



aescripts Canvas 360 v1.61 Full Version

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A strong new workflow application to Boost VR 360° post-production. Together with the capacity to I/O camera information from some different packs (C4D, Unity, Maya, Nuke, etc) Canvas 360 functions with your present setup. Free to Adobe Skybox and MochaVR, Canvas 360 unifies After consequences complete capacity in 360° Post Generation. Save yourself money and time, make VR that is much better!

CANVAS 360™ is a workflow interior of Adobe After Effects allowing consumers the ability to blend 360° footage/renders with conventional After Effects layers along with non-360° footage/renders. Constructed on a complicated structure beneath the hood, it still also provides a surprisingly easy and interface to create the simplicity of any 360° job. The workflow is full of high tools that work alongside After consequences' movement images tools. CANVAS 360™ additionally eases the integration of 3D packs by mixing any monitored or revived After Effects cam to your 360° job. Designed for customers to make 360° encounters using standard visual effects programs, CANVAS 360™ works are comfortable and easy to understand.

- **3D Camera Tracking & 360° Stabilization:** With CANVAS 360™'s user-friendly interface, so users may now use After Effects' strong AE Camera Tracker to monitor their 360° media. CANVAS 360™ easily incorporates the monitoring data to the user's 360° article, such as information from third-party match-moving (camera monitoring) packages. When incorporating the monitor the camera stabilizes. The consumer can correct and save a stabilized camera.
- **360° Compositing:** CANVAS 360™ Functions After Effects' yarn to 360° while presenting a bunch of tools that are exclusive. Whether 360° or even non-360°, live-action or even CGI, CANVAS 360™ brings all together into one 360° deadline, even encouraging users' favorite AE plugins and tools, as they browse through their 360° picture. Insert impacts and mattes or blur that a place of interest on leaves and your 360 ° footage. Insert layers and logos into some perspective utilizing exactly the technique.
- **Alter the front' Perspective:** Entirely Customize this experience's point of view by using After consequences' Cameras, Graph & Keyframes Editor.
- **Convert Later Effects Scenes to 360°:** Blend Any previously established 3D After Effects spectacle to 360° camera movement, animated layers, filters, footage, indigenous After Effects coatings, etc..
- **Localized Mattes, Effects & Logos:** Insert Localized mattes & impacts to readily rotoscope, color correct, blur, (etc..) A place of interest. Logos/Layers could be inserted into A perspective utilizing exactly the technique.



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