



# MASK BRUSH



Version: 1.8

Plugin and User's guide last update: 10-2015

Compatibility: After Effects CS5, CS5.5, CS6, CC 2014, CC 2015

Apply custom brushes to maskPaths in After Effects !

**BAO Mask Brush** is a set of 2 native plugins for **After Effects** :

### **\_Mask Brush**

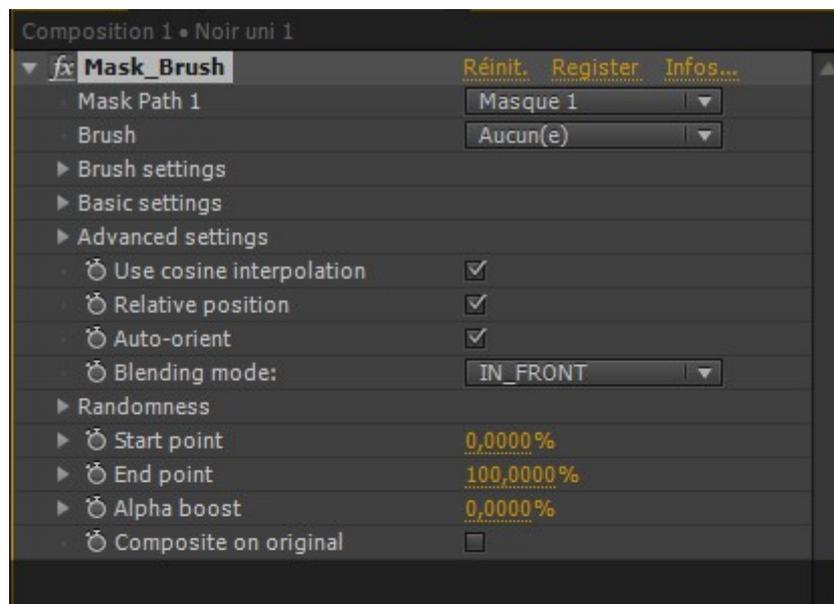
Align brushes along a maskPath and create dynamic paint strokes and amazing shapes.

### **\_Mask Brush Fill**

Fill a maskPath with brushes and create stunning dynamic patterns.

### **MASK BRUSH :**

To apply **Mask Brush**, select your layer and go to Effects / BAO / **Mask Brush**.

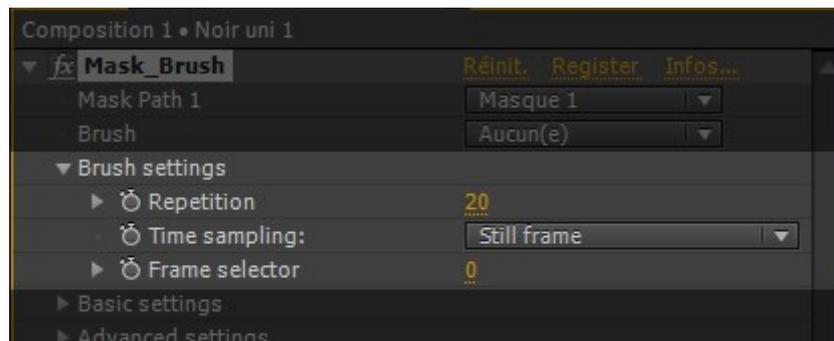


## Parameters description :

**Mask Path 1** : select the mask you want to apply the effect to.

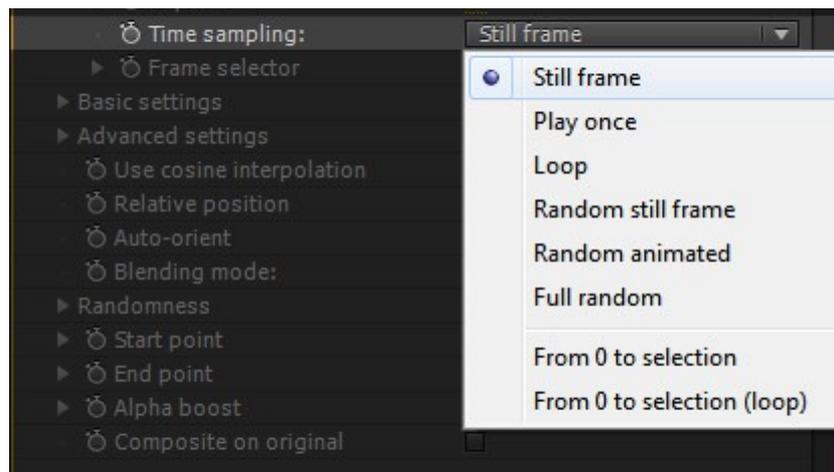
**Brush** : select the layer used as a brush. Layer can be a footage layer, a solid, a shape layer, a precomp...

