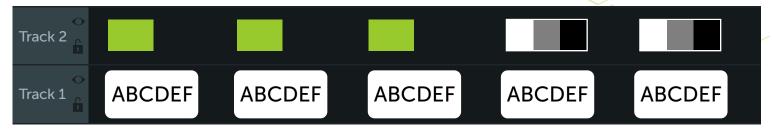


LUMINOSITY **ALPHA** MODE **ALPHA** INVERT NONE **INVERT** LUMINOSITY **PREVIEW ABCD** ABC. **DEF CDEF** DEF **WINDOW**

TIMELINE



DETAILS

NONE

Both objects appear. The shape on track 2 covers the text on track 1

ALPHA

Tracks reveal what is directly under it. If the green object is above ABC, then ABC will be visible when ALPHA is applied

ALPHA INVERT

Conceals what is directly under it. If the green object is above ABC, then ABC will NOT be visible. But DEF will be.

LUMINOSITY

Mattes reveal what is white or bright in the track below it. In this case, the white is on top of AB and therefore it comes through as normal. Gray is only 50% "bright" or luminent, so the letters CD are 50% transparent.

LUMINOSITY INVERT

Conceals what is white or bright in the track below it. In this case, the white part of the graphic hides the AB. EF are visible because Lumonisity invert show things that sit beneath a black object.

SHORTCUTS

Next Clip

Previous Clip

Step Forward

Step Backward

Play / Pause

Split Selected Media

Add Placeholder

Select All



Ctrl Alt Period

Ctrl Alt Comma

Period

Comma

Space Bar

Ctrl

Ctrl Period

Ctrl Comma

Period

Comma

Space Bar

Cmd

Cmd