



Aescripts Projection 3D v4.2.04 (Win, Mac)

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Aescripts Projection 3D: Advanced instrument for camera Projection mapping and photographing parallax cartoons in **After Effects** for Windows and Macintosh.

Gfx plugin details of Aescripts Projection 3D v4.2.04

The product is in the **After Effects Plugins category from AeScripts**, for more information about this post you can click on the home page link in the sidebar.

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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](#).

- 1. New Structure.
- 2. Export View for fSpy to export.
- 3. Updated Export Camera to Cinema 4D & Maya.
- 4. Resize/Fill Polygon.
- 5. Ungroup Objects.
- 6. Replace Polygon with Texture.
- 7. Copy Mask(Perspective).
- 8. Updated Insert Camera.
- 9. Stabilize 3D Matchmove.
- 10. One-node Camera.
- 11. Create a Camera Target.
- 12. Projection Resolution.
- 13. New Primitives.
- 14. Edit Projection Images Directly in After Effects.
- 15. Open Projection Images in Photoshop.

MASK MODELER

This tool was designed to create complex surfaces with masks. It is ideal for designing mountain ranges, landscapes, rocks, and other non-standard surfaces.

REPLACE POLYGON WITH TEXTURE

This tool lets you replace white faces using an image derived from projected images.

STABILIZE 3D MATCHMOVE

Stabilize the shakey video, create the Dolly Zoom effect(Vertigo),

Incorporate green screen characters into the virtual environment.

INDEPENDENT OBJECT

This allows you to put the projector on the object and move it into three-dimensional space.

If your object has many layers, you must organize the layers into a single layer.

CLEAN EDGES



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Create a rough mesh of models and remove any unneeded edges in one click

IMPORT & EXPORT.OBJ

You can import only low-poly models. The polygon count should not exceed 1500.

The solids you have created can be exported masks, layers, and layers in the form of an OBJ File and then open it in 3D Software.

- REAL 3D PROJECTION
- EXTRUDE
- MASK MODELERS CREATE COMPLEX SURFACES USING MASKS
- REVOLVE CREATES A RADIAL SURFACE USING THE REVOLVE TOOL
- BEND
- EXTRUDE ALONG PATH
- SPHERIZE
- 10 PRIMITIVE OBJECTS
- IMPORT & EXPORT.OBJ, YOU CAN IMPORT ONLY LOW-POLY MODELS; THE NUMBER OF POLYGONS SHOULD NOT EXCEED 1500
- EXPORT CAMERA EXPORT CAMERA ANIMATION TO 3D SOFTWARE
- FIND THE OBJECT'S ORIENTATION, CREATE A PLANE FROM 2 POINTS, DRAW A MASK & EXTRUDE RIGHT ON THE SPOT
- IMPORT THE IMAGE DIRECTLY TO THE SELECTED POSITION
- 3D ANCHOR POINT EDITOR REPOSITION ANCHOR POINT WITH ONE CLICK
- CREATE ROUGH MESH OF A MODEL & MASK IT
- Additionally, all projection arenas Used at the demonstration
- Additional "Camera Match" tutorial resources Info menu renamed to Assist menu
- More suitable UI
- Publish the picture straight to the chosen position
- Developing and importing 3d items is ten times quicker
- Export camera cartoon
- Group objects
- All of the tools may make 3d objects directly on the place
- New programs - Spherize, Extrude Along Path, Create Plane from Stage (s)
- New from Extrude Tool: extrude Several masks
- New from Extrude Tool: additional Subtract and Skew works
- New utilities - Insert Duration, Blur Edges
- Solo Layer(s), Enable/Disable Twist (s)
- Quick Camera View



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