

EDIUS® 6 Third-party Plug-in Compatibility List

NATIVE THIRD-PARTY PLUG-INS

Video Effects

NewBlue (www.newbluefx.com)



Plug-in	Type	Version
3D Explosions	Transition	1.4
3D Transformations	Transition	1.4
Art Blends	Transition	2.4 Build 110207
Art Effects	Video Filter	2.4 Build 110207
Light Blends	Transition	1.4 Build 110303
Light Effects	Video Filter & Keyer	1.4
Motion Blends	Transition	2.4 Build 110207
Motion Effects	Video Filter	2.4 Build 110207
Paint Blends	Transition	1.4
Paint Effects	Video Filter	1.4
Video Essentials I*	Video Filter	1.4
Video Essentials II	Video Filter & Keyer	1.4
Video Essential III*	Video Filter & Keyer	1.4
Video Essentials IV	Video Filter & Keyer	1.4

Prodad (www.prodad.com)



Plug-in	Type	Version
Vitascene*	Video Filter & Transitions	1.1.89

Titlers

Prodad (www.prodad.com)



Plug-in	Type	Version
Heroglyph	Titler	2.6.32.10

Videostar Vistitler (www.vistitle.com)



Plug-in	Type	Version
Vistitler	Titler	1.5.4

Video Stabilizers

Prodad (www.prodad.com)



Plug-in	Type	Version
Mercali*	Stabilize	2.0.64

New Blue (www.newbluefx.com)



Plug-in	Type	Version
Stabilizer	Stabilizer	1.4

*Bundled with EDIUS 6 full version

VIDEO EFFECTS VIA THE ADOBE PLUG-IN BRIDGE FOR AFTER EFFECTS CS4 OR LOWER



Boris FX (www.borisfx.com)
Final Effects Version 6.0.0:

Stylize

- FEC Blobbylize
- FEC Glass
- FEC 3D Relief
- FEC Emboss
- FEC Fractal
- FEC Glow
- FEC Video Fragment
- FEC Burn Film
- FEC Kaleida
- FEC Mr. Smoothie
- FEC Repetile
- FEC Scatterize

Particle

- FEC Hair
- FEC Ball Action

Color Correction

- FEC Invert
- FEC Threshold
- FEC ThresholdRGB
- FEC Brightness-Contrast
- FEC Color Balance HLS
- FEC Color Balance RGB
- FEC Gamma-Pedestal-Gain

Transitions

- FEC Blur Dissolve
- FEC Glass Wipe
- FEC Grid Wipe
- FEC Griddler Wipe
- FEC Jaws
- FEC Lens Wipe
- FEC Light Wipe
- FEC Pin Wipe
- FEC Radial Scale Wipe
- FEC Slant Wipe
- FEC Spherize Wipe
- FEC Twister
- FEC Tiler

Note: Transitions work in AB mode as they are applied as a filter.

FEC Edges

- FEC Wiggle Edges
- FEC Gradient Blur
- FEC Power Ramp
- FEC Sparkle Edges
- FEC Spot Tatter
- FEC Spot Blur
- FEC Wiggle Edges
- FEC Spot Feather
- FEC Spot Frame
- FEC Spot Turbulence

FEC Image

- FEC Channel Noise
- FEC Median
- FEC Noise
- FEC MinMax

FEC Blur & Sharpen

- FEC Blur
- FEC Channel Blur
- FEC Chroma Luma Blur
- FEC Directional Blur
- FEC Sharpen
- FEC Soften
- FEC Spin Blur
- FEC Spiral Blur
- FEC Zoom Blur
- FEC Unsharp Mask
- FEC Vector Blur

Note: Dual input cannot be used

Light

- FEC Light Blast
- FEC Light Tornado
- FEC Light Whirl
- FEC Light Burst
- FEC Light Rays
- FEC Light Sweep
- FEC Spotlight

Perspective

- FEC Simple Shadow
- FEC Super Shadow
- FEC Advanced 3D
- FEC Cylinder
- FEC Page Turn
- FEC Sphere

