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## **Aescripts Quick Chromatic Aberration v3.2**

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Aescripts Quick Chromatic Aberration v3.2: Add RGB shift and distortion to simulate the chromatic aberration of objective lenses. GPU Accelerated and now comes using native MFR as well as Apple Silicon support

A small amount of chromatic aberration, also known as "RGB separation," aka "RGB Split," is an excellent way to enhance the realisticity of pixel-perfect computer graphics. It is free to use what many priced RGB Split plugins can't, and it looks excellent on motion graphics and CG composites.

In contrast to the motion graphics on this site, it is recommended to utilize QCA with caution. A lot of chromatic aberration could cause blindness. Be aware that you should do what we tell you, not as we do.

## **NEW IN VERSION 3:**

- 360deg hue control, aberrate every color
- · Controls with full transparency
- Lens Distort & Skew
- · Variable iterations
- Auto buffer expansion
- Native MFR & Apple Silicon
- Fix render issue that could cause a stall or crash
- GPU Accelerated GPU
- Infinite repeat edge pixels
- 32bpc precision
- Translate, rotate, scale & blur per channel
- · Controls that are easy to use





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