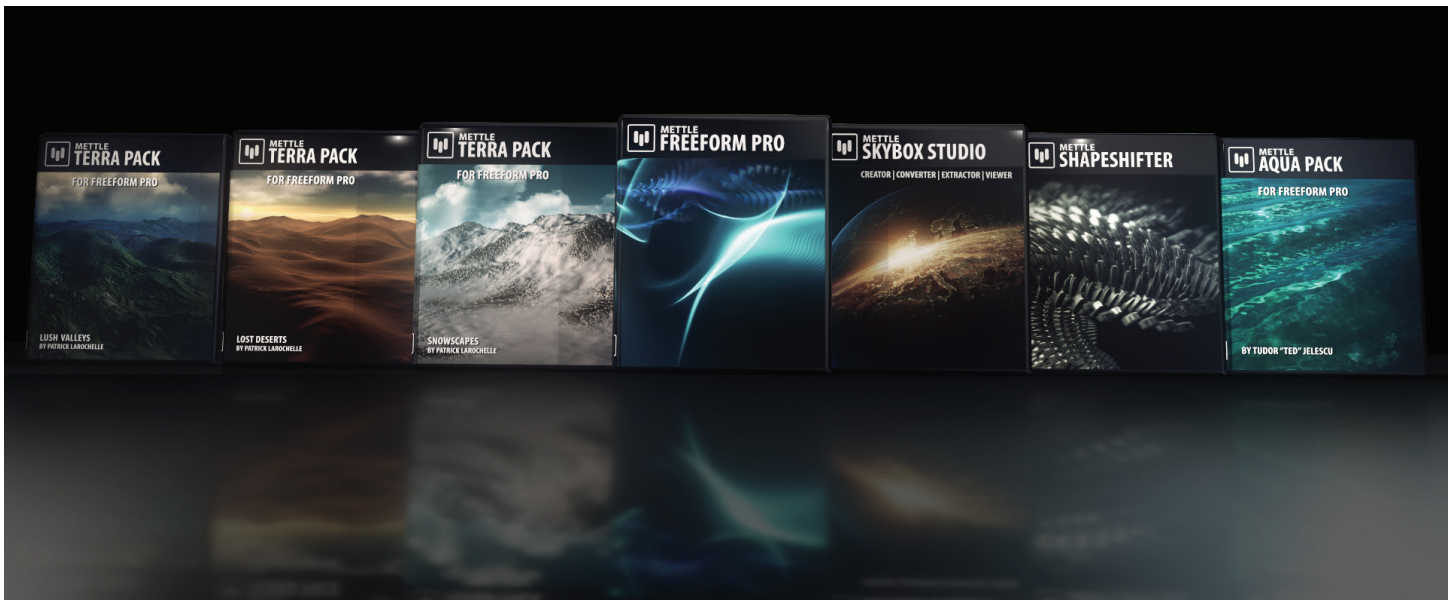




 **METTLE
SKYBOX 360 POST FX**

User Manual



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Apply SkyBox 360 Post FX directly to stitched 360 footage in After Effects, with no distortion along the seams.

Blur, De-Noise, Sharpen, Glow

SkyBox 360 Post FX is a set of Seamless post effects for cinematic 360|VR Production in After Effects. They can be applied directly on equirectangular footage or on an Adjustment layer. However, the only format we currently support is Equirectangular. It can be either mono 2:1 or Stereo 1:1 over-under.

They complement our other 360/VR plugins for Adobe After Effects: SkyBox and SkyBox Studio. For more information on all our products please go to www.mettle.com

Thank-you For Using SkyBox 360 Post FX.

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METTLE SKYBOX 360 POST FX

Blur, De-Noise, Sharpen, Glow

Mettle SkyBox Post FX is one of a comprehensive set of tools for Cinematic 360 | VR production in Adobe After Effects. Mettle SkyBox & SkyBox Studio are innovative "Hybrid" solutions for Adobe After Effects CS6 and higher. They consist of both scripted and plugin modules. The scripted modules automate mathematically complex set-ups for 360 | VR production, making it easy to create 360 | VR productions.

