



AeScripts PATTOON Texturing Plugin 2.0.1 Full + Serial (Win, Mac-v1.6)

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Important Update: Have a look at our newest capabilities. We put in a while so that you can make more breathtaking visuals more readily. Watch for yourself precisely what the newest Glitch, replace, swap, and flicker attributes can perform. Mix & match to make more flexible consequences. We can not wait to find out what you can do with this.

Texture mapping in Adobe After Effects is eventually made simple with PATTON. Get immediate coating access to your textures out of Creative Cloud Libraries, Photoshop, and much more, and a lot of additional features, textures, and presets for all your design needs.

Gfx plugin details of AeScripts PATTOON Texturing Plugin 2.0.1 Full + Serial (Win, Mac-v1.6)

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Does this product work on Windowns 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.

INTRODUCING Patton 2

We are proud to present PATTON 2! Introducing innovative features, usability enhancements, and more resources prepared for use.

NEW MAJOR FEATURES

Have a Look at our brand-new features. We put in a while so that you can make more breathtaking visuals more readily. Watch for yourself precisely what the newest Glitch, replace, swap, and flicker attributes can perform. Mix & match to make more flexible consequences. We can not wait to find out what you can do with this.

- **GLITCH**
- A feel pushed, easy to use, And highly customizable glitch result. Decide on texture and adapt parameters like colors, speed, and distance. The previous glitch plugin you could ever require.
- **DISPLACE ENGINE**
- Displace layers according to stripes To make many flexible consequences. Pick from displacing methods (undo, radial, bi-directional) and correct intensity and cancel point
- **DISPLACED PIXEL SHAPE**
- Control the shape of every displaced pixel. You can use any shape to style your displaced pixels. The amount is up to you, the heart, circle, cross, and rectangle.
- **DISPLACEMENT EMISSION**
- The new pixel emission system lets you emit pixels from displaced pixels. It sounds weird but is powerful. Create waterfalls, fog, dust, or any fluid-looking style.
- **DISSOLVE**
- Dissolve or reveal your artwork faster and more flexibly than ever. Use one of the built-in presets and customize the style of your effect. You can also create your effects from scratch.
- **DISTORTION**
- With the texture-driven Glitch and displays engine, you can create unique and stunning distortions. Simply change the look and feel by browsing the integrated texture library.
- **SWAP**



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- Replace textures with a couple of clicks. Pick textures out of a feel library to make a swap impact. Fix the rate and randomness of this result.
- **FLICKER**
The flickering could be implemented to The effect or the entire layer. Fix its rate and randomness.
- **TURBULENCE**
Produce a turbulence impact on a Coating or feel just (retains alpha station). Select up to 4 distinct, customizable stimulation modes.

USABILITY IMPROVEMENTS

- We also did a little work around the U.I. according to your ideas. Thank You for your comments, and it helps create a better experience for you.
- **The enhanced screen of PNGs**
- We enhanced visibility for Colours with a great deal of transparency.
- **Fix Thumbnail Grid**
- There's now a Choice to Modify How big thumbnails and just how many are displayed on each page when surfing the textures.

BOOST YOUR WORKFLOW

- Texture mapping in Adobe Later Outcomes is now made simple with PATTON. It is an integrated AfterEffects plugin with many additional features, textures, and presets for all your layout requirements. Apply Textures to contours, masks, text, layers, video, and solids. Develop your library at the procedure.

BASIC Capabilities OVERVIEW

- It's possible to locate the vital PATTON attributes here. If you've Some ideas for future versions, please inform us. We appreciate all your comments.

Here are SOME MORE DETAILS

- **Utilize your routines out of the CAPTURE APP**
 - Patton provides immediate access To Catch CC Patterns while functioning in Aftereffects, and that is usually impossible. Produce patterns with your Catch CC Program, and they'll look moments after in After Effects.
 - **Utilize your Photoshop Patterns right in AfterEffects**
 - Load yours. *PAT documents into AfterEffects and personalize them straight in AfterEffects to quickly produce dramatic effects. Scale, mix, lock, rotate, tint, countertops, and more!
 - **Apply Textures right into an Extension**
 - Multi-Masking lets you perform Gently apply textures to unique masks inside one strand. Mix your tastes. Enjoy more liberty and less hassle.
 - **Get started with our presets**
 - PATTON Includes a Whole Lot of presets That Will Help You Create Dramatic consequences. Free to use and also to be motivated by. Pay Attention to the Freeze Impact or the Transition Impact. All consequences are tailored to your requirements. Dig in more profound and also produce your own presets. Save for later and enhance your workflow much more—the complete list is under.
- Freezing Screen
 - Transition
 - Neon Light
 - Digital H.U.D.
 - Camera Tracking Symbols
 - Smokey Text

Apply textures to shape vector images

Applying textures to contours and Vector images is equally as simple. Utilize Adobe Illustrator documents and have to work - right in AfterEffects.

Over 200 maps and routines

Patton ships using over 200 channels and patterns (maybe not Contained in the trial Model) for your moving. Develop your feel library at AfterEffects and help you save time while seeking the perfect texture. All channels are saved within AfterEffects and keep accessible with one click.

- Earth Parts
- Grid Pattern
- Grungy Maps
- Lines
- Topical Maps
- Digital H.U.D Elements
- Virtual C.A.M. Elements
- Cosmetic Textures
- etc.

New Changes:

- Bugfix for (the last file never used)

- When using displacement, artifacts in pixel images can be apparent and corrected now.
- The adaptive size parameter can now be used in non-radial mode.
- large pixels that are in adaptable size modes are adjusted in the middle of the image and not to the left or uppermost
- Mask in 16bpc was scaled wrongly mask was not scaled correctly, and it was fixed
- Pixel placement in mask borders was not correct. The mask borders were not correctly placed around the pixel. This was fixed.
- bugfix for displacement center calculation
- sine turbulence mode is now able to respect the min/max intensity parameter
- masking mode "none" properly supported, permits only the displacement of pixels inside the mask, leaving the outside pixels unaffected
- Coordinates for center offset and displacement parameters are now working perfectly
- pixels that are scaled in displacement mode are now scaled by what aspect ratio is used by the picture (pixels are now always square)
- Mask data is calculated more quickly
- A new feature, "intensity spread," for displacement gradually shifts the displacement to the value of 0 or 1. There are no intermediate values



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