Aescripts Plexus v3.2.7 (Win, Mac-3.2.5)

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Aescripts Plexus v3.2.7 (Win, Mac-3.2.5): Rowbyte Plexus is the new particle-based engine designed that is compatible with After Effects that lets you create, manipulate and display data in a way that is procedural. It's not just about rendering particles, but you can also make all kinds of interesting connections between them, based on various parameters.

Plexus Plug-in was designed to help bring an artistic process closer to a non-linear application similar to After Effects. It allows you to create the data, manipulate it and display it using a procedural method. You can not only render particles but make all kinds of fascinating connections between them using different parameters by using triangles and lines. The workflow in Plexus is extremely modular, allowing users to design an incredibly wide array of parameters and configurations.

What's brand new with Plexus 3.

- Object-based user interface
- Motion Blur
- Sound Effector
- Slicer Object
- Seamless Beams
- Improved Importability of OBJ Import
- Nested Compositions
- Depth Map Culling
- Created specifically for After Effects' New Architecture
- Null Performance of an Object
- Path Improvements to Objects
- Custom Visibility Settings
- Unified Rendering
- Loop Noise

- Lines
- Triangulation
- Modular Workflow
- Text Layer Integration
- Sprites
- Sound Effector
- Field Effectors and Noise
- 3D Splines
- Export SVG Sequence
- Unified Rendering
- Color Maps
- Facets & Facet Effectors
- Sequences of OBJ
- Graph UI Parameters
- Containers
- Instances
- Slicer Object
- 3D Seamless Beams
- Camera/Depth of Field
- Motion Blur
- Visibility Settings

- Culling of Depth Maps

New Changes:

- Performance improvements related to MFR.
- Resolved MFR render issues on Nvidia GPUs.
- Minor bugfixes.
- Fixed Sprite render issues on Nvidia GPUs.
- Minor bugfixes.

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