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

### NATIVE THIRD-PARTY PLUG-INS

#### Video Effects

**Prodad (www.prodad.com)**

<table>
<thead>
<tr>
<th>Plug-in</th>
<th>Type</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vitascene*</td>
<td>Video Filter &amp; Transitions</td>
<td>1.1.113</td>
</tr>
<tr>
<td>Vitascene 2</td>
<td>Video Filter &amp; Transitions</td>
<td>2.0.113</td>
</tr>
<tr>
<td>Adorage**</td>
<td>Video Filter &amp; Transitions</td>
<td>1-13 (plug-in 3.0.93)</td>
</tr>
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</table>

**NewBlue (www.newbluefx.com)**

<table>
<thead>
<tr>
<th>Plug-in</th>
<th>Type</th>
<th>Version</th>
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<tbody>
<tr>
<td>3D Explosions</td>
<td>Transition</td>
<td>1.4 Build 110914</td>
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<tr>
<td>3D Transformations</td>
<td>Transition</td>
<td>1.4 Build 110914</td>
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<tr>
<td>Art Blends</td>
<td>Transition</td>
<td>2.4 Build 110914</td>
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<tr>
<td>Art Effects</td>
<td>Video Filter</td>
<td>2.4 Build 110914</td>
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<tr>
<td>Light Blends</td>
<td>Transition</td>
<td>1.4 Build 110914</td>
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<tr>
<td>Light Effects</td>
<td>Video Filter &amp; Keyer</td>
<td>1.4 Build 110914</td>
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<tr>
<td>Motion Blends</td>
<td>Transition</td>
<td>2.4 Build 110914</td>
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<tr>
<td>Motion Effects</td>
<td>Video Filter</td>
<td>2.4 Build 110914</td>
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<tr>
<td>Paint Blends</td>
<td>Transition</td>
<td>1.4 Build 110914</td>
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<tr>
<td>Paint Effects</td>
<td>Video Filter</td>
<td>1.4 Build 110914</td>
</tr>
<tr>
<td>Video Essentials I*</td>
<td>Video Filter</td>
<td>1.4 Build 110914</td>
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<tr>
<td>Video Essentials II</td>
<td>Video Filter &amp; Keyer</td>
<td>1.4 Build 110914</td>
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<tr>
<td>Video Essential III*</td>
<td>Video Filter &amp; Keyer</td>
<td>1.4 Build 110914</td>
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<tr>
<td>Video Essentials IV</td>
<td>Video Filter &amp; Keyer</td>
<td>1.4 Build 110915</td>
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<tr>
<td>Video Essentials V</td>
<td>Video Filter &amp; Keyer</td>
<td>1.4 Build 110914</td>
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#### Titlers

**Prodad (www.prodad.com)**

<table>
<thead>
<tr>
<th>Plug-in</th>
<th>Type</th>
<th>Version</th>
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<tbody>
<tr>
<td>Heroglyph</td>
<td>Titler</td>
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| Videostar Vistitle (www.vistitle.com)

<table>
<thead>
<tr>
<th>Plug-in</th>
<th>Type</th>
<th>Version</th>
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<tr>
<td>Vistitle</td>
<td>Titler</td>
<td>1.8.0.0</td>
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#### Video Stabilizers

**Prodad (www.prodad.com)**

<table>
<thead>
<tr>
<th>Plug-in</th>
<th>Type</th>
<th>Version</th>
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</thead>
<tbody>
<tr>
<td>Mercali*</td>
<td>Stabilizer</td>
<td>2.0.96</td>
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</tbody>
</table>

**New Blue (www.newbluefx.com)**

<table>
<thead>
<tr>
<th>Plug-in</th>
<th>Type</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stabilizer</td>
<td>Stabilizer</td>
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#### Multicamera Syncing

**Singular Software (www.singularsoftware.com)**

<table>
<thead>
<tr>
<th>Plug-in</th>
<th>Type</th>
<th>Version</th>
</tr>
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<tbody>
<tr>
<td>Plural Eyes</td>
<td>Muticam sync</td>
<td>1.06 (5724)</td>
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#### Compositing and Effects

**BorisFX (www.borisfx.com)**

<table>
<thead>
<tr>
<th>Plug-in</th>
<th>Type</th>
<th>Version</th>
</tr>
</thead>
<tbody>
<tr>
<td>RED</td>
<td>3D compositing, titling, and effects</td>
<td>5.0.9</td>
</tr>
</tbody>
</table>

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*Bundled with EDIUS 6 full version

**Adorage does not play in real time even when using Shift + Q. Open issue with transparency layer.
**EDius 6 Third-Party Plug-in Compatibility List**

**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  
- 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 Edges**  
- FEC Grid Wipe  
- FEC Gridrider 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  
**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  
(www.digieffects.com)  
**Damage V2**  
- DE_Blockade  
- DE_Destabilize  
- DE_Interference  
- DE_OverExpose  
- DE_Skew  
- DE_Artifact  

