

Fractal Mapper version: 1.0

About

FractalMapper is a GPU accelerated plugin for Adobe After Effects that allows you to create/draw fractals and kaleidoscopic effects and transitions using your own pictures or footages.

Fractal mapper supports several fractal types and coloration techniques.

Installation

FractalMapper can be installed by copying the contents of the archive into one of the After Effects plug-in folders. By default, the plug-ins folder is in the following location, according to [Adobe After Effects online help](#):

Windows:

After Effects and/or Premiere CS5:

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

After Effects and/or Premiere CS5.5:

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

After Effects and/or Premiere CS6:

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

After Effects and/or Premiere CC and CC2014:

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

OSX:

After Effects and/or Premiere CS5:

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

After Effects and/or Premiere CS5.5:

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

After Effects and/or Premiere CS6:

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

After Effects and/or Premiere CC and CC2014:

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

Evaluation version of FractalMapper doesn't have any time limitations, and outputs pink cross on the screen. You can register/buy the plugin by pressing the **Register...** link, which is visible in the demo version. Please note that for After Effects CS6 on Macs it is required to restart the host after entering your registration number, to prevent rendering glitches.

Plugin's parameters and algorithm

Evaluation version of FractalMapper doesn't have any time limitations, and outputs random pink squares on screen. You can register/buy the plugin by pressing the **Register...** link, which is visible in the demo version. Please note that for After Effects CS6 on Macs it is required to restart the host after entering your registration number, to prevent rendering glitches.

To use the plugin, just apply it to some AE layer.

Input layer - the layer which will be used for drawing fractal's orbit, usually a nice looking picture.

Texture interpolation - linear or nearest.

Morph amount is one of the main settings and it basically interpolates and extrapolates the output of the plugin between input layer and the fractal image. It can be animated and used to manage the distortion of the source image and to exaggerate it.

Morph amount equal to **0** outputs undistorted image of the input layer mapped on the whole surface.

Morph amount equal to **1** returns a picture according to a pure formula for the selected fractal, which makes picture and solid color parts of FractalMapper's output matching each other. (So, you won't get matching solid and picture parts unless **Morph Amount=1.**)

Morph between **0** and **1** outputs the blend between them, and Morph amount in **1..5** extrapolates the image distortion further.

Main transformation

Pan X Pan Y

Move up/down and left/right.

Rotate

Rotate the resulting image.

Magnification

Zooming into and out of the the fractal.

Source bitmap transformation

Source offset X

Moves the source bitmap (as if it was animated by its local X-axis).

Source offset Y

Moves the source bitmap (as if it was animated by its local Y-axis).

Source scale

Uniformly scales the source bitmap.

Source rotate

Rotates the source bitmap.

Fractal settings

Fractal type

Fractal formula (Mandelbrot, Julia, or others). Defines the look of the fractal.

Power of Z

This is **n** from the fractal type (For example, the classic Mandelbrot fractal formula is $z=z^2$, so to get there, you need to select **Fractal type** to **Mandelbrot $z=z^n$** and **Power of Z** to **2**). To make seamless fractals you want this value to be integer.

Julia C real

Julia C imaginary

Parts of the Julia set formula, defining the shape of the Julia fractal types.

Source rotate

Rotates the source bitmap.

Iterations

Number of iterations to calculate the fractal and draw bitmaps. Won't really freeze your workstation if you have decent GPU, since FractalMapper is GPU-accelerated, but still you can achieve really interesting stylized pictures using low iteration counts, so it's not necessary to keep it at max value all the time.

Colorize

Hue offset

Rotating the overall hue across all image.

Hue change per iteration

Changing the hue for every new branch of the fractal.

Saturation change per iteration

Changing the saturation for every new branch of the fractal.

Brightness change per iteration

Changing the brightness for every new branch of the fractal.

Inner area color

Fill color for the inside shape of the fractal.

Inner area opacity

Opacity of the inside shape of the fractal.

Outer area color

Fill color for the inside shape of the fractal.

Outer area opacity

Opacity of the inside shape of the fractal.

Edge Repeat (when not set to **Normal**) turns FractalMapper into kaleidoscopic filter, with either extending input layer's borders over the output image in **Edge Clamp** mode or repeating tiled image in **Repeat** or **Mirror**).

Number of passes (when not set to **1**) is basically a recursive effect, when FractalMapper is applied to its own output from the previous pass. It allows to create really glitchy and complex images.

Known issues

Turn off OpenGL, if you're using AE CS5/CS5.5 on OSX

If you are using older version of After Effects (CS5/CS5.5) on OSX, we would recommend turning OpenGL off in Edit>Preferences under the Preview tab, if you are getting an OpenGL related errors while using the plugin (and you most probably WILL experience such errors).