



## AeScripts Pixelocybe v1.3.0 (Win, Mac-v1.2)

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A Wholesome dose of trippy Visuals to your pixels. Pixelocybe is a hybrid mosaic/displacement filter using a flexible two-enter.

### How it works

Pixelocybe is a lively mosaic filter that generates mosaic Cubes per pixel based on its luminosity or the luminosity of the input. The outcome is a lot trippier than in noises. Among the most effective attributes of this plugin is that it takes another coating as an input signal. This permits you to pipe any filters or inputs to Pixelocybe, making endless combinations.

Here is A visual presentation of the way the movie appears when coupled with several colors Of white and black, the first video, and the first video with Gaussian Blur applied.

### Accessible parameters rundown

- Stations let You define which color channels the impact should be implemented.
- RGB - the result is used on each of the RGB components individually.
- Luma - the result is applied to all stations evenly, Utilizing the entire luminance of a pixel.

Intensity Supply - discretionary, Permits You to Select a different coating as an Input to your plugin. The pixelation result is implemented with the coating Pixels' intensity, thus the name. Do not forget to test Effects & Masks should you plan to use impacts on the input. When set to "Not one", the presentation layer is used as an input to get its result.

- Mosaic Width/Height defines this mosaic's highest block width/height.
- Shading - Colors long stretches of identical luminosity and normally smooths out the image. The shading could be applied horizontally, vertically, or on either ax.
- Mosaic Curve Sort - This is exactly what Pixelocybe utilizes to map input pixel Luminosity into the mosaic distortion. Watch the manual (downloaded Using the plugin) to get a more comprehensive explanation.
- The Mosaic Curve Stage offsets the curve with a set amount of levels
- Offset Horizontal/Vertical offsets at which the mosaic strength is read From vertically and horizontally.
- Transparency makes Regions of the picture transparent, useful for rapid keying and performing transitions.
- Transparency Below/above pixels below/above that this luminosity becomes transparent
- Transparency Stage offsets at which the preceding two parameters begin and complete, Comparable to the Mosaic Curve Phase.
- Transparency Smoothing helps smooth out sharp transitions involving Transparent and opaque regions of the picture when transparency choices are in use.

### New Features:

- Curve Phase Split (RGB filtering only) - additional curve phase shift for R/B components
- Fix of crash for unregistered version with composition height over 4096 pixels (watermark bug)
- Fix for unwanted image flash when using the transparency phase under certain conditions
- Aescripts framework v4.0.7 - improved stability of license checks
- New Channels options: Red, Blue, Green, and Alpha for separate channel filtering
- New Mosaic Curve parameters: Smoothness, Floor, and Graph with a visual representation
- Multi-frame rendering support
- Universal macOS binary (Apple silicon support) for Premiere Pro and After Effects (beta)
- Code signed Windows binary
- SatoriFX branding
- Aescripts framework v4.0.4 - Fixed "invalid format" error for floating licenses



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