## Brush settings :



**Repetition** : the number of instances of the brush along the path.

## Time sampling :



**\_Still frame** : the brush is sampled at a specific frame. Set it with Frame selector.

**\_Play once** : the brush is sampled at current time + Frame selector.

**\_Loop** : the brush is sampled at current time, looped according to brush's duration.

**\_Random still frame** : the brush is sampled at 1 random time. Set random seed with Frame selector.

**\_Random animated** : the brush is sampled at random time, the same for each instance of the brush.

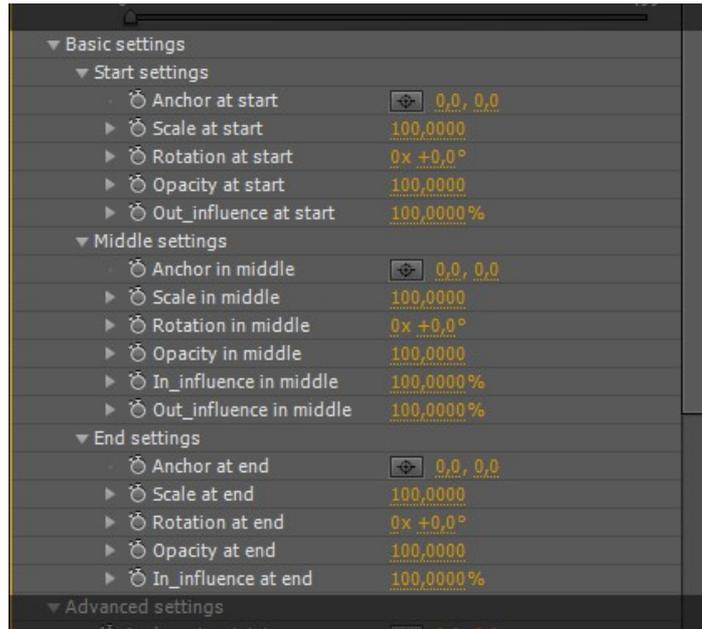
**\_Full random** : the brush is sampled at random time, for each instance of the brush.

**\_From 0 to selection** : the brush is sampled from brush's start time to Frame selector, aligned on the path.

**\_From 0 to selection (loop)** : same than above, but looped. Frame selector defines the duration of the loop.

**Frame selector** : see behaviour according to Time sampling above.

## Basic settings :



You can set Geometry at Start, Middle and End of the path.

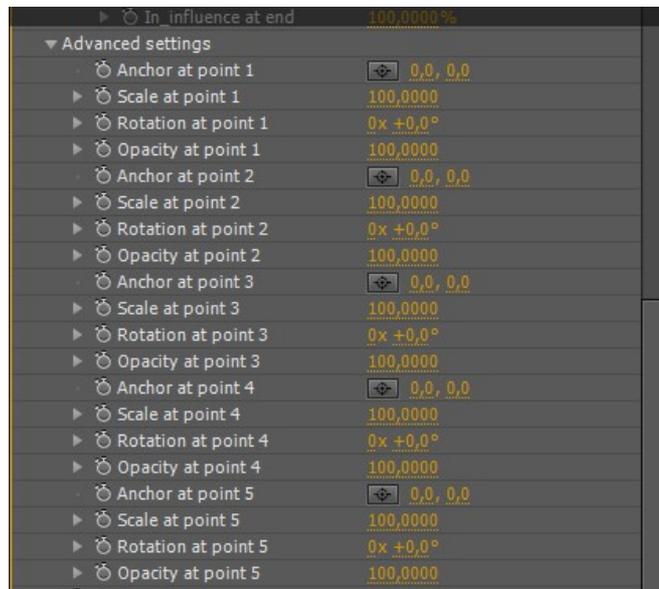
Geometry is interpolated from Start to Middle to End and applied to the brush.

You can set the Anchor, Scale, Rotation, Opacity, and influence.

### **New in V1.8 : you can now set a Z value ! (see 3D mode)**

Influence is active in Relative position mode only. It is the influence of Scale on brush's alignment on path.

