

Power Droste User Manual

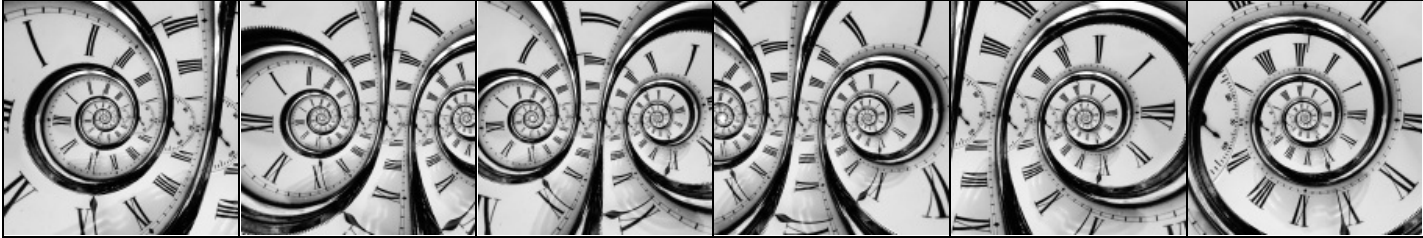
version 1.00
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Overview

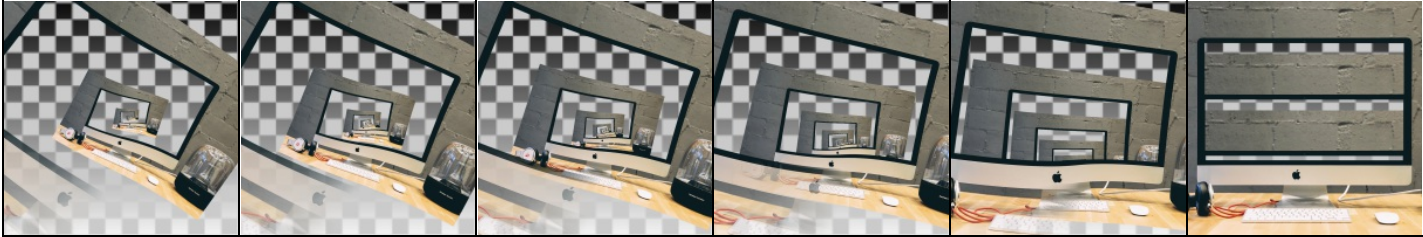
Power Droste is a native plug-in of Adobe After Effects®.
This plug-in allows the input layer to be transformed into a spiral shape, creating an endless vortex-like effect, known as the Droste effect.



In addition to basic transformation, it can express pseudo-3D rotation.



It can also unroll a spiral.



Multiple "Strands" can be controlled and textured individually.



As an example of application, when combined with polar deformations, the representation is like be drawn in.



Platform

Adobe After Effects (OS Windows, macOS, Apple Silicon supported) CS6 or later
Color depth 8bpc, 16bpc, 32bpc.
Multi-Frame Rendering (MFR) is supported.

Install

The easiest way to install and license is by using the aescrpts + aeplugins manager app.
Download from <https://aescrpts.com/learn/aescrpts-aeplugins-manager-app/>

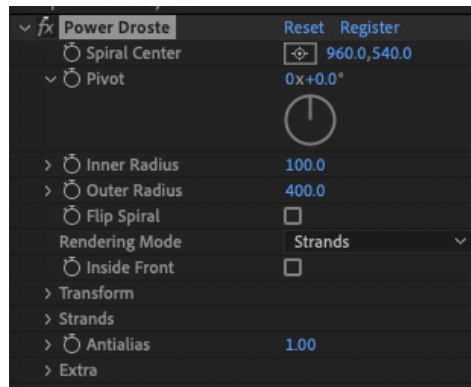
To install manually, place the plugin in the 'Plug-ins' folder inside the After Effects folder. Default directory is:

(OS Windows, After Effects 20XX)
C:\Program Files\Adobe\Adobe After Effects 20XX\Support Files\Plug-ins

(macOS, After Effects 20XX)
/Applications/Adobe After Effects 20XX/Plug-ins

Restart After Effects and find the "Power Droste" effect under the CROSSPHERE category of the Effect menu.