For more info: www.mettle.com/product/skybox-studio/

Supported hosts:

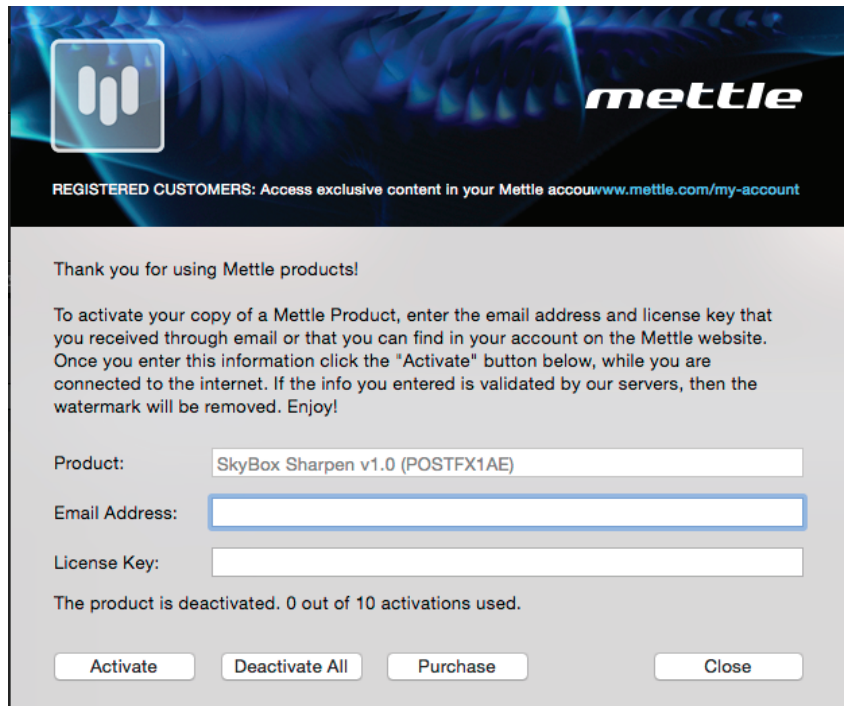
* After Effects CS6 or later

Installation

Use the Mettle Product installer to install the SkyBox 360 Post FX. Please make sure that you have not renamed or moved your Adobe product folders from their default install locations. This will cause installer errors.

How To Register

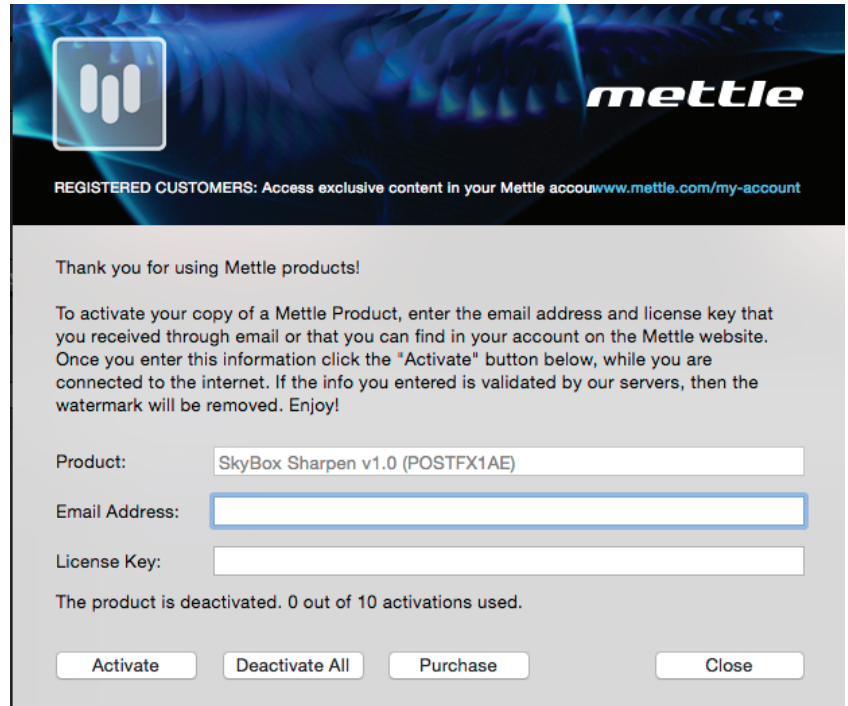
Enter the exact license info you received when you purchased SkyBox 360 Post FX, as it was sent by email or as it appears in your account on our site. You can enter this info in any of the SkyBox 360 Post FX Register Windows. Enter the license info once for all 4 effects to be active.



To make sure the information is entered properly, Mouse -> Right Click -> Copy the info we send you for Username and License key, then Mouse -> Right Click -> Paste into the appropriate fields in the Register Window. If this is not working for you then take a screen capture of the Register Window and send that to us via our Technical Support form on our site.