## Advanced settings :



The same parameters than basic settings, but defined for each vertex.

Per-vertex geometry is computed after Basic settings.

For example, if Scale at start is set to 50%, and Scale at point 1 is set to 75%, the real scale at point 1 is 37.5% (50% \* 75%) .

If You add or remove vertices from your mask, set Mask Path 1 parameter to None, then reselect your mask.  
It will update the number of parameters available for Advanced settings. (maximum 100 vertices).

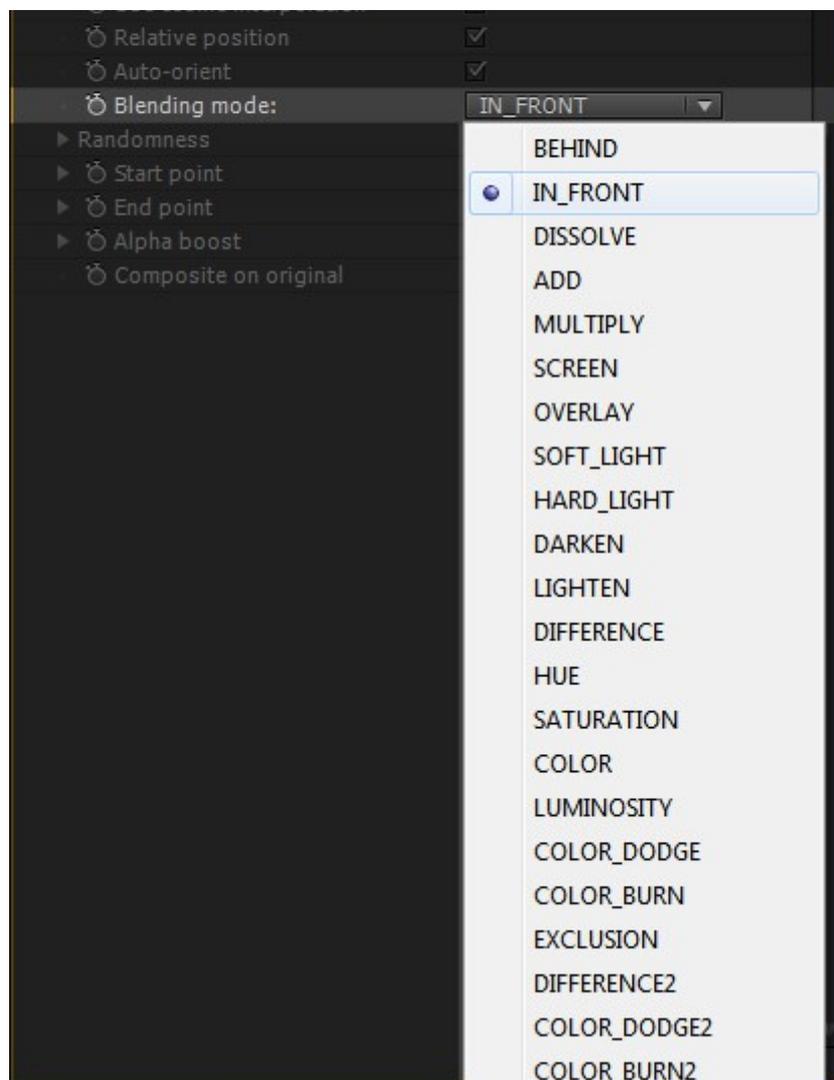
### Other geometry settings :

**Use cosine interpolation** : a cosine algorithm is used. If unchecked, geometry interpolation is linear.

**Relative position** : brushes are aligned according to their scale. If unchecked, alignment is linear.

**Auto-orient** : brushes orientation follow the maskPath.

### Blending mode :

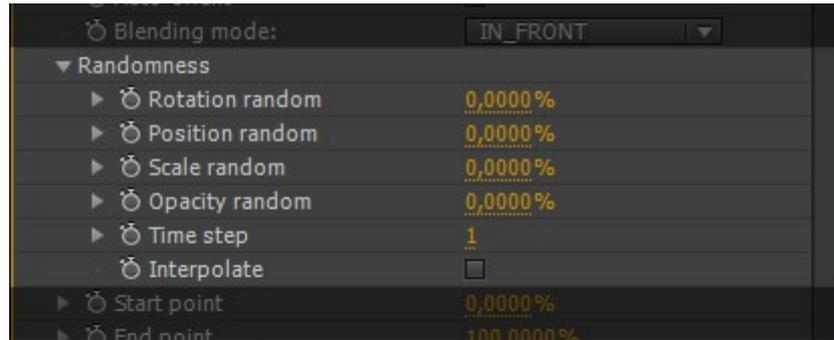


You'll find all the blending modes (except alpha and luma modes) existing in After Effects.