Dellirium 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

Sapphire

- 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_Zebra
- S_ZebraColor

Sapphire Blur+Sharpen

- S_Blur
- S_BlurChannels
- S_BlurChroma
- S_BlurDirectional
- S_BlurMotion
- S_Convolve
- S_ConvolveComp
- S_Deband
- S_DefocusPrism
- S_EdgeBlur
- S_Grain
- 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_CloudsMultiColor
- 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_Trip
- S_TriTo

Sapphire Transitions

- S_DissolveBlurb
- 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

Sapphire Distort

- S_Distort
- S_DistortBlurb
- S_DistortChroma
- S_DistortRGB
- S_Sketch
- S_Swirly
- S_WarpBubble
- S_WarpBubble2
- S_WarpChannels
- S_WarpCornerPin
- S_WarpDrop
- S_WarpFishEye
- S_WarpMagnify
- S_WarpPerspective
- S_WarpPerspective
- S_WarpPolish
- S_WarpPuddle
- S_WarpRipple
- S_Warp повтор
- S_WarpWave
- S_WarpWaves2

Sapphire Lighting

- S.AddWithValue
- S_Depend
- 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

EDIUS 6 Third-Party Plug-in Compatibility List

www.grassvalley.com
## AUDIO EFFECTS VIA THE VST PLUGIN BRIDGE OR DIRECT TO THE EDIUS 6 VST FOLDER

<table>
<thead>
<tr>
<th>NewBlueFX</th>
<th>iZotope</th>
<th>Audiocation</th>
<th>Matsab.de</th>
</tr>
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<tbody>
<tr>
<td><strong>NewBlue</strong> <em>(<a href="http://www.newbluefx.com">www.newbluefx.com</a>)</em></td>
<td><strong>iZotope</strong> <em>(<a href="http://www.izotope.com">www.izotope.com</a>)</em></td>
<td><strong>Audiocation</strong> <em>(<a href="http://www.audiocation.de">www.audiocation.de</a>)</em></td>
<td><strong><a href="http://www.matsab.de">www.matsab.de</a></strong></td>
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<tr>
<td><strong>Audio Equalizers 1.3</strong>&lt;br&gt;Build 101101</td>
<td><strong>Audio Scrubbers 1.3</strong>&lt;br&gt;Build 101101</td>
<td><strong>Sound Benders 1.3</strong>&lt;br&gt;Build 101101</td>
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<tr>
<td>- Adjust Highs</td>
<td>- Audio Polish</td>
<td>- Buzzurgle</td>
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<tr>
<td>- Adjust Lows</td>
<td>- Auto Mute</td>
<td>- Insectoid</td>
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<tr>
<td>- Filter Sweep</td>
<td>- Cleaner</td>
<td>- Phone</td>
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<td>- Graphic EQ</td>
<td>- Hum Remover</td>
<td>- Radio</td>
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<td>- Parametric EQ</td>
<td>- Noise Fader</td>
<td>- Resonator</td>
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<td>- Remove Highs</td>
<td>- Noise Reducer</td>
<td>- Robot Fog</td>
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<td>- Remove Lows</td>
<td>- Swirl</td>
<td>- Under Water</td>
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<td>- Swirl</td>
<td>- Tone Eliminator</td>
<td>- Wah</td>
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<td>- Tone Eliminator</td>
<td>- Adjust Lows</td>
<td>- Wind</td>
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<tr>
<td>- Adjust Highs</td>
<td>- Distortion</td>
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<tr>
<td>- Echo</td>
<td>- Flange</td>
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<tr>
<td>- Phaser</td>
<td>- Reverb</td>
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<tr>
<td>- Reverb</td>
<td>- Slap Back</td>
<td></td>
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</tr>
</tbody>
</table>

**Audio Essentials 1.3**<br>Build 101101
- Chorus
- Delay
- Distortion
- Echo
- Flange
- Phaser
- Reverb
- Slap Back

**Audio Essentials 1.3**<br>Build 101101
- Mastering EQ*
- Mastering Limiter*
- Mastering Reverb*
- Multiband Compressor*
- Parametric EQ*
- Simple Mastering*
- Single Band Dynamics*
- Vocal Enhancer*

**Audio Scrubbers 1.3**<br>Build 101101
- Audio Polish
- Auto Mute
- Cleaner
- Hum Remover
- Noise Fader
- Noise Reducer

**Audio Scrubbers 1.3**<br>Build 101101
- Bass Boost
- Compactor
- Crisper
- Dual Compressor
- Dual Expander
- Expander
- Monofier
- Sharpener
- Stereizer
- Tone Compressor

**Ozone 4.04**
- Nectar 1.12**
- Ozone 5.01
- Ozone 5.01 advanced (ITU-R BS.1770-2, EBU R128 metering)

* 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.

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