

bfX Map Ramp

Installation

The prefer way to install - is to use aescrpts manager. It conveniently handles all downloads, updates, and licensing. Manager can be found by link - <https://aescrpts.com/learn/aescrpts-aeplugins-manager-app/>

Another way is to use installers from MacOS or Windows directories in downloaded archive.

Or copy files by hands from /bin/(mac/win) directory. On Windows, the common plug-ins folder can be found (as an explicit path) in the following registry entry: HKLM\SOFTWARE\Adobe\After Effects\7.0
\CommonPluginInstallPath. Often it is a C:\Program Files
\Adobe\Common\Plug-ins\7.0\MediaCore.

On Mac, the common plug-ins folder is at: /Library/Application Support/Adobe/
Common/Plug-ins/7.0/MediaCore

Contacts

Please, reach us out if any issues by opening a support ticket with a detailed explanation what was wrong by link - <https://aescrpts.com/contact/>.

More detailed explanation will let us repeat the bug and fix it.

Thank you for choosing our software.

Whats new

v1.0.3:

Cycle parameter was added.

v1.0.4

Transform parameters added - origin offset, general offset and some additional options.

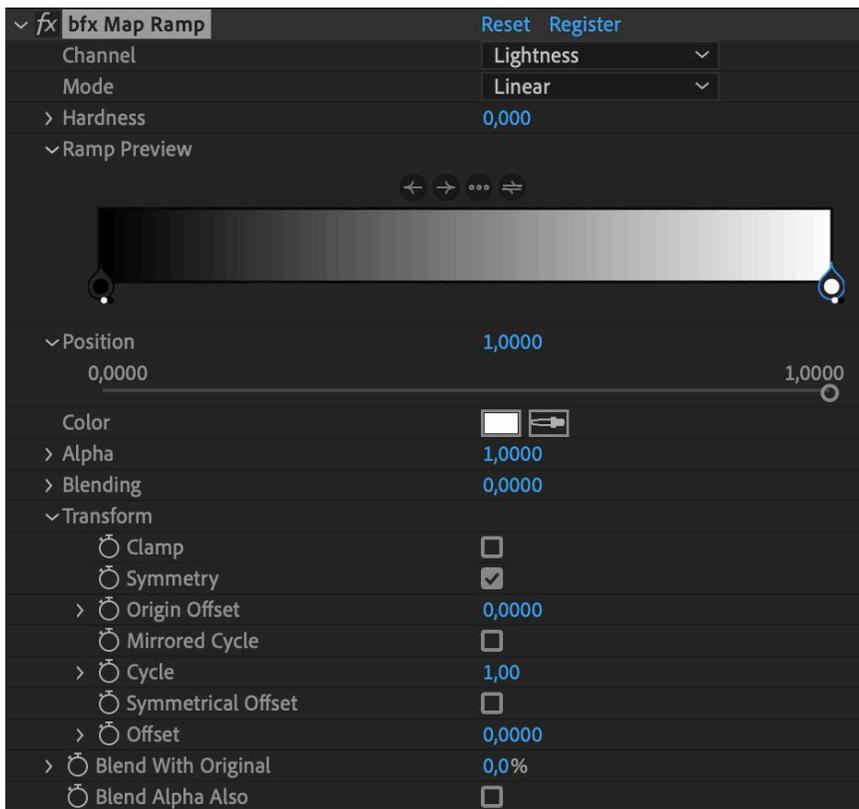
Controls for ramp - select prev/next knot, distribute local/global, flip ramp.

Introducing

Map Ramp effect creates gradual blend between multiple colors by using a gray-scale source as a base to map gradient. Any of 5 channels can be used for mapping - Red, Green, Blue, Alpha or Lightness.

Effect can be used as a color correction, creativity and even matte tool with the help of additional options. You can use up to 6 different interpolation modes by using additional settings.

Interface



UI Elements:

- Channel
- Mode
- (Optional Params)
- Ramp Preview
- Position
- Color
- Alpha
- Blending
- Transform folder
- Blending With Original
- Blending Alpha Also

- **Channel** - the source gray-scale channel for map ramp to.
- **Mode** - the way how to interpolate colors between knots on ramp. Linear, Variable, Bezier and B-spline options is available.
- **Optional parameters:**
 - Linear mode - **Hardness** - makes hard, sharp blending between colors;
 - Variable mode - **Nonlinearity** - makes a smooth, ease-ease interpolation or contrary the sharpen transition between the colors;
- **Ramp Preview** - gradient visualization. User can remove or add the color knots and change their positions and color.
- Next **Position** and **Color** parameters is an additional a way to change the *position* and *color* attributes for the selected knot. Selected knot can be found by the stroke around the knot.
- **Alpha** - set an *Alpha* attribute for the selected knot. Alpha will be interpolated with chosen settings like a color.
- **Blending** - amount of mixing between knot color and original color from the source layer.
- **Blend With Original** - working in familiar way, mixing the gradient and an original source colors but for all the knots.
- **Blend Alpha Also** - if *Alpha* channel was changed it is a way to revert it to original one from source.



Clamp - do not loop the gradient.

Symmetry - mirror gradient over the Origin Point.

Origin Offset - move the anchor, zero point. Set to 0.5 to move the origin of the ramp to 0.5 source value.

Mirrored Cycle - mirror, flip every cycle. Creates seamless transition between loops.

Cycle - number of gradient loops.

Symmetrical Offset - mirror offset over the Origin Point, or move all the ramp in one direction if check-box is turned off.

Offset - move the result cycled ramp.



Four additional buttons:

Select previous knot.

Select next knot

Spread or distribute the points evenly fitted to first and last knots. After the first click the button will change state and icon -  - next click will distribute all the points, first and last also, between start and end whole ramp.

Flip ramp horizontally.

Interpolation methods

Linear mode is the simplest and most common way to blend the colors. It can be modified by Hardness additional parameter to hard, sharp blending between colors. Slider provides a smooth way to switch between modes.

Variable mode also provides two different ways to interpolate the colors. Maximum value for Nonlinearity parameter makes smooth, ease-ease interpolation. But the minimum value of the parameter, on the contrary, sharpens the transition between the colors.

Bezier one is uses up to 4 points and makes a smooth and attractive blending between them. What is an important thing is that colors will be mixed between those 4 points but the start and finish remain untouched. You can use more than 4 color knots, of course, but the rule is the same for every 4 points.

B-spline mode is a very natural and smooth way to interpolate the colors. There are no limits for the number of points to blend between, no rule of 4 points. To achieve a smooth and seamless gradient place the knots evenly. B-spline also mode can also provide a way to achieve a sharp transition. Just place 3 knots near to each other.