Parameters



Parameters UI

Spiral Basic Settings

Spiral Center

Controls the center position of the spiral.

Pivot

determines the position where the spiral is fixed:

When the other parameters are the default, the position advanced by the Inner Radius from the Spiral Center, in the direction of Pivot, is the position that does not change before or after adaptation of this plug-in.

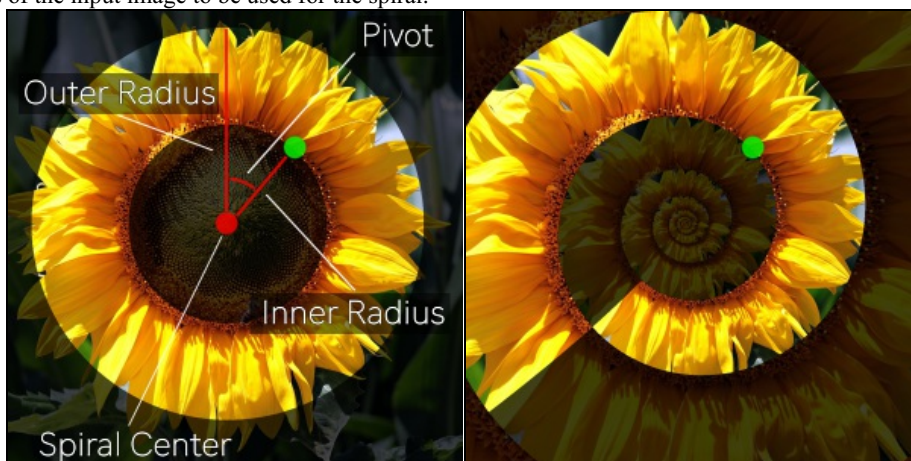
This position is also the position that remains unchanged when deformed by Unroll, as described below.

Inner Radius

Controls the inner radius of the input image to be used for the spiral.

Outer Radius

Controls the outer radius of the input image to be used for the spiral.

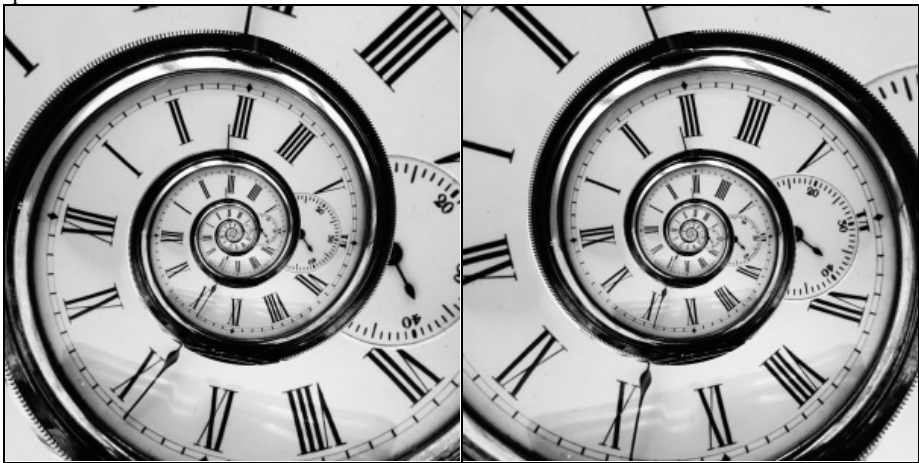


Relationship between Spiral Center, Pivot, Inner Radius, and Outer Radius

The position of the green dot in both the left and right figures does not change before and after plug-in adaptation.

Flip Spiral



Flips the direction of the spiral.



Flip Spiral, Left:off, Right:on

Rendering Mode

Specify the rendering mode from "Levels" and "Strands".
"Levels" is a mode in which the entire input layer is distorted and layered according to the spiral.
"Strands" is a mode that cuts out the area of the input layer specified by Spiral Center, Inner Radius, and Outer Radius, deforms it into a spiral, and overlays it.

