

This launcher allows you to apply Pixel Bender effects (via PBAccelerator) quickly. This launcher is open source, you can modify it in any way you wish.

Setup

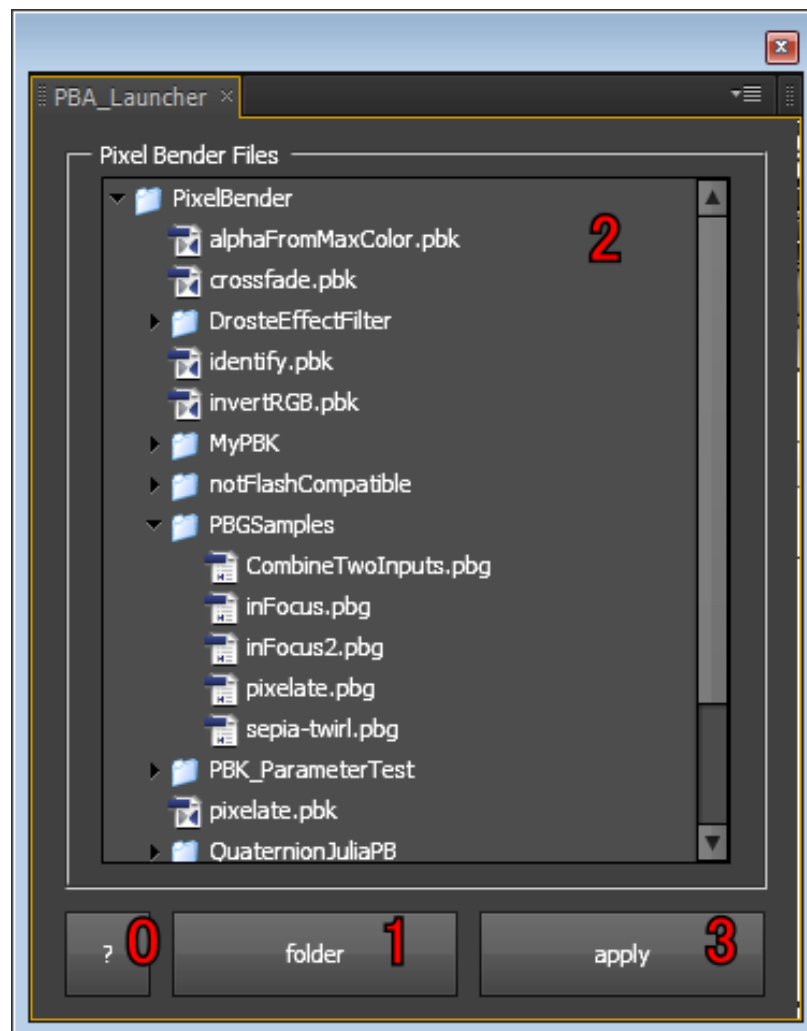
Install the launcher in the **ScriptUI Panels** folder inside the After Effects folder:

Then make sure that the "Allow Scripts to Write Files and Access Network" preference is on in the General After Effects preferences.

How to use

UI

Run the launcher by selecting it from the **Window** menu in After Effects. A panel shown below is opened.



- **0** help button
Launch help.
- **1** folder button
Select the root folder where the Pixel Bender files are stored.
- **2** Tree view
Twirl down the tree view to reveal all the .pbk, .pbg files in that folder hierarchy.
- **3** apply button

This button applies the selected .pbk or .pbg file to the selected layer in AE.

Usage

1. Select the root folder with Pixel Bender files by clicking the **folder** button.
2. Select a target layer in After Effects.
3. Select a pbk or pbg file in the launcher UI.
4. Push **apply** button.

Explanation of this script

When PBAccelerator is applied to a layer, it checks the first marker of the layer. If the marker has filepath of Pixel Bender as it's comment, PBAccelerator loads the Pixel Bender file without opening the file open dialog.

This launcher script creates a marker, that has the file path of the chosen pbk or pbg file as a marker comment on the target layer. Then by applying PBAccelerator, this script applies the pbk or pbg directly and the marker is removed after that.

License

This script is able to be changed under the Adobe License terms written on SnpCreateTreeView.jsx, which is the basis of this script. Details are provided in the script source.

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