Time

- Time Blend



Red Giant
(www.redgiant.com)

Magic Bullet Looks
Version 1.4.3

Knoll Light Factory
Version 2.5.5

- Light Factory
- Light Factory EZ
- Light Factory LE
- LF ChromaFan
- LF Chroma Hoop
- LF Circle Spread
- LF Disc
- LF Ellipse
- LF Elliptical Caustic
- LF Fadedring
- LF Glow
- LF Photon Spikeball
- LF Poly Spikeball
- LF Poly Spread
- LF RandomFan
- LF Single Poly
- LF Sparkle
- LF Spikeball
- LF Star Filter
- LF Star Caustic
- LF Stripe
- Light Factory Spectacular

Note: Knoll plug-ins don't support the EDIUS alpha channel



Digieffects
(www.digieffects.com)

Damage

- DE_Blockade
- DE_Destabilize
- DE_Interference
- DE_OverExpose
- DE_Skew

VIDEO EFFECTS VIA THE ADOBE BRIDGE



Genarts
(www.genarts.com)
Sapphire Version 5.03

Sapphire

- S_AutoPaint
- S_BandPass
- S_BleachBypass
- S_Cartoon
- S_CartoonPaint
- S_Diffuse
- S_DogVision
- S_EdgeColorize
- S_EdgeDetect
- S_EdgeDetectDouble
- S_EdgesInDirection
- S_Emboss
- S_EmbossDistort
- S_EmbossGlass
- S_EmbossShiny
- S_Etching
- S_FilmDamage
- S_FilmEffect
- S_FlysEyeCircles
- S_FlysEyeHex
- S_FlysEyeRect
- S_Grain
- S_GrainStatic
- S_HalfTone
- S_HalfToneColor
- S_HalfToneRings
- S_JpegDamage

- S_Kaleido
- S_KaleidoPolar
- S_Mosaic
- S_Posterize
- S_PseudoColor
- S_PsykoBlobs
- S_PsykoStripes
- S_ScanLines
- S_ScanLinesMono
- S_Sketch
- S_Solarize
- S_TVDamage
- S_Technicolor2Strip
- S_Technicolor3Strip
- S_TileScramble
- S_Vignette
- S_Zebrafy
- S_ZebrafyColor

Sapphire Blur+Sharpen

- S_Blur
- S_BlurChannels
- S_BlurChroma
- S_BlurDirectional
- S_BlurMotion
- S_Convolve
- S_ConvolveComp
- S_Deband
- S_DefocusPrism
- S_EdgeBlur
- S_GrainRemove
- S_RackDefocus

- S_Sharpener
 - S_SoftFocus
 - S_ZBlur
- Sapphire Adjust**
- S_ChannelSwitcher
 - S_ClampChroma
 - S_DuoTone
 - S_Gamma
 - S_Hotspots
 - S_HueSatBright
 - S_Invert
 - S_Monochrome
 - S_QuadTone
 - S_ShowBadColors
 - S_Threshold
 - S_Tint
 - S_TriTone

Sapphire Render

- S_Clouds
- S_CloudsColorSmooth
- S_CloudsMultColor
- S_CloudsPerspective
- S_CloudsPsyko
- S_CloudsVortex
- S_Gradient
- S_GradientMulti
- S_GradientRadial
- S_Grid
- S_Shape
- S_Sparkles
- S_SparklesColor

- S_TextureCells
- S_TextureChromaSpiral
- S_TextureFlux
- S_TextureFolded
- S_TextureLoops
- S_TextureMoire
- S_TextureNeurons
- S_TextureNoiseEmboss
- S_TextureNoisePaint
- S_TexturePlasma
- S_TextureSpots
- S_TextureTiles
- S_TextureWeave
- S_Zap
- S_ZapFrom
- S_ZapTo

