



Aescripts mazeFX v1.32 (Win, Mac) Full Version + User Guide

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Aescripts mazeFX v1.32 (Win, Mac): Create Arbitrary vector mazes (labyrinths) in After Effects. **MazeFX** can produce an exceptional solution for every maze and create the proper effect controllers, to maintain complete charge of the visual appeal of the maze. At length, it's the capacity to use sprays to control the contour of each and every song and can put each of the required parts in one shape coating or produce different shape layers for every region of the maze.

MazeFX is an instrument for Adobe After Effects, specially designed to make arbitrary vector-based mazes (labyrinths). MazeFX can produce an exceptional solution for every maze and create the proper effect controllers, to maintain the whole charge of the visual appeal of the maze. At length, it's the capacity to use sprays to control the contour of each and every song and can place each of the required parts in one shape coating or produce different shape layers for every region of the maze.

mazeFX is a native After consequences tool and doesn't need or rely on any additional plug-ins.

Old models of **mazeFX** Supported only masks together with linear points/vertices. In case your mask(s) included any

bezier (curved) Points, it might just be discounted. By v1.1, **mazeFX** supports bezier masks!

mazeFX can now Create a null helper coating that's attached at the point of the alternative path and follows its own position.

The Primary Goal of This brand new null helper would be to make it less difficult to parent any coating into the suggestion of the alternative path.

This option is just Offered in After Effects CC2018 and over.

It Is Easy to adjust The X and Y grid measurements,

To get a more compact or sprinkled pattern.

Combining **mazeFX** together with Normal AE effects creates results that are interesting.

Below are examples of how Employing **mazeFX** together with

Polar Coordinates (Impact Menu > Distort > Polar Coordinates)

Along with CC Sphere (Effect Menu > Perspective > CC Sphere).

You May Use **mazeFX** as a Good starting point for designing easy maze game-maps.

The illustrations below Were made by creating separate contour layers for every region of the maze.

MazeFX generates the Appropriate effect controls to enable you to complete control over the look of every maze.

- Added: support to bezier masks. MazeFX is now able to utilize masks using bezier vertices
- Added: MazeFX is now able to create a null layer that's attached at the point of this Solution route and follows its own place (CC2018 and over only)

v1.32:

- fixed: some glitches appearing while 3D extruding the solution path
- fixed: a licensing issue on some Korean Windows systems



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