Rendering Mode	Levels	Strands
Image		
Features	Entire input image can be displayed	Specialized in displaying the specified circular area Works relatively lightly
Use	Non-circular input image, transparency-processed image Shifting the Spiral Center from the center Unroll animation	For circular input images To extend strand infinitely 3D rotation Combination with Polar Coordinates

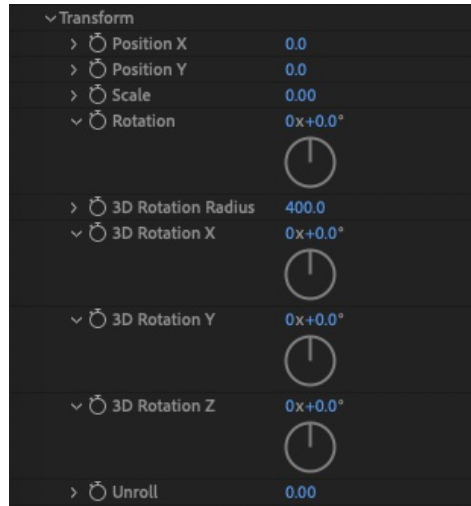
Inside Front

By turning on, the inner structure can be brought to the front.



Inside Front, Left:off, Right:on

Transform

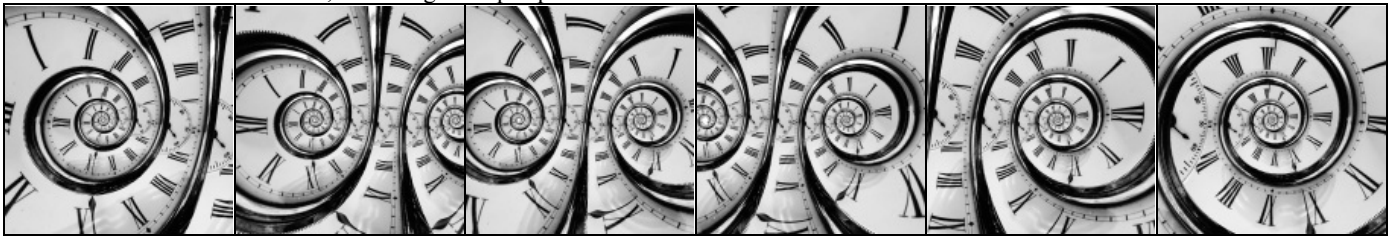


Position X, Position Y, Scale, Rotation

Each specifies the horizontal position, vertical position, scaling, and rotation of the output image.

3D Rotation Radius, 3D Rotation X, 3D Rotation Y, 3D Rotation Z

Maps the output image to a spherical surface and performs a pseudo-3D rotational deformation. The smaller "3D Rotation Radius", the stronger the perspective.



3D Rotation Y = 30, 60, 90, 120, 150, 180 from left to right.

