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Aescripts Recursive Mosaic v1.3.0 (WIN, MAC)

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How it functions

Recursive mosaic divides the picture into a grid, and additional Subdivides the squares (or rectangles) till it reaches the specified detail level. This makes the picture seem spammy, yet significant details may be preserved.

- Fix of native Apple Silicon support for Adobe After Effects (beta)
- Aescripts framework v4.0.4 Fixed "invalid format" error for floating licenses
- Accessible parameters rundown
- · Stations let You define which color channels the impact should be implemented to. This Could be one of the following:
- · Luminosity utilize all color channels in sync
- RGB utilize color channels individually
- crimson, Green, blue, and alpha that the result is applied only to the chosen Channel
- · Mosaic Intensity decides how blocky the picture ought to be. 0 preserves The first picture, one let only the biggest blocks specified by the grid
- · Intensity Source Permits You to use another coating (or a monitor in Premiere) as a supply for its mosaic impact.
- · Grid Width the amount of first horizontal subdivisions of this mosaic
- Grid Height the number of first perpendicular subdivisions
- · Maximum Iterations restricts the number of recursions of this algorithm. Lower values create just large cubes; larger values create finer sub-blocks.

New Changes:

- Curve Phase Split (RGB filtering only) additional curve phase shift for R/B components
- Fix of crash for unregistered version with composition height over 4096 pixels (watermark bug)
- · Aescripts framework v4.0.7 improved stability of license checks



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