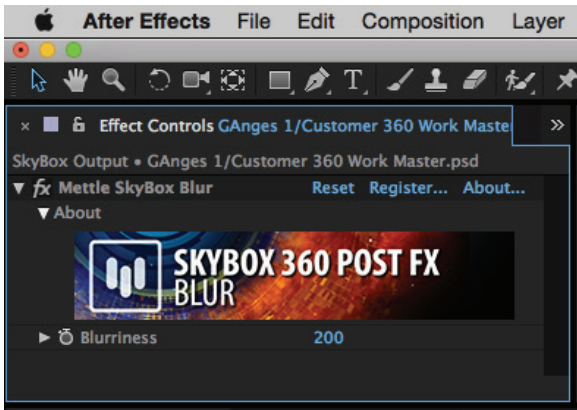
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How To Deactivate Your license Key On One Computer And Activate On Another



Simply click on "Deactivate All" in the Register Window on one computer, then enter your info on the other computer in the Register Window and then click on Activate.

.....



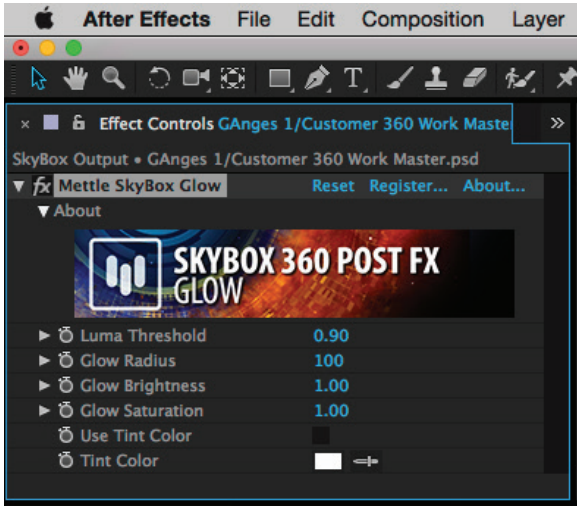
SkyBox 360 Post FX - For Adobe After Effects

Introduction

SkyBox 360 Post Fx plugins can be applied directly on equirectangular footage or on an Adjustment layer. However, the only format we currently support is Equirectangular. It can be either mono 2:1 or Stereo 1:1 over-under

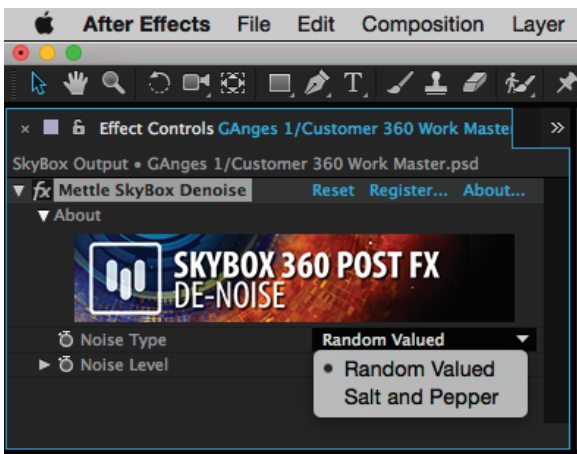
SkyBox 360 Post FX - Blur

- Blurriness - represents convolution kernel radius.



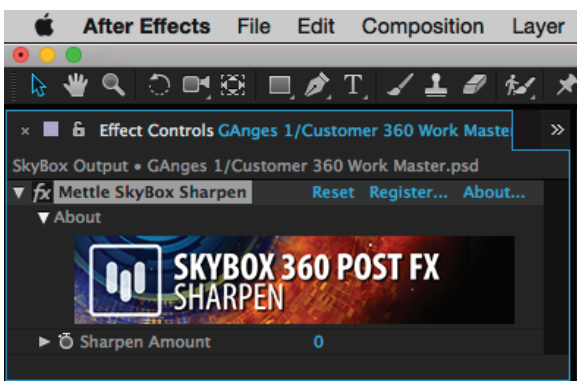
SkyBox 360 Post FX - Glow

- Luma Threshold - defines image region that will glow, i.e. regions where luma (brightness) is more than a threshold, between 0.0 (black) and 1.0 (white).
- Glow Radius - defines radius of glowing halo, in pixels.
- Glow Brightness - multiplier for glow brightness intensity, default is 1.0.
- Glow Saturation - multiplier for glow saturation (color) intensity, default is 1.0.
- Use Tint Color - when checked, Tint Color will be blended to the resulting glow color.
- Tint Color - choose tint color, which has effect only when Use Tint Color is checked.



SkyBox 360 Post FX - De-Noise

- Noise Type - choose noise type to suppress: Random Valued or Salt-and-Pepper (black and/or white speckles).
- Noise Level - adjust hypothetical input noise level until best output result is found.



SkyBox 360 Post FX - Sharpen

- Sharpen Amount - adjusts relative sharpen amount between 0 and 100 (max)