



**Version: 2.4**

**Script and User's guide last update: 01-2024**

**Compatibility: After Effects CS4, CS5, CS5.5, CS6, CC...**

## **1\_WHAT IS IT ?**

This script gives you a new control over distortion effects: the zone affected by distortion!  
Define areas with Masks and/or Luma matte. CS6 users can use the new Feather mask tool to get really accurate control.

Add as many selectors as you want on a single layer and get independent control over each effect or group of effects.

Keep control over your distortion over time, remove each selector with a single click.

## **2\_HOW TO INSTALL ?**

Just copy the Script in your "ScriptUI Panels" folder.

on Windows: After Effects (your version number)/Support Files/Scripts/ScriptUI Panels/

on Mac: After Effects (your version number)/Scripts/ScriptUI Panels/

In After Effects, the Script will appear in the "Window" window : Dynamic\_Comp.jsxbin

## **3\_WHAT 'S NEW IN v2.1?**

The tool's been fully rebuild. You don't need to use PBKA for CS6 compatibility anymore !

The new UI includes help and information for each button.

Bugs have been fixed.

## 4\_HOW TO USE IT?

Select the effect(s) you want to define a selection for. Then hit the « Generate Map » button.

The script reproduces your distortion in an editable version.

You can now define the area where your distortion will be applied.

For this, just use masks and / or luma mattes.

You can use shape, feather, expansion... of the created mask, and add as many masks as you wish.

To add/remove Masks, just hit the « Add / Remove Mask » button.

Note : you must keep at least 1 Mask.

To use a Luma matte, just put your matte in the Luma precomp and / or paint the existing white layer.

You can Show/ Hide the distorted area by hitting the « Show/Hide Matte » button.

Distorted area is in white, undistorted in black.

The area is the product of Masks AND Luma.

You can invert Mask and/or Luma Matte by hitting « Invert Mask/Luma » button.

As distortion analyse is based on colors, please mark any color effects before generating your map.

To do so, select the color effects, and hit the « Mark/Unmark FX ». The marked effects will be ignored during distortion analyse, and won't be affected by Masks and/or Luma selection.

You'll find a .aep project, « Step\_by\_step\_project » to help you use the script.

### **Important:**

the Script gives good results in 16 and 32 bits mode only.

Some small distortion artefacts can appear, In that case, use the « Softness » slider generated just after the « Distortion from mapp » effect to smooth the distortion.