



YY_ShockRing - aescripts + aeplugins v2.1 (WIN, MAC)

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YY_ShockRing - aescripts + aeplugins v2.1 (WIN, MAC): YY_ShockRing was created to provide a feature-rich

The plugin can be used to create rings. Blend modes of thickness, thickness, feathering, and transparency; YY_ShockRing can do it all. Make use of it for shockwaves, motion graphics, and wherever you require rings.

YY_ShockRing produces rings. Much like the circle effect creates circles or ramp effects create ramps, YY_ShockRing was created to be a complete feature-rich tool for creating rings. Make use of it for motion graphics, shockwaves, or wherever else you'll need rings.

YY ShockRing Demo from Andrew Yang on Vimeo.

- **Multi-Frame Rendering (MFR)**
- **Native Apple Silicon support**
- Speed improvements
- Scatter parameter

Parameters:

- **Center** the center point of the rings
- **Radius** of the Ring
- **Feather:** Softness of the outer edge of the ring
- **Expansion** The thickness of the rings
- **Opacity** The ring's opacity is determined by the Ring
- **Scatter** adds sound to the sound of the bell (CS5and only)
- **Color 1.:** Color near the outside
- **Color 2.:** Color near the inside
- **Smooth** Interpolation (as opposed to linear)

Render Mode:

- **None:** render on transparent
- **Normal** Background: Renders on
- **Add** Blending - Additive to background
- **(Stencil) Multiply** Reveals the background, which is like stencil alpha, layered on black
- **(Stencil) Multiply+Alpha** Similar to above, except that it is composited on transparent



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