

LongShadow

version: 1.0

About

LongShadow is a GPU accelerated plugin for Adobe After Effects that creates different shadow and silhouette effects with unique capabilities - to name a few - long directional shadow, radial and reversed radial stylized shadows, edge color tracing feature, several masking and coloration modes and many more.

Installation

LongShadow can be installed by copying the contents of the archive into one of the After Effects/Premiere shared plug-in folders.

Windows:

After Effects CS5:

C:\Program Files\Adobe\Common\Plug-ins\CS5\MediaCore

After Effects CS5.5:

C:\Program Files\Adobe\Common\Plug-ins\CS5.5\MediaCore

After Effects CS6:

C:\Program Files\Adobe\Common\Plug-ins\CS6\MediaCore

After Effects CC and CC2014 and CC2015 and CC 2017:

C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore

OSX:

After Effects CS5:

/Library/Application

Support/Adobe/Common/Plug-ins/CS5/MediaCore/

After Effects CS5.5:

/Library/Application

Support/Adobe/Common/Plug-ins/CS5.5/MediaCore/

After Effects CS6:

**/Library/Application
Support/Adobe/Common/Plug-ins/CS6/MediaCore/**

After Effects CC and CC2014 and CC2015 and CC2017:

**/Library/Application
Support/Adobe/Common/Plug-ins/7.0/MediaCore/**

Evaluation version of LongShadow doesn't have any time limitations, and instead outputs additional overlay on top of the footage..

You can register/buy the plugin by pressing the **Register...** link, which is visible in the demo version.

Plugin's parameters and algorithm

Shadow type

Either Directional, Radial or Inverse Radial.

Directional properties

Shadow Direction

Shadow direction angle in degrees.

Shadow Length, px

Shadow length in pixels. Due to the nature of shadow effect it is not exact value, but rather a maximum length of your shadow under any circumstances.

Radial properties

Shadow source point

Coordinate for radial shadow source point in pixels.

Shadow Length, %

Shadow length in percents; relative to picture size.

Fade

Shadow fade in

Controls the look of your shadow's near edge opacity. 1.0 - hard edge, 0.0 - linear falloff from the source object until the far edge.

Shadow fade out

Controls the look of your shadow's far edge opacity. 1.0 - hard edge, 0.0 - linear falloff from the source object until the edge.

Shadow Color

Shadow Color

Color for the shadow body to be tinted with.

Shadow Tint Amount

Depending on this param, resulting shadow body color will be interpolated between the color traced from object edge and Shadow Color parameter.

Opacity

Resulting shadow opacity.

Object Color

Object Color

Color for the source object to be tinted with.

Object tint amount

Depending on this param, resulting object body color will be interpolated between the original color and color of the Object Color parameter.

Object Opacity

Resulting object opacity.

Post-processing

Supersampling

Applies 2x brute force supersampling antialiasing to the shadow.

Post Smooth

Applies 3x3 median filter to shadow body, could be used to eliminate artifacts from source objects with blurry edges.

Blur Shadow, px

Blurs along the direction of the shadow. Has fixed performance cost, so any value won't affect the plugin's speed.

Grow Layer Bounds, px

Similar to AE vanilla "Grow bounds", but works for the shadow on GPU side.

Could be used for adding shadows to e.g. some text layer.

However, we would advise to use LongShadow with precomps instead, whenever possible - the effect is quite sensitive to the size of the layer it's been applied to, as it makes calculations for every pixel of such layer, even when it's cropped by current composition.