



Aescripts Curve Tracer v1.1.0 (Win, Mac)

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Aescripts Curve Tracer v1.1.0 (Win, Mac): The Curve Tracer plugin mimics the method by which an artist makes drawings using a pencil. The drawing is an abstract representation of a more extensive, full-color animation or image. The artist first creates several "sketching" curves, which provide a rough estimate of the design of the final sketch. They would then proceed with the primary curves, which are more precise and could be shaded to convey a sense of depth.

The filter analyzes the edges and contours of the image it is analyzing and then converts them into splines (curves). The curves are then smoothed or reduced in vector space and created as a continuous segment. Post-processing adds color and a subtle "bloom" effect to enhance the authenticity.

Rundown of the available parameters

- **Preset:** Start from scratch or use one of the twelve presets available for different styles.

Canny Edge Detection

The image must be converted into a map of edges as a binary image. We employ the Canny Edge Detector, a technique widely modified and utilized for computer vision applications.

- **Image Smoothing** Gaussian smoothing is used before Canny edge detection to smooth out edge transitions. This removes high-frequency noise, making splines more natural.
- **Low Limit** The first Limit to the hysteresis process (during Canny).
- **Maximum Limit** Second Limit to the hysteresis process. Two limits determine the edges that are preserved and which ones are removed. The values of the gradients which are higher than the low value are retained, while those below are removed. The ones in between have rules dependent on connectivity. The best way to determine these values is through trial and trial. A ratio of 2:1 to 3:1 between the Limit values is suggested.
- **The precision of sampling** percent of the pixels sampled in the Canny map. A low number indicates that you are stepping over overvalues, resulting in a less dense map. This creates the appearance of curves made of diagonal straight lines horizontally or horizontally.

Curve-style

Following Canny detection, The edges change into vectorized curves. These choices affect all curves.

- **Width** of Curves in pixels units.
- **Additional Smooth** An alternative algorithm that produces similar results as Smoothing, however, has a bigger smooth aperture.
- **Details** - The percentage of the curve points sampled and then recreated as a unidirectional curve. However, this is equivalent to the precision of sampling from Canny edge Detection in the vector space.
- **Line Style:** A selection between solid and Dashed curves. Dashed appears as a set of strokes that are short.
- **Longest Line** The HTML0 line ending length is a way to scale down the width at either end of each curve so that the curves appear to be completed in the shape of a point. It's the distance between the ending (or the beginning) if the change can begin happening.
- **Line Width** Percentage to show the effect of line-ending scaling. Combining this value and the prior amount (0 and 100 percent) can affect the point to finish.

Principal Contour

Each curve is separated by purpose to Main/Lighting and Sketch contours. Each is used for a specific purpose. The main contours can be considered as the base. Lighting contours are additional ones rendered in different colors (usually bright to



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signify the lighting effect - with lighting coming from a specified direction in the XY plane in the picture).

- **Color - Main Color:** The main color of the central contour.
- **Primary Opacity** Alpha opacity of the central contour.
- **Source Color Mix** Mixture percentage with Color and colors that are derived from projecting the original image.
- **Lighting coverage** Normalized (0-100) value of the coverage of light contours. The greater the value, the greater the number of visible light contours.
- **Lighting Scale** - The percentage for the Curve Style Width that will be used to render lighting lines. Utilize a significant value to emphasize the lighting contours.
- **Light Angle** - Indicates the position of the lighting source virtualized on the image plane. The calculations used to calculate illumination are based on the light angle and the curve's orientation in specific locations.
- **The Lighting Color** -- Color of the lighting contour.
- **The Opacity of Lighting** Alpha opacity of the lighting contour.

Sketch Contour

Sketch contours serve the purpose of mimicking "handwritten" contours, typically using a color that tends to be darker.

- **I am sketching steps** - Number of Sketching-style overlays. Each will be slightly different in smooth parameters to replicate the look from "preliminary" sketches, with less precise detail.
- **They are sketching Smoothing** Smoothing of the first sketching contour. Each additional sketch (the sketching step parameter specifies their number) will be smoothed slightly. Greater smoothing effect. This is referred to as the base parameter.
- **I am sketching a** contour.
- **I am sketching Opacity** Alpha opacity sketching contour.
- **Source Color Mix** is the percent of mixing in Color and colors derived from projecting the original image.

Rendering

Post-processing options that render for post-processing.

- **Skipping Frame(s)** - Adjust the original footage's FPS and permit fewer frames per second to filter to minimize motion jitter. It also helps to bring closer the traditional cel animator.
- **Halo Main** Halo Main Gaussian blurred photo of the curvatures placed over the rendering creates a soft halo appearance.
- **Halo Highlight** - Additional soft halo renderings of the "highlight" curves.
- **The Halo Size** Size of the Gaussian filter that generates the halo in pixels.
- **Composite on original** - Select whether or not to allow the overlaying process of overlaying your original photo (before any curve transformation and rendering) in the final rendering.
- **Blending** Option to add or normal (alpha base) Blending that overlays.

New Changes:

- New Ghosting feature enabling rendering of past or upcoming frames together with the current one
- Fix of crash for unregistered version with composition height over 4096 pixels (watermark bug)
- Disabling Sketch Contour parameters when the feature is not applied
- Aescripts framework v4.0.7 - improved stability of license checks

What is Aescripts Curve Tracer?

A "curve tracer" in the context of animation or graphics software could potentially refer to a script or tool that assists in tracing or animating along a path or curve. Such a tool might be used in animation software like Adobe After Effects or similar applications. It could help animators create smooth and precise animations by following a specified curve or path.



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