Aescripts Lockdown v3.1.2 (Win, Mac-v3.1.0)

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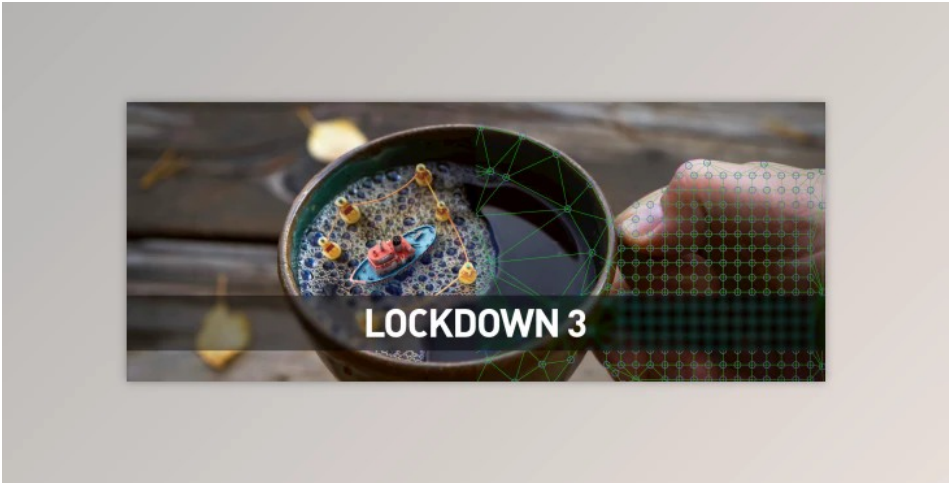
Aescripts Lockdown is a revolutionary fresh plugin that lets you monitor warping surfaces within After Effects. Great for attractiveness retouching and other formerly tough cleanup tasks!

Lockdown is a revolutionary fresh plugin that lets you monitor warping surfaces within After Effects.

Lockdown is a Ground-breaking Plugin that Permits You to Monitor warping surfaces Within After Effects.

Lockdown Two is here! Lockdown is the first and finest plug-in that permits you to monitor warping surfaces within After Effects. Fantastic for attractiveness retouching and other formerly tough cleanup tasks!

Gfx plugin details of Aescripts Lockdown

The product is in the **After Effects Plugins category from AeScripts**, for more information about this post, you can click on the home page link in the sidebar.
To search for similar products to Aescripts Lockdown,

Does this product work on Windows and Mac OS? We mostly include the operating system in the title. if it is not written, it will work on Windows, and you can for the Mac version.

- Export 3D Tracking Data to Cinema 4D and other 3D applications
- Attach objects in 3D
- Relight your Mesh

Lockdown 2 was officially launched as Lockdown 2.2. Among our features is the capability to trim tracks with an alpha channel. We have also optimized for 4k monitoring. Please keep a close watch on the page. We've got a lot more features and modifications coming really soon and will continue to keep your home page current. The tutorials are divided into smaller jobs and can be replaced on the exact same day as the launch, as every feature varies.

The coating in which Lockdown is used, as well as the final that coating is in, has to have exactly the exact same resolution and framerate for both Lockdowns to get the job done. If you are not 100% certain how to put that up all on your personal computer, simply press the Pre-compose button near the peak of the plugin. The script will probably pre-compose your coating and place everything within the pre-comp to each of the appropriate settings, and you're able to use Lockdown inside there.

This discretionary button utilizes impacts that occasionally allow our tracker to discern textures. It is essentially an edge-detect with a great deal of comparison. You ought to be in a 16 or even 32-bit manner when using this filter. Running a denoiser over the first footage and the last result enhances trackability. This is very good for a shooter when light changes since it brings out information in cracks and cracks and will dismiss bigger gradients. It is fantastic for faces, in which there's a lot of detail to be monitored in the pores of their skin. With no filter, the monitoring points can accompany tones and shadows slipping across the surface in place of the epidermis. With this filter, they'll lock onto skin and pores details. Remember that this filter gets much less powerful with compressed movies like mp4.

