

# Default Assets for Ray Dynamic Texture

10 Default Assets to get you started with Ray Dynamic Texture.

## INSTRUCTIONS

Just import the After Effects project you downloaded into your project and the Texture Palette will show up in the dropdown after you refresh the Ray Dynamic Texture script.

[Learn how to import the textures here.](#)

Visit my [YouTube channel](#) for more tutorials on Ray Dynamic Texture

## ABOUT

1. Grain Red Dragon: Real camera noise from the Red Dragon.
2. Speckles: Texture from Ariel Costa's texture palette
3. Brush: Texture from Ariel Costa's texture palette
4. Field Brush: Texture from Ariel Costa's texture palette
5. Circle 500px: Shape Layer circle 500x500
6. Square 500px: Shape Layer square 500x500
7. Depth: Roughen Edges + Bevel Alpha + Drop Shadow to create depth on objects.
8. Vector Lines to Pencil: Combination of effects that make Vector lines look like Pencil lines.
9. LoopOut: Loop Out Expression to keep looping the last two keyframes of a property.
10. Keep Stroke Width: Keeps the intended pixel stroke width of a Shape Layer's stroke, even if the layer or the parent layers scale.

Visit my [resources platform](#) for more texture palettes for Ray Dynamic Texture

For support: [Open a Help Ticket here](#)