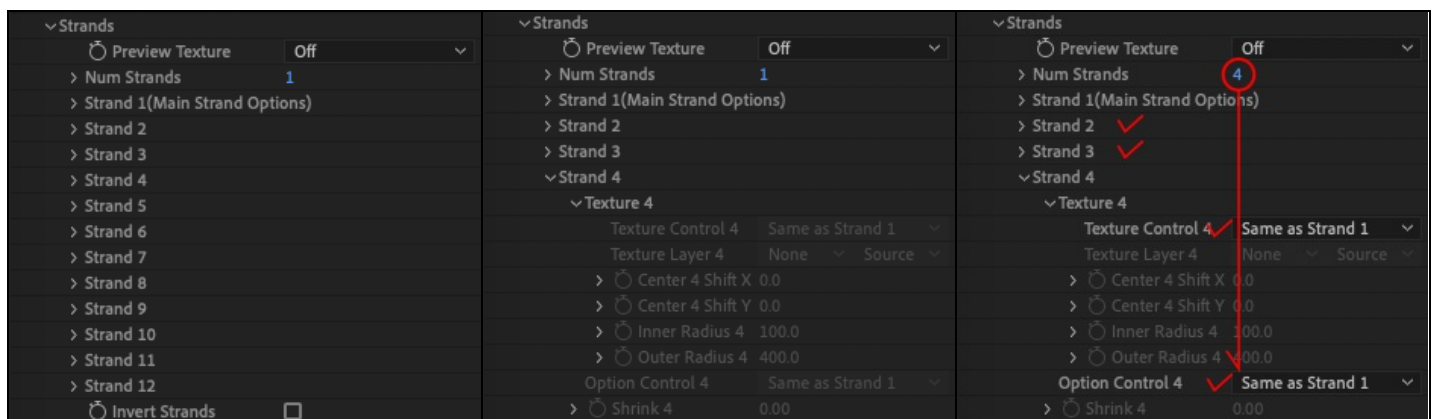
Unroll

By increasing this value, the spiral is deformed to unroll.



Unroll = 0, 0.2, 0.4, 0.6, 0.8, 1 from left to right.

Strands



Strands and Strand Parameters UI

Strand parameter control items below the value of Num Strands are enabled.

Preview Texture

Specifies a texture to preview, if the texture is set.

Num Strands

Specifies the number of Strands. A value of 0 gives a special description that repeats the torus.



Num Strands = 1, 2, 3, colored 3 strands, 0, from left to right.

Invert Strands

Invertes the overlap of Strands.

Strand X (X=1~12)

Strand 1(Main Strand Options)	Strand 2	Strand 2
<div><div>> Texture 1</div><div><div><div><div></div></div></div><div>Shrink 1</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Radial Offset 1</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Period 1</div><div>1.00</div></div><div><div><div><div></div></div></div><div>Offset 1</div><div>0x+0.0°</div></div><div><div><div><div></div></div></div><div>Opacity 1</div><div>1.00</div></div><div><div><div><div></div></div></div><div>Start 1</div><div>-6.00</div></div><div><div><div><div></div></div></div><div>End 1</div><div>2.00</div></div><div><div><div><div></div></div></div><div>Extend Inside 1</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Extend Outside 1</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Start Feather 1</div><div>0.00</div></div><div><div><div><div></div></div></div><div>End Feather 1</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Inside Feather 1</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Outside Feather 1</div><div>0.00</div></div></div>	<div><div>> Texture 2</div><div><div><div><div></div></div></div><div>Option Control 2</div><div>Same as Strand 1</div><div><div></div></div></div><div><div><div><div></div></div></div><div>Shrink 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Radial Offset 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Period 2</div><div>1.00</div></div><div><div><div><div></div></div></div><div>Offset 2</div><div>0x+0.0°</div></div><div><div><div><div></div></div></div><div>Opacity 2</div><div>1.00</div></div><div><div><div><div></div></div></div><div>Start 2</div><div>-6.00</div></div><div><div><div><div></div></div></div><div>End 2</div><div>2.00</div></div><div><div><div><div></div></div></div><div>Extend Inside 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Extend Outside 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Start Feather 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>End Feather 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Inside Feather 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Outside Feather 2</div><div>0.00</div></div></div>	<div><div>> Texture 2</div><div><div><div><div></div></div></div><div>Option Control 2</div><div>Use Options</div></div><div><div><div><div></div></div></div><div>Shrink 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Radial Offset 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Period 2</div><div>1.00</div></div><div><div><div><div></div></div></div><div>Offset 2</div><div>0x+0.0°</div></div><div><div><div><div></div></div></div><div>Opacity 2</div><div>1.00</div></div><div><div><div><div></div></div></div><div>Start 2</div><div>-6.00</div></div><div><div><div><div></div></div></div><div>End 2</div><div>2.00</div></div><div><div><div><div></div></div></div><div>Extend Inside 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Extend Outside 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Start Feather 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>End Feather 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Inside Feather 2</div><div>0.00</div></div><div><div><div><div></div></div></div><div>Outside Feather 2</div><div>0.00</div></div></div>

There are many Strand X (X = 1 ~ 12), but by default, Strand 1's parameters are copied by other Strands, so setting Strand 1's parameters will affect other Strands.
Set Option Control X for each Strand X (X≥2) to Use Options to activate the Strand X parameters.