Click on "Popout" to input the Popout tracker. Layers are DISABLED from the first launch of Lockdown 2.0.0, which will also be permitted following the initial round of testing. Control-click to make things, control-click, and drag to make a grid of things. Press "Track All" to monitor the things. Press "Auto Triangulate" to create a net.

Track Adjustment: After a stage churns away from its goal, click and drag it to place it back in position. Adjustment keyframes are still an extra layer of animation that adds along with your foundation track. It is a really quick method to repair drifts.

Track refinement: Refinement is right if Adjustment is not sufficient, and you need to take care of a track that is going in the

totally wrong path. It is an extremely important idea, please visit that movie:

To start Track refinement, only press "Track All" again after making alterations to a stage's position. Track refinement requires all your modification points and attempts to re-track the whole shot and discover a smooth path that believes and moves between all your modification points.

In case you are confused, here is an overview of Track Adjustment:

When a stage slides or strays from wherever it is supposed to, drag it back to where it should be.

Strike Track All, starts refinement. It should enhance your path because today, there's more alteration point information to utilize.

Watch the shooter for further slides.

Repeat as required.

Deleting bad information: A very simple principle for Lockdown is a track shouldn't ever exist if it is not clearly covering the stage it is representing. In plain English, when I am monitoring a brick onto a wall, and a vehicle goes in front of the wall, then that monitoring point ought to be"Dead" and with no keyframes if it is not visible and continues to be covered by the vehicle. You are able to use"Delete Left Keyframes" and"Delete Correct Keyframes" to complete monitors left and right now, so they exist if the characteristic you are monitoring is observable. All our monitoring algorithms and interpolation methods require the concept your monitoring points only exist within observable capabilities. A monitoring point that monitors your attribute, then on after frames, covering anything else completely different, will confuse the tracker.

Tracking behind overlapping items: Any pixels lesser than 50 percent opacity will finish any paths they touch. The perfect approach to manage an overlapping thing is to produce an adjustment stage ahead of the obstruction, yet another adjustment stage following the barrier, and then press"Track All." Switch on"Interpolate Partial Tracks" so overlapped points may proceed predictably in which they don't have any keyframes.

Occasionally it is logical to draw your net manually to adapt to normal boundaries on your photo. The geometry on the left can deform better compared to the geometry on the proper, particularly when the mouth opens or if imported to a 3D program.

Select some stage, then Ctrl-Shift-Click some other stage to connect both with a border.

Alt-click a border to disable it.

Alt-shift-click and drag to draw a line that deletes all borders in its route.

Auto-Triangulate Mesh will triangulate all things may, but won't bisect some quads. (That is great because quads render greater than triangles from 3D applications)

Clear Mesh may get rid of the whole mesh.

Occasionally, a stage leaves the framework or can be coated with a different item and so is no longer observable.

This button puts a texture that is applicable to your website.

It generates a"Lockdown Graphics Composition" using a stabilized replica of your internet interior, along with a still frame of the framework you have chosen to adhere images to. It produces a checkerboard for record functions. The surface is made as a nonstop manual coating.

It sets this informative article from the Lockdown Graphics Comp slot machine mentions the feel.

It reproduces your coating as a base coating.

If you are employing graphics, drop images into the pre-comp. If you are painting the coating, you need to apply the paint straight into the stabilized video coating within the Lockdown Pre-comp.

This undoes the Lockdown procedure, letting you refine monitoring points.

Please be aware that should you Lockdown, subsequently, UnLockdown a shot, then you have to press Lockdown on precisely the exact same framework you'd initially, or the images won't match. Pressing Lockdown selects the present frame as the projection framework. Therefore, it is very important to keep tabs on that.

Advanced Controls:

Stabilized

The Plug-in and script can automatically determine this, so you shouldn't ever need to consider doing it. But for advanced users, it merely toggles if the net is stabilized or transferred. Useful if you alter a couple of monitoring points in your own stabilized self-explanatory, then wish to copy and then paste your own Lockdown result for an un-stabilized comp. It is possible to just paste and then tap on Stabilized to move away.

Render Mesh

This reveals and also hides your things and net. The Plugin will turn off once you put it on the net, it is only a feature for assessing the integrity of all your monitoring points and also the form of your net.

Render Edges

Shows and hides borders as soon as your net is observable.

