

EDIUS® 6 Third-party Plug-in Compatibility List (as of January 2012)

NATIVE THIRD-PARTY PLUG-INS

Video Effects

Prodad (www.prodad.com)



Plug-in	Type	Version
Vitascene*	Video Filter & Transitions	1.1.113
Vitascene 2	Video Filter & Transitions	2.0.113
Adorage**	Video Filter & Transitions	1-13 (plug-in 3.0.93)

NewBlue (www.newbluefx.com)



Plug-in	Type	Version
3D Explosions	Transition	1.4 Build 110914
3D Transformations	Transition	1.4 Build 110914
Art Blends	Transition	2.4 Build 110914
Art Effects	Video Filter	2.4 Build 110914
Light Blends	Transition	1.4 Build 110914
Light Effects	Video Filter & Keyer	1.4 Build 110914
Motion Blends	Transition	2.4 Build 110914
Motion Effects	Video Filter	2.4 Build 110914
Paint Blends	Transition	1.4 Build 110914
Paint Effects	Video Filter	1.4 Build 110914
Video Essentials I*	Video Filter	1.4 Build 110914
Video Essentials II	Video Filter & Keyer	1.4 Build 110914
Video Essential III*	Video Filter & Keyer	1.4 Build 110914
Video Essentials IV	Video Filter & Keyer	1.4 Build 110915
Video Essentials V	Video Filter & Keyer	1.4 Build 110914

Keyers

ISP (<http://www.isp.co.jp/en/products/robiskey/>)



Plug-in	Type	Version
RobusKey	Chromakey Filter	1.00

Titlers

Prodad (www.prodad.com)



Plug-in	Type	Version
Heroglyph	Titler	2.6.32.11

Videostar Vistitler (www.vistitle.com)



Plug-in	Type	Version
Vistitler	Titler	1.8.0.0

Video Stabilizers

Prodad (www.prodad.com)



Plug-in	Type	Version
Mercali*	Stabilize	2.0.96

New Blue (www.newbluefx.com)



Plug-in	Type	Version
Stabilizer	Stabilizer	1.4 Build 110914

Multicamera Syncing

Singular Software (www.singularsoftware.com)



Plug-in	Type	Version
Plural Eyes	Muticam sync	1.0.6 (5724)

Compositing and Effects

BorisFX (www.borissfx.com)



Plug-in	Type	Version
RED	3D compositing, titling, and effects	5.0.9

*Bundled with EDIUS 6 full version

** Adorage does not play in real time even when using Shift + Q. Open issue with transparency layer.

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
- FEC Lens Star

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
- FEC Color Offset
- FEC Toner

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
- FEC Image Wipe

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

FEC Distort

- FEC Rectangular Scale Wipe
- FEC Twirl
- FEC Bulge
- FEC EZ Ripples
- FEC EZ Lazy Waves
- FEC Spherize
- FEC Water Waves

- FEC Bend It
- FEC Bender
- FEC Flo Motion
- FEC Griddler
- FEC Lens
- FEC Power Pin
- FEC Slant
- FEC Slant Matte
- FEC Smear
- FEC Split
- FEC Tiler



Red Giant
(www.redgiant.com)

Magic Bullet Looks v1.4.3

Magic Bullet Looks v2.0

Magic Bullet Cosmo 1.0

Magic Bullet MisFire

Digieffects
digieffects®

(www.digieffects.com)

Damage V2

- DE_Blockade
- DE_Destabilize
- DE_Interference
- DE_OverExpose
- DE_Skew
- DE_Artifact

Delirium V2 for EDIUS

- Bubbles
- ElectricalArcs
- FairyDust
- Fire
- FireWorks
- FogFactory
- GrayScaler
- HyperHarmonizer
- MultiGradient
- MuzzleFlash
- Nexus
- RainFall
- SchematicGrids
- Smoke
- SnowStorm
- Solarize
- Sparks
- SpecularLighting
- VisualHarmonizer
- WaveDisplace
- Crystalizer
- Edgex
- NewsPrint
- Perspectron
- VanGoughist
- ChannelLighting
- ColorFill
- ColorSpace
- Colorize
- CrazyStripes
- Glow
- GradientDesigner
- Stargate

VIDEO EFFECTS VIA THE ADOBE BRIDGE



Genarts
(www.genarts.com)
Sapphire version 5.05

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_FlyEyeCircles
- S_FlyEyeHex
- S_FlyEyeRect
- 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_Sharp
- S_SoftFocus
- S_ZBlur
- S_ZDefocus

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_DissolveDistort
- 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
- S_WipeMoire
- S_WipePixelate
- S_WipePlasma
- S_WipePointalize
- S_WipeRectangle
- S_WipeRings
- S_WipeStar
- S_WipeStripes
- S_WipeTiles
- S_WipeWeave
- S_WipeWedge

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 1.3
Build 101101**

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

**Audio Essentials 1.3
Build 101101**

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

**Audio Scrubbers 1.3
Build 101101**

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

**Audio Tools 1.3
Build 101101**

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

**Sound Benders 1.3
Build 101101**

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



iZotope
(www.izotope.com)

EDIUS Izotope Bundle

- 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*

Ozone 4.04**

Nectar 1.12**

Ozone 5.01

**Ozone 5.01 advanced (ITU-R
BS.1770-2, EBU R128 metering)**



Audiocation
www.audiocation.de

Loudness Meter VST RS 128
(freeware)



www.matsab.de

Timeline Marker Exporter Plugin
1.2.2 (freeware)

*Bundled with EDIUS 6 full version

** Control GUI of both Ozone and Nectar are not resizable in EDIUS. (Cannot be used on screens with a max resolution of 1200x800 or smaller.)

Specifications subject to change without notice.

GLOBAL SERVICES



Grass Valley Global Services specializes in the defining of, deployment of, and support of today's dynamic file-based workflows, based on Grass Valley and third-party solutions. With Grass Valley Global Services, you can achieve your operational goals in the most efficient and cost-effective way possible with a partner you can trust.

www.grassvalley.com/support

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Deploy: Our professional service organization, backed up with proven project management methodologies, can take you from design through deployment, commissioning, and training.

Support: We offer a complete Support Agreement portfolio to keep your systems running and help plan for your long-term maintenance needs.

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