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Aescripts Block Swap v1.5.1 (Win, Mac-v1.5.0)

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Randomly shuffles picture cubes. Perfect for clean-looking Sound Consequences, blocky glitches as well as alterations.

How it works

Blocks of this origin Picture are only swapped between every other. Their size, disperse, count along with other parameters could be manipulated and revived.

Gfx plugin details of Aescripts Block Swap v1.5.1 (Win, Mac-v1.5.0)

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 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.

Available parameters rundown

Channels Enable you To define which color channels if the impact is implemented to:

RGBA - that the Result is Applied to all stations evenly

Red, blue, green, and Alpha - the result is applied only to the chosen channel

Block Width Specifies the diameter of the blocks which ought to be swapped - that the values go from 1 (this creates noise-like impact) around 1024 (big tiles)

Block Height Specifies the elevation of these cubes

Shuffle Power - The proportion of blocks that needs to be swapped. 0 - all the cubes stay in their original location; 1 - all the cubes are swapped.

Shuffle Spread - the best way is Far apart if the trimming occurs. 0 - swaps just the neighboring cubes; 1 - swaps blocks the furthest apart.

Shuffle Spread Management decides the axis where trimming happens:

- Horizontal cubes Are transferred just in their pops
- Vertical cubes Are transferred just in their columns
- Both cubes are Swapped everywhere in the picture

Random Seed sets the Order that is used for trimming. Animate this to transfer blocks around occasionally.

New Changes:

- Time Shift (new section) allows shifting of blocks in time
- Mask Filter (new section) controls the occurrence of swap operation only in certain areas
- Composite on Original allows outputting only changed areas of the image
- Block width and height size limit extended to 4096
- Universal macOS binary (Apple silicon support) for Premiere Pro and After Effects (beta)
- Multi-frame rendering support



- Code signed Windows binary and SatoriFX branding
- Aescripts framework v4.0.7 improved stability of license checks



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