Sapphire Transitions

- S_DissolveBlur
- S_DissolveBubble
- S_DissolveDefocus
- S_DissolveDiffuse
- S_DissolveEdgeRays
- S_DissolveFilm
- S_DissolveGlint
- S_DissolveGlintRainbow
- S_DissolveGlow
- S_DissolveLensFlare
- S_DissolveLuma
- S_DissolvePuddle
- S_DissolveSpeckle
- S_DissolveStatic

- S_DissolveTiles
- S_DissolveVortex
- S_DissolveWaves
- S_Swish3D
- S_SwishPan
- S_TVChannelChange
- S_WipeBlobs
- S_WipeBubble
- S_WipeCells
- S_WipeChecker
- S_WipeCircle
- S_WipeClock
- S_WipeClouds
- S_WipeDiffuse
- S_WipeDots
- S_WipeDoubleWedge
- S_WipeFourWedges
- S_WipeLine

Note: Transitions work in AB Mode as they are applied as a filter.

Sapphire Distort

- S_Distort
- S_DistortBlur
- S_DistortChroma
- S_DistortRGB
- S_Shake
- S_WarpBubble
- S_WarpBubble2
- S_WarpChroma
- S_WarpCornerPin
- S_WarpDrops

- S_WarpFishEye
- S_WarpMagnify
- S_WarpPerspective
- S_WarpPolar
- S_WarpPuddle
- S_WarpPuff
- S_WarpRepeat
- S_WarpTransform
- S_WarpVortex
- S_WarpWaves
- S_WarpWaves2

Sapphire Lighting

- S_DropShadow
- S_EdgeRays
- S_Glare
- S_Glint
- S_GlintRainbow
- S_Glow
- S_GlowAura
- S_GlowDarks
- S_GlowDist
- S_GlowEdges
- S_GlowNoise
- S_GlowOrthicon
- S_GlowRainbow
- S_GlowRings
- S_LensFlare
- S_LensFlareAutoTrack
- S_Rays
- S_SpotLight
- S_Streaks

AUDIO EFFECTS VIA THE VST PLUG-IN BRIDGE OR DIRECT TO THE EDIUS 6 VST FOLDER



NewBlue
(www.newbluefx.com)

Audio Equalizers

- Adjust Highs
- Adjust Lows
- Filter Sweep
- Graphic EQ
- Parametric EQ
- Remove Highs
- Remove Lows
- Swirl
- Tone Eliminator

Audio Essentials

- Chorus
- Delay
- Distortion
- Echo
- Flange
- Phaser
- Reverb
- Slap Back

Audio Scrubbers

- Audio Polish
- Auto Mute
- Cleaner
- Hum Remover
- Noise Fader
- Noise Reducer

Audio Tools

- Bass Boost
- Compactor
- Crisper
- Dual Compressor
- Dual Expander
- Expander
- Monofier
- Sharpener
- Stereoizer
- Tone Compressor

Sound Benders

- Buzzurgle
- Insectoid
- Phone
- Radio
- Resonator
- Robot Fog
- Under Water
- Wah
- Wind



iZotope
(www.izotope.com)

- ACG*
- Analog Delay*
- Audio Restore*
- Chorus and Flanger*
- Convolution Reverb*
- Graphic EQ*
- Mastering EQ*
- Mastering Limiter*

- Mastering Reverb*
- Multiband Compressor*
- Parametric EQ*
- Simple Mastering*
- Single Band Dynamics*
- Vocal Enhance*

*Bundled with EDIUS 6 full version

Specifications subject to change without notice.

SALES

Local and regional sales contacts can be found by visiting www.grassvalley.com/sales

SUPPORT

Local and regional support contacts can be found by visiting www.grassvalley.com/support



© Copyright 2011 Grass Valley USA, LLC. All rights reserved. EDIUS is a registered trademark and Grass Valley is a trademark of GVBB Holdings S.a.r.l. All other tradenames referenced are service marks, trademarks, or registered trademarks of their respective companies. Specifications subject to change without notice.

PRV-4123M-1