

Aescripts Quick ToneMapper v1.0 (WIN, MAC)

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Aescripts Quick ToneMapper v1.0 (WIN, MAC): It is easy to create a tone map of your CG renders using After Effects and recover highlights that are too bright and then add contrast.

Gain complete control over the appearance of Your CG rendered images!

Quick ToneMapper lets you apply different Tone mapping curves on your CG renders after production without the need to bake them into the process of rendering. Apply the tone mapping curves and fine-tune their intensity and alter other fundamental camera settings like camera speed, shutter speed, or white balance.

Gfx plugin details of Aescripts Quick ToneMapper v1.0 (WIN, MAC)

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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](#).

- **Tone mapping** Fast ToneMapper provides you with three options for tone mapping: Reinhard, Filmic, and ACES. You can adjust the intensity of each curve using the "strength" slider.
- **Adjusting the exposure:** Quickly adjust the aperture as well as shutter speed and ISO to further alter the appearance of your photo.
- **White balance** It is also possible to modify to alter the color balance in your rendering. You can choose a color or choose a Kelvin temp value.

A quick guide for Quick ToneMapper

- Keep your render as a 32bit or 16bit float file unclamped (without any mapping of tone).
- Set Project settings in After Effects up to 32 bits for each channel.
- If you want to turn off "Linearize working space" in Projects settings, then you have it all covered.
- If you choose to turn "Linearize working space" in the Projects settings, turn off it from your plugin settings to prevent double linearization.
- Do some mapping of your tone!

32bit can be your new best friend!

Save the renders you create with your 3D software you prefer to save as 32bit or 16bit unclamped EXRs with float to fully benefit from the features of Quick ToneMapper's Tone Mapper.

Unclamped data lets you easily retrieve information from exposed highlights and provides more flexibility with regard to the final appearance.

Quick tone mapper is compatible with lower bit depths too However, as it is possible that some original data is lost because of clamping, we would recommend using it in conjunction with 32bit renders.

Linear workflow throughout

Quick Tonemaper works internally in linear space. However, as certain users prefer having their projects, **not** in a linear workspace, Quick Tonemaper lets you individually switch off or on linearization. It's as simple as that:



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- Set the project's Bit depth at 32 bits for each channel.
- If you want to turn off "Linearize working space" in Projects settings, you are set.
- If you decide to turn off "Linearize working space" in Projects settings, turn off it from the plugin settings to prevent double linearization.



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