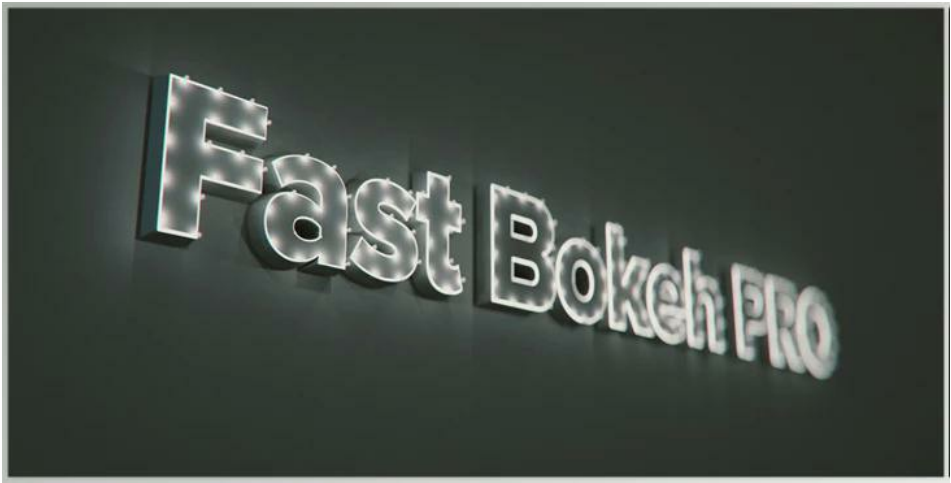




## Aescripts Fast Bokeh Pro v2 v2.1.2 (Win, Mac)

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**Aescripts Fast Bokeh Pro v2 v2.1.2 (Win, Mac):** Quick Bokeh Guru is a plug-in for Results that creates a Smooth Length of Field bokeh blur with a Depth Map. It is Extremely Fast, handles Edges properly, and is simple.

### Gfx plugin details of Fast Bokeh Pro

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.

To search for similar products to Fast Bokeh Pro,

**Does this product work on Windows 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.

Fast Bokeh v2 comes with some great new features like Custom Image Bokeh Shapes, Zone Control, and most importantly, GPU Acceleration using modern technologies like Metal/Compute.

#### Why Another Lens Blur Plug-in?

Quick Bokeh Guru differs from all of the other Lens Blur Plug-ins out there because of these features.

1. Extremely fast and obscure radius separate.
2. Handles advantages correctly.
3. Gaussian/Spherical/Polygonal (HQ) Bokeh Blur

#### Blur Radius Independent

Quick Bokeh's performance depends upon the image size; however, maybe not. The total quantity of blur applied means that you may anticipate a near-continuous render performance.

#### No Hard Edges

Item boundaries are enlarged, and borders are managed correctly, as expected. Additionally, there are limits since the plugin does not have information About occluded objects in the leave, but it does a fair job of preventing Hard borders and halos as far as you can.

#### Iris Shapes

This plugin creates a sleek Gaussian-like Speedy blur or Spherical and Polygonal Iris (Hexagon, Pentagon, Octagon, and much more ) formed Bokeh Blur. Gaussian, such as Aperture Blur, is lightning fast, while Spherical and polygonal-shaped Aperture Blur is quite large quality yet still fairly quick.

Spherical and Polygonal Bokeh Blur While not as quick as Gaussian, it remains radius separate and quite performant.

#### Anamorphic Bokeh

Fix Iris aspect ratio configurations to each anamorphic-looking Bokeh Blur.

#### 32-bit colors

32 BPC Isn't only encouraged but also Suggested for the greatest quality.

#### Focus Point Choice



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Utilize a stage parameter to Pick the focus point mechanically Without manually inputting the attention thickness.

## HQ Rendering

Fix deliver quality for Spherical and Polygonal apertures, or Choose Polygonal HQ choice for the highest quality.

## Linear Color Space

Service Linear Color Working Space for photo-realistic compositing.

## Highlights Adjustment

Adjust the brightness and brightness of these blur highlights to Get a more cinematic result.

## Effect Controls

Proceed to Outcomes ->Rowbyte->Quickly Bokeh to apply the effect.

- **Blur Radius:** The radius of this blur.
- **Depth Map Layer:** The coating to utilize as a Depth Map.
- **Invert Depth Map:** Invert whitened and Dark pixels from the column map. By default, pixels are black, and background pixels are foreground.
- **Focus Distance:** Establish the present Focus space of the Depth Map.
- **Aperture Form:** Establish the Aperture Kind to Gaussian (Faster) or Spherical (High Quality).
- **Focus Line:** Utilize a stage parameter to place the focus thickness rather than adjust it manually.
- **Use Concentrate Point Each Length:** Selecting this alternative sample, the thickness value from the attention stage of every framework. Unchecked, the Plug-in samples the thickness value for one period and uses it for each framework.
- **Iris Form:** Choose the shape Of the Iris to get Bokeh
  - Gaussian: Gaussian blur is such as the Iris shape. Fastest of all of them.
  - Spherical: Spherical Iris Form.
  - Polygon: Polygonal Iris contour with Customizable polygon configurations.
  - Polygon (HQ): Maximum Quality Polygonal Iris contour with customizable polygon configurations.
- **Iris Aspect Ratio:** Change the Iris Aspect Ratio to simulate Anamorphic Lens Bokeh.
- **Polygon Sides:** Fix the No of Sides from the Polygon Iris contour.
- **Polygon Rotation:** Fix the angle Offset of this aperture at the Polygon Iris contour.
- **Polygon Curvature:** Fix the Curvature of this aperture at the Polygon Iris contour.
- **Highlights:** Fix the Highlights from the picture to get a more cinematic result. For best results, use 32bpc.
- **Threshold:** Minimum luminosity threshold Required before hardness and brightness are altered to your pixel. Placing The threshold to 0 supports each of the non-zero pixels. Putting it into 1.0 just boosts overbright pixels.
- **Brightness Profit:** The Quantity of energy fed Into pixels that are over the threshold. Based on how vivid a pixel is Over the threshold, the pixel value has been increased in brightness by this comparative amount.
- **Saturation Gain:** The Quantity of color Kept from the boosted pixel. Setting it pushes the boosted colors toward White whilst setting to 100 tries to keep as much color as you can. Useful To keep the color of highlights from the picture.
- **Intensity Boost:** Raise the color intensity. Useful for big blur radii and translucent images.
- **Render Quality:** Multiple levels of quality. 1x is quicker but low on information; 4x is slower but quite detailed.
- **Linear Color Working Space:** Produces an Outcome Somewhat like a job set into a linearized working color space. Check this Property (or put it in the project preferences ) to view realistic bokeh consequences From your own images.

## Compatibility:

After Effects CS6 and Deadly Cloud. I tested with CC 2017, CC 2018, CC 2019, and CC 2020. MacOS 10.8 and over or Windows 7 and above.

## Important Notice:

It's Suggested to utilize Depth Maps with no Anti-aliasing for Best Outcomes.

## Pro Characteristics:

Spherical/Polygonal Aperture Bokeh Blur, Highlights, Anamorphic Bokeh, Linear Color Working Space, and Quick Focus Point parameters are 'Guru' Attributes and need the plugin to be enrolled using a license key. A watermark will be rendered if the Plug-in is not registered and you are using the guru's attributes. A watermark is not rendered if you are not using Guru's features.

## New changes:

MFR and Rendering bug fixes.



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