Option Control X (X=2~12)

Chooses to set Strand options individually or copy them from another Strand X '(X' < X).

Shrink X, Radial Offset X

Scales and shifts the strand in the radial direction.

Period X, Offset X

Scales and shifts the strand in the angular direction.
The case Num Strands = 0 is special, as it uses Offset 1 for Strand 1 and Offset 2 for Strand 2 to set the overall and per-strand offsets.

Opacity X

Sets the transparency of the Strand.

Start X, End X, Extend Inside X, Extend Outside X

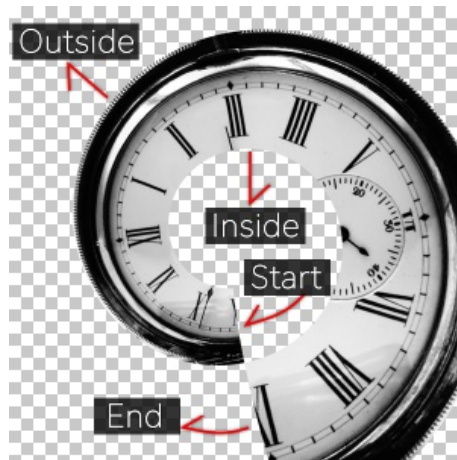
Stretch or shrink the Strand in each direction.

When the Rendering Mode is Levels, the rendering may take longer if the values of Start X and End X are too far apart.

When the Rendering Mode is Levels, Extend Inside X and Extend Outside X are not available.

When the Rendering Mode is Strands, increasing the values of Extend Inside X and Extend Outside X will cause the rendering to take longer.

When the Rendering Mode is Strands and Start X is set to the minimum value or End X is set to the maximum value, the restriction to each direction is removed.

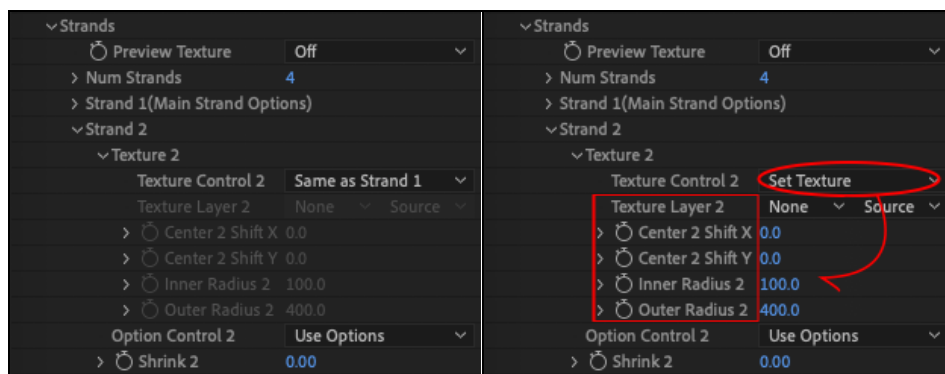


Start Feather X, End Feather X, Inside Feather X, Outside Feather X

Set the gradient for transparency in each direction of the Strand.

Inside Feather X and Outside Feather X are not available when Rendering Mode is Levels.

Texture X (X=1~12)



Setting Texture Control X to Set Texture activates the Texture X parameters.

Texture Control X

Specifies the Strand X texture.

Input Layer: Use the input layer as texture.

Set Texture: Use the following parameters to specify the texture individually.

Same as Strand X': Use the same texture settings as the Strand with a number less than X.

Texture Layer X

If Texture Control is Set Texture, specify which layer to use for the texture.

Center X Shift X, Center X Shift Y

If a layer is specified for the texture, its center is the center of the layer.

Center X Shift X and Center X Shift Y can be used to shift the center from the layer center.

