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Aescripts pt_Multiplane v2.86 (WIN, MAC)

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Instantly turn layered Photoshop or Illustrator Documents Into 3D multiplanes. It adds expressions that allow you to move layers onto the axis without altering the expression of the shot in the camera position, which makes it effortless to experiment with a thickness on your scene.

New Changes:

- · Fixed issue where front/back range always used defaults
- Controller nulls named after layers
- Fix for drop-downs not displaying correctly on Windows HiDPI displays
- Fix for help window not closing on Windows
- Random distribution options
- Fixed random distribution in CC 2015
- AUTO ARRANGE LAYERS: Using Vehicle Organize, assessed layers are dispersed along the z-axis between the
 designated array of values. There is also an option to get layers spread randomly within that array.
- NULL CONTROLS: When a coating has previously been revived or scaled, null will be employed to control the coating, and you need to use this to move the coating on the z-axis. Check'Always use null controllers if you want to command all layers in this manner. To remove them, you can delete the nulls if you have completed making Z Position
- 1 OR 2-NODE CAMERA: Choose a one-node camera with a Position property or a two-node camera using an extra Point of Interest home
- LENS PRESET: Pick a lens preset for your multiplane camera.
- APPLY MULTIPLANE: Either pick particular layers at a self-evident, or it will be applied to all layers. This applies the scale expressions that pt Multiplane utilizes to compensate when layers have been transferred on the z-axis.
- BAKE/REMOVE: Utilize This alternative if you've finished adjusting your layers and want to remove the pt_Multiplane Scale expressions. Often you can render them implemented, but you need to Eliminate them if you plan on animating the Scale or Z Position.



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