



### HandyCam v1.2.3 full version Pre-Activated (Win, Mac)

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**HandyCam:** Tired of wrestling with all the default option AE cameras?

HandyCam simplifies every facet of animated cameras in AE.

Taking inspiration from 3D apps like Maya, HandyCam was made to make animated AE cameras as swiftly as possible.

Uncomplicated orbit controllers, with advanced choices.

Goal layers whilst going in world-space.

The choice to concentrate on layers separate from this"look-at" coating.

Lens controls with instinctive components (mm) rather than amounts. Produce beautiful camera motions.

Easy bake means you can ship your task to Another animator and launch it on a computer that Doesn't possess HandyCam

### Gfx plugin details of HandyCam v1.2.3 full version Pre-Activated

The product is in the **After Effects Plugins category from AeScripts**, for more information about this post you can click on the home page link in the sidebar.

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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.

- Complete orbit controllers
- Look at the goal, such as a focus on the goal
- Intuitive lens controllers (mm not levels!)
- One-click dolly-zoom
- Wiggle controls to mimic handheld looks
- Easy baking to hand off your landscape to other computers/animations who do not have HandyCam
- Inspired by camera replacements in 3D programs like Maya
- Compatible with both heritage and present expression engines

#### New changes:

- Add native support for ARM chips (apple silicon)
- Add support for MFR
- Update license framework



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