Point Radius

Sized in Pixels, just how big the points are within this coating.

Select All Points

Selects all things, both externalized and so forth, at the shooter. The majority of the time, this button can be used, it is to choose what, then internalize all things prior to net construction.

Internalize Selected Points

This places all of the things within the plug-in from the perspective. This will earn every step of functioning with Lockdown quicker. Tracked points are default.

Externalize Selected Points

This carries your chosen points and displays them as ordinary position keyframes in the base of this Lockdown Plug-in, below the"Externalized Points" dropdown. You must only ever externalize points once you detect mistakes in the monitor and wish to change them. Whenever you are done editing things and wish to begin building a net, re-internalize them. It is not encouraged to use expressions using such things or link them to external rigging, in this stage, it is something we have not analyzed. We're allowing externalized things to be utilized as a member of a net with all the hopes that this may become valuable, but just internalize your things in most normal scenarios.

Clear Mesh

This eliminates all geometry so it's possible to try triangulation or guide structure on a different framework. This button also functions out the left points back so you can visually reassess your track.

Externalized Factors

You're given four full points that you may manually edit over the standard After Effects chart editor. This was 500, but we all discovered it had been causing a significant slowdown in consumer interaction rates.

To get things from Mocha, it is possible to glue the four corner place information to the externalized points. Upon gluing, an externalized tip is going to be generated. Please internalize them when you can.

Inner Keyframe period ref

That is a benchmark keyframe. A huge issue with Lockdown's internalized keyframes is that they are 'unaware' of exactly what time code they should look at. At any time you monitor, Lockdown requires this keyframe and puts it in the in-point of this shooter. Each of the inner keyframes considers this keyframe and states, "I must look x frames following this mentioned keyframe" to be able to remain in sync with the remainder of the undertaking. Please be aware that you shouldn't ever need to touch or consider this parameter should you apply the script and then follow the following steps from 1-9. The most frequent place this might be helpful is if you are adapting color footage, as well as the timecode varies on a clip once you're doing a little footage swap. For an easy illustration:

You monitor a few raw footage that are 45 minutes long. Your in-point reaches 30 minutes in. When you monitor, Lockdown puts the"inner keyframe period ref" here in your in-point. Nowadays, you get some new footage straight back out of a colorist. However, it is only 10 minutes long. If you glue Lockdown into the color footage, the timecode is different. Therefore, Lockdown does not know which frames its keyframes should be around. You are able to come across exactly the exact same specific frame in the color footage and slip this"inner keyframe period ref" into its place, and the monitoring will match precisely, though the timecode differs.

Added

- Released a new free version of Lockdown which allows 1 and 2 point tracking for all users. (Run Lockdown in Trial mode, which has the new free features)
- Feature to auto-import your C4D file to After Effects upon creating it with Lockdown
- GPU acceleration for 3D features in After Effects UI.
- "Nudge" function to adjust points using keyboard hotkeys WASD.
- The 'J' and 'K' hotkeys now move the time from keyframe to keyframe, to their midpoints, and to the start and end of the shot.

Fixed

- Fixed 3D exporter (UV data, transformation scale) in a situation where the Hero frame was not between inpoint and outpoint.
- Fixed issues where some Unicode paths could not be read.
- Fixed Perspective Warping issue in After Effects, where the parameter state was not taken into account during rendering.
- Fixed A bug where baking would not always bake the full timeline.
- UI: fixed some parameters value text alignment, so it's less likely buttons will be crowded or over-spread.

Changed

- The size of the plugin binary file has been significantly reduced. (around 90MB)
- The depth estimator is a very large (1.3gb) sidecar file ("depth_estimator_384x384_low_vram.vrl").

- The trial version of the plugin now allows unrestricted 1 and 2-point tracking for all users.
- Enable tracking file cache by default.
- The "Baking" function now fills gaps in a track after baking.
- Removed frame image rendering in 3D workspace in case there is no mesh to render.
- Renamed "Normal" rendering mode to "Mesh" in AE UI.
- Added "Use Hero Frame Depth" checkbox parameter.
- Hide UI controls for Planar Tracker if it is Off.
- Transform controls are now available in the main Tracking tab for the convenience of our free users.

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