

[Depth study of Adorage - Mixer Tab](#)

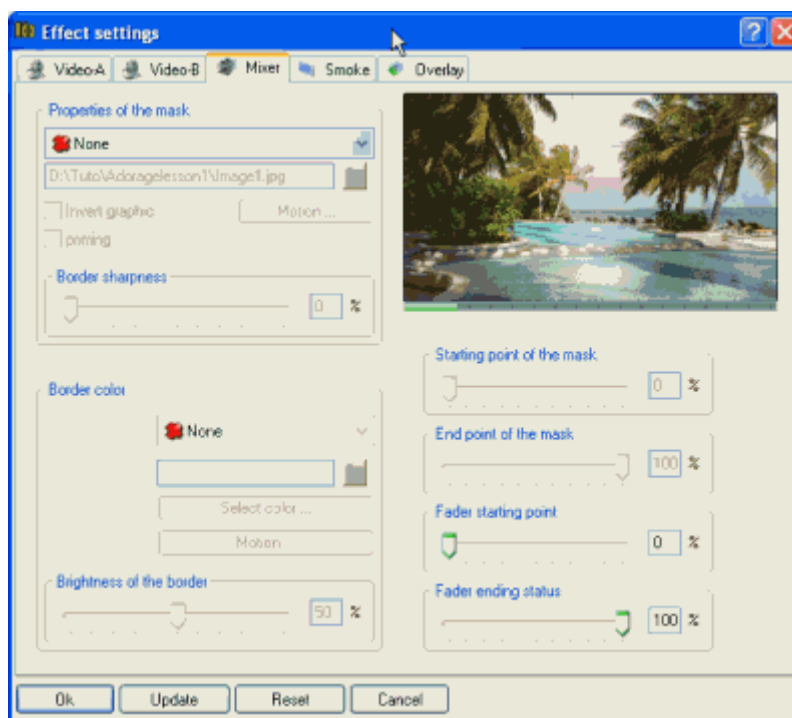
Continue our exploratory journey in the process of creating an effect in Adorage started in our tutorial [Depth study of Adorage - Video Tab](#). Today discover the step **Mixer**.

Again, I advise you, if not already done, to read the tutorials [Adorage, first visit](#) and [Depth study of Adorage - Video Tab](#) and start the lesson by creating a new effect.

Mixer step

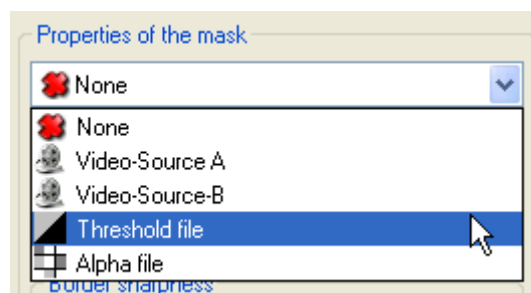
The **Mixer** is the area of settings that will determine the way in which images from **Video A** and **Video B** will appear on the screen.

Open the **Mixer** tab :



Mixer uses a very classic principle of mask. If no mask is selected you get a simple crossfade. This principle of mask is the same as that used by famous Alpha Magic transitions in Studio. The darkest areas of the image are displayed first and then are shown the most clear areas.

Open the **Properties of the mask** menu and choose **Threshold file** :



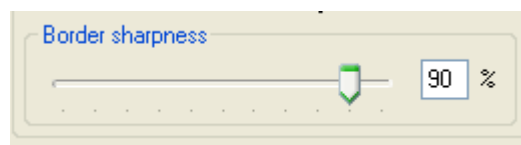
Load the following image :



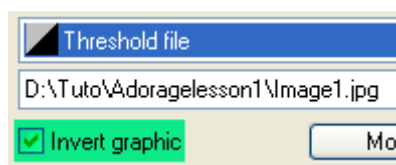
We can see that the image consists of 4 zones. Each zone is increasingly clear. We deduce that the image will appear first in the top left, then top right, followed by bottom right and finally in the bottom left. Furthermore we see that each area is slightly darker towards the centre of the image to the edge. We can therefore predict that within each zone, the image will appear first at the centre and spread to the corners.

Check it in this video :

You can modify the **Border sharpness**, i.e. the transition zone moving in the image above between Video A and B Video. Here, I chose 90% so that the effect is more visible :

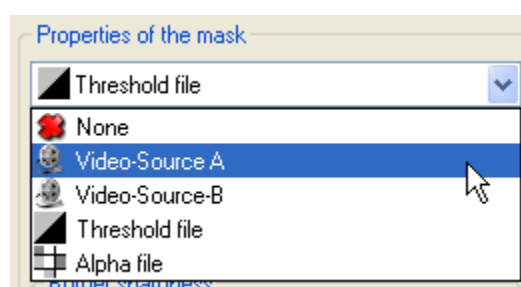


You can also reverse the effect with **Invert graphic**, so that it is the most clear areas that appear first :



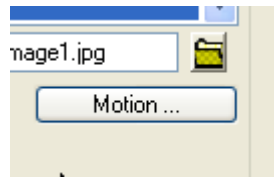
So you will understand, the transition takes place from bottom left to top left turning counter clockwise, and each zone will discover the corner toward the centre.

