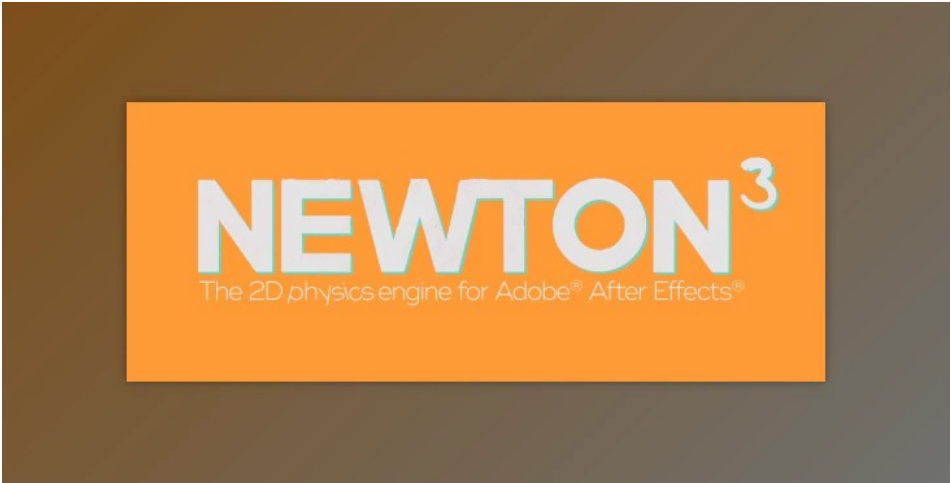




Aescripts Newton 3 v3.4.23 (WIN, MAC) - Motion Boutique

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Aescripts Newton 3 v3.4.23 (WIN, MAC): This is the 2D engine for physics in Adobe After Effects. Newton 3 has tons of new features!

The 2D PHYSICS ENGINE for ADOBE After EFFECTS

Newton 3 brings realistic physics to After Effects, making your 2D layers behave like real objects, which interact with each other, just as in nature. It offers a variety of options to alter aspects of the objects. These include density, type bounciness, friction, and speed. It also lets you alter world properties like gravity. Additionally, Newton 3 allows you to design real-looking joints among objects making it easy to create complicated motions. When you're done with your simulation, the motion can be recreated by After Effects with standard keyframes and you are able to alter the timing in any way you want. Easy, no?

Gfx plugin details of Aescripts Newton 3 v3.4.23 (WIN, MAC) - Motion Boutique Cracked

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

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- Newton 3 2D layers within AE are able to behave like solid objects
- It supports masks, text, and shape layers.
- Controls collisions, friction, bounciness, gravity, and more.
- Six types of objects (static dynamic, kinematic Dormant, AEmatic dead)
- Six types of joints (distance pivot piston, spring wheel, and Blob) allow you to connect objects exactly the way you'd like
- Repel or attract objects using our magnetism technology
- Virtually all physical properties can be animated using keyframes
- Clean, well-organized, and simple to navigate interface
- Rapid preview and speedy export to keyframes

New Changes:

- Added keyboard shortcut (Shift-Click) to create distance and pivot joints
- in "cycle" mode, which means that the last selected body is connected to the first one
- Changes: improved detection of "bad" shapes
- Fixed a bug in the Capture/Apply Gravity mechanism
- fixed a bug that was occurring when the wheel joint motor speed had a negative value
- fixed a bug in the drawing shape function
- updated describes licensing framework to the latest version
- added AE 2023 compatibility
- added a new companion script called PrepareSoftBodies that helps you to create soft bodies in Newton



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