Inner Radius X, Outer Radius X

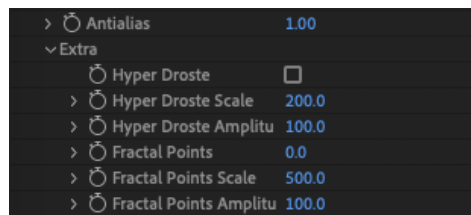
Specify the inner and outer radii of the torus region to use as a texture.

The above settings can be confirmed by specifying Texture X in Preview Texture.



Example of multiple texture

Other Options



Antialias

Specifies the quality of anti-aliasing.

Extra

Extra deformation options.

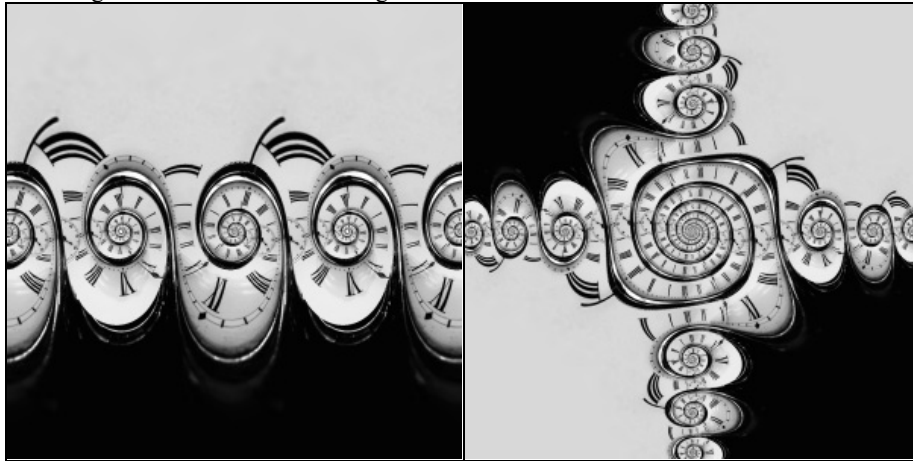
Hyper Droste, Hyper Droste Scale, Hyper Droste Amplitude

Configure Hyper Droste. The image will look like the following.



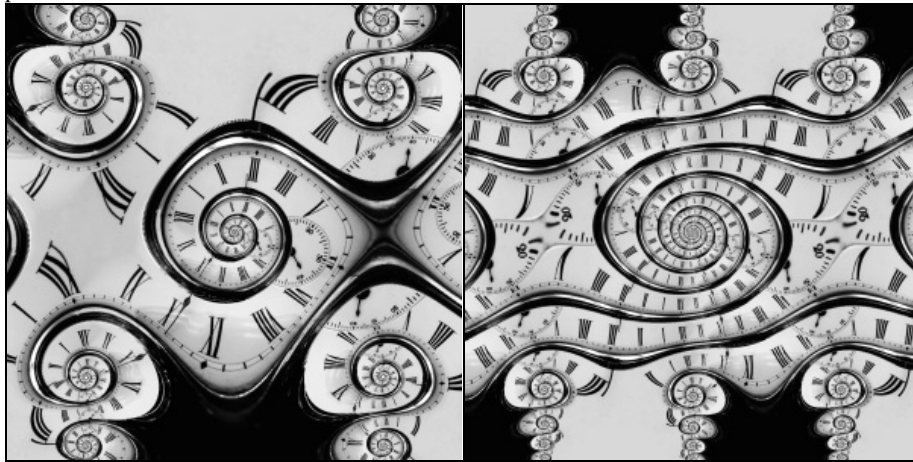
Fractal Points, Fractal Points Scale, Fractal Points Amplitude

Configure Fractal Points. The image will look like the following.



Fractal Points, Left:1, Right:2

When combined with Hyper Droste:



Hyper Droste:on, Fractal Points Left:1, Right:2

Change log

2023 Jan.
version 1.00 Release

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Image courtesy

<https://www.photo-ac.com/main/detail/24648867>
<https://pixabay.com/photos/2306471/>
<https://pixabay.com/photos/4354466/>
<https://pixabay.com/photos/2297210/>
<https://pixabay.com/photos/3540266/>
<https://pixabay.com/photos/427187/>