

Aescripts Nebulosity v1.2.0 (Win,Mac)

2025-02-10 16:47:02 label 我要反馈 下载页面



Aescripts Nebulosity v1.2.0 (Win,Mac): Nebulosity is a GPU-accelerated After Effects plugin for After Effects. It produces large volumes of images using Layers, Noise, and Ramps, which can be colored with various methods. It produces galaxies, nebulas, clouds, smoke, and much more.

How does it work?

Nebulosity employs a raymarching algorithm to display density. Density is calculated by using Layers and Noise as Ramps and Masks.

Base Form

The base bounding of the volume by using the box or sphere. The shape can be customized using custom layers in Cut or Extrude modes. Ramps can also be utilized to hide the volume. The edges of the volume can be easily smoothed using Feather Ramp.

Combine Noises

The density can be set with three layers of various noises. Scattering noise can come in three distinct types: Volume noise, Spiral noise, and Inverted FBM sound. Each noise can be tuned and animated using the Evolution slider.

Emission Gradient

The source of the volume's emission could be Color Layer, Gradient, or Color. In the Emission Source, Gradient mode Gradient is distributed via Radial or Density from central or by noise. In both Radial and Density modes, noise could alter the distribution.

New Changes:

- Fixed bounding glitches on old macOS
- increased lights limit to 30
- improved stability of license checks
- Fixed glitch with bounding box
- Fixed Lights coords with parents



去下载

标签

- 平面设计 Resources
- AeScripts Plugins

inve 产品数量
已有 42647个

grou 付费会员
已有 1676位

anal 价值评估
商业价值约 ¥6635.87万元

dow 下载数量
已下载 222908次

