Aescripts Time Bend v1.0.1 (WIN, MAC)

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Aescripts Time Bend v1.0.1 (WIN, MAC): Time Bend aims as a more effective replacement for Time Bend is a better alternative to the Time Displacement effect in After Effects. The primary difference is flexible control of the sequence of frames, and blending with editable transitions loops and loops. It also supports animating time mappings using the curve phase.

How does it work

This Time Bend plugin distorts footage by mixing several frames from the exact footage at different times in relation to the present frame. It is possible to divide the parameters into three primary sections: frames displayed on the timeline, the transformation of the mapping source, and blending choices.

The main parameter of the plugin is frame count. This specifies the number of frames put together. Another parameter is the duration, which defines the distance between frames in the timeline. Specifying the sequence in either a reverse or forward direction with the most appropriate stepping unit, either frames or even seconds is possible. The sequence of frames begins from the current frame. However, using a time offset, you can change that. Time mode at the edge is an extremely useful parameter that determines how frames are handled out of the boundaries of the layer, which is particularly helpful when you apply it to looping layers and creating seamless output.

The current frame is a mapping source by default. However, you may also choose other layers. The time mapping source creates a blueprint mask to determine the sequence frames from different time periods that are mixed. The black pixels represent the first frame of the sequence, and the white maps the next one. A gradient between them controls the transitions between the corresponding frames. Applying Time Bend in Luma channels mode is possible, where the combined RGB values determine the distribution. The plugin is able to work on all pixels. The channels are calculated in accordance with its components in RGB mode and then used in RGB channels one at a time, making more complex output and creating new color combinations that diverge away from what was originally shown. The source of the time mapping is typically treated in a linear manner (from black color to white). But, you are able to select from different curve types, which permit distributions that are not linear or alter the curve's phase. This can be useful for animating the mask of the source.

The last part of Time Bend's settings is dedicated to actual frame mixing. The default settings make linear crossfade transitions between one frame and the other without shading or color deviations. Suppose you'd like to change the colors of output shading in accordance with the source of the mapping. In this scenario, there are a variety of different transition curves you can choose from, as well as other parameters to adjust the curve's distance or offset. This, in conjunction with a blending mode selectable and the blending overflow technique, offers a variety of options for tweaking.

Time Bend is one of those plugins that are experimental, meaning that visual outputs aren't easily imagined or planned. Additionally, a vast set of parameters requires a visual representation to make it easier to comprehend the settings. This is why each area of the plugin includes a visual UI element, which provides information about your changes to your parameters as graphs and, hopefully, will be an excellent aid in looking into the options available with Time Bend.

New Changes:

- Fix of crash for unregistered version with composition height over 4096 pixels (watermark bug)
- Aescripts framework v4.0.7 - improved stability of license checks

- Using 16/32-bit color modes is recommended to ensure as seamless blending between frames as possible, particularly if you're using customized gradients for your Time Mapping Source.
- If the effect is applied to the layer of text that is animated, the effect is applied to the frame's current boundaries. To overcome this issue problem, apply the effect to the adjustment layer and then place an uncolored background beneath the text layer. This will ensure the effect is visible to the entire screen.

- There are times when After Effects can't detect invalidation of RAM preview caches when using the filter within the Adjustment Layer. This is most commonly the case when using pictures and solid layers. To see the most current result with no misleading frames previously in use, you must clear your RAM's preview cache. Clearing the cache could be necessary after changing sub-compositions, and the parent composition may not update all frames properly.

Manual Installation MacOS

- The plugin is a folder TimeBend.plugin located in Install/macOS
- Open a new Finder window and navigate to/Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore/
- Drag & drop the TimeBend.plugin into this folder, and enter your password to confirm writing to a protected folder.
- Restart After Effects and Premiere

Windows

- The plugin is located in Install\Windows\TimeBend.aex
- Open Windows Explorer and navigate to: C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore\
- Drag & drop TimeBend.aex into this folder, and confirm you want to make changes.
- Restart After Effects and Premiere. The plugin should be visible in the Effects panel (Visual Effects in Premiere) under the category Satori after a successful installation.

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