inside each channel. Pressing Edit..., the following dialog will appear:



Define the start and end frames, during which you want the effect to be calculated. Use the arrows to adjust the values, since limits are constantly being checked and typing may not give good results.

It is not possible to enter values outside the minimum and maximum frame limits set on the Project Settings.

Pressing Get Start will copy the value of the minimum frame from the Project settings to the Start field.

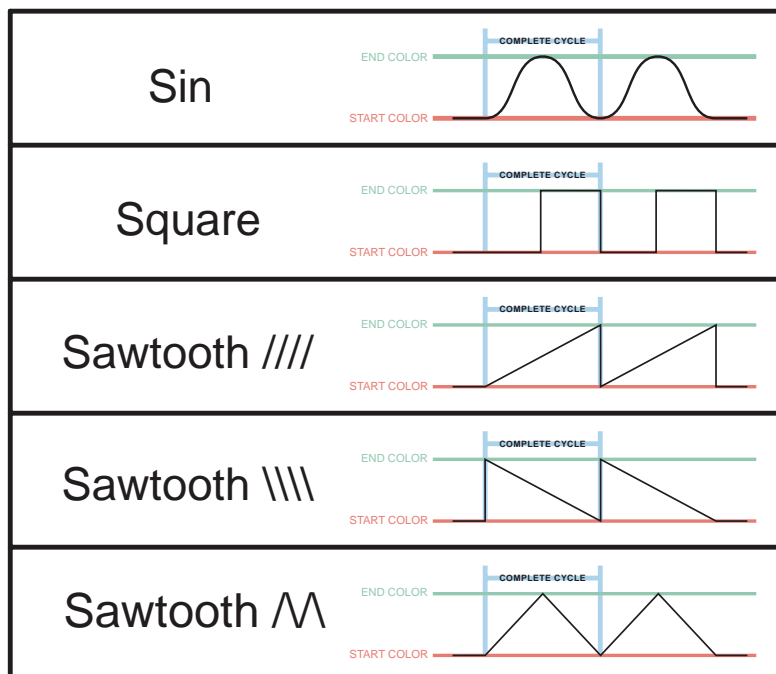
Pressing Get End will copy the value of the maximum frame from the Project settings to the End field.

Clicking on the Start color swatch will allow to define the starting color of the shader.

Clicking on the End color swatch will allow to define the ending color of the shader.

On the Frequency field it is possible to define how fast or slow the shader changes between both colors.

How the colors cycle is defined by the Type of curve menu. The available curves are as follow:



The cyan space shows a complete cycle. If the frequency is set to 1, a cycle will be completed in one second, (the exact number of frames depends on the fps set in the Project settings). If the frequency is set to 2, two complete cycles will occur in each second. If the frequency is set to 0.5, there will be necessary 2 seconds to complete a whole cycle.

WARNING!! Don't change the Project fps after assigning TimeFrequency to any material. The shader will not function properly.