Also in the **Properties of the mask** menu you can choose **Video-Source A** and **Video-Source B** :



In this case the mask is dynamic, as it is the selected video, which acts as a mask. Its most dark areas revealing first the other video, followed by the most clear. Try, the effect is often stunning!

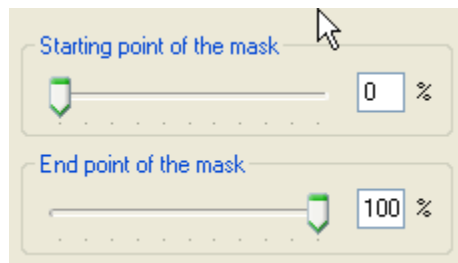
You can apply a motion to the mask :



The setting of this part is identical to what has already been detailed in the tutorial [Depth study of Adorage - Video Tab](#).

For example, by applying a simple rotation to the mask, here's what happens :

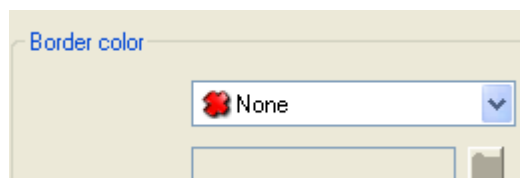
The **Starting point of the mask** and the **End point of the mask** during the course of the video can be specified :



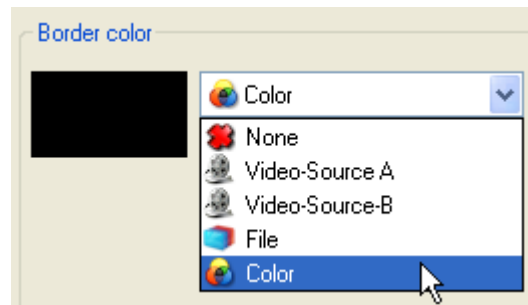
For example, if you take the static mask with the four tiles, putting **Starting point of the mask** on **29 %** and **End point of the mask** on **71 %** prevents the appearance of the first tile of the mask (so the video starts in this area directly with the flag) and the disappearance of the last tile (the flag never appears in this area).

It is more clear with a video :

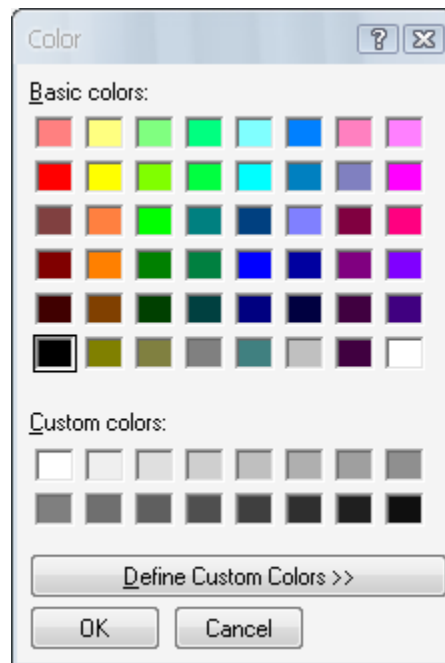
Last element we look today, the **Border colour** section :



The gradual emergence of the video through the mask can be done with a very nice coloured effect. In the menu you select **Colour** :

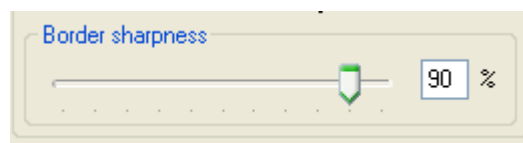


By double-clicking the black rectangle that appears or by clicking **Select Colour**, you open the classic Windows colours selection dialogue box :



If we choose a pure red here is what the video will look like with the mask consists of 4 zones :

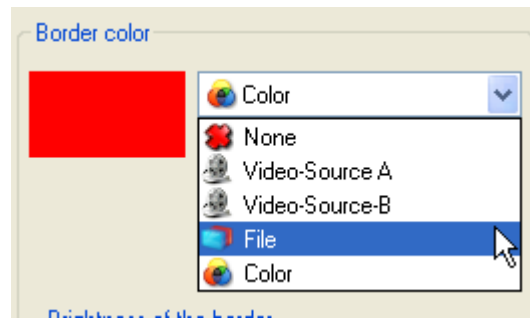
You can change this coloured effect with the **Border sharpness** slider :



and/or the **Brightness of the border** slider :



Another variation much more interesting, instead of applying a colour, you apply a texture. For that, you have to select a file :



For example, with this image that shows a texture of seawater :