It defines the way each brush is blended with the others, and with the original layer if

Composite on original is checked.

## Randomness :



You can set Rotation, Position, Scale and Opacity randomness.

The random values will change according to Time step (in frames).

If interpolate is checked, values are interpolated between steps, giving a smooth noise.

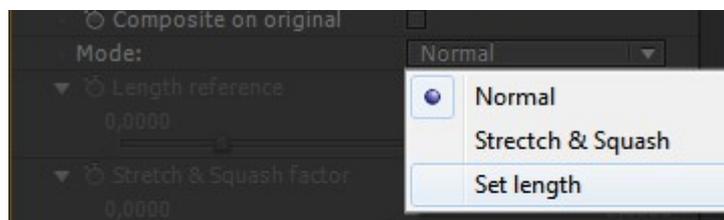
## Other settings :

Start point, End point, Offset : wich portion of the path is used.

Composite on original : blend brushes with original layer (see Blending mode for details).

## New in v1.4 : Stretch and Squash

Set the Length Reference with the « Mode » popup.



« Length reference » and « Stretch & Squash factor » are now enabled.

Note that even if you can set the length reference manually, it's easier through the popup parameter.

If the property is already keyframed, a new keyframe will be created.

You can set and animate the Stretch & Squash factor. Default value is 1, and 0 means no distortion.

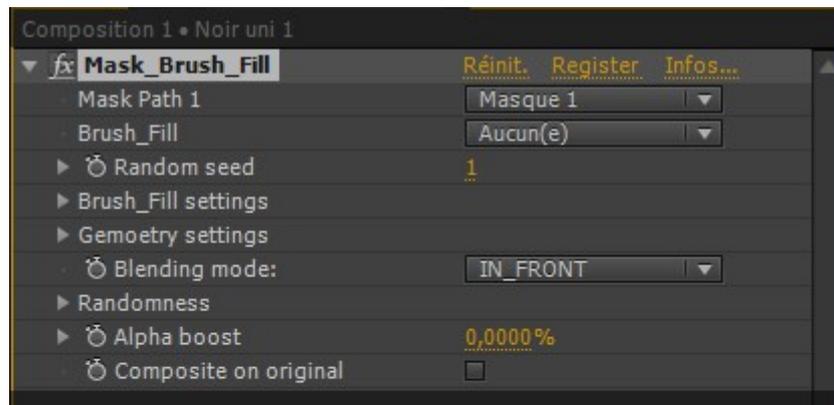


**New in V1.8 :** you can now set plugin's mode to 2D or 3D. The plugin will react to cameras.

**New in V1.8 :** you can now enable Motion Blur and set Motion blur amount.

## MASK BRUSH FILL :

To apply **Mask Brush Fill**, select your layer and go to Effects / BAO / **Mask Brush Fill**.



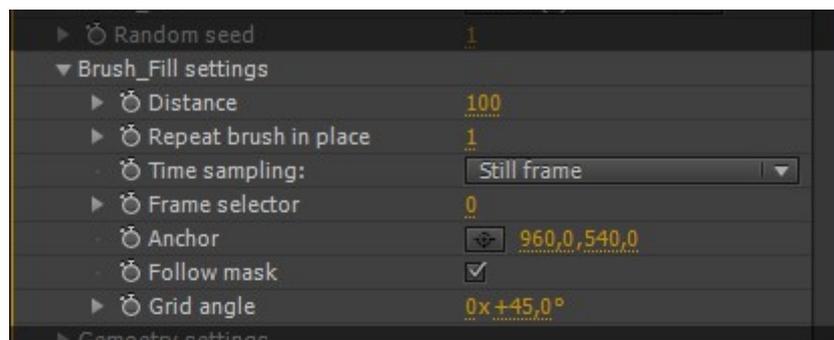
**Mask Brush Fill** works like **Mask Brush**, but it fills maskShapes with brushes instead of aligning them along the path. Geometry of the brushes is computed from Mask's alpha (shape, opacity, feathering).

### Parameters description :

Most of the parameters are identical to **Mask Brush** (see description above).

### Specific parameters :

**Random seed** : a keyframable random seed, to get different textures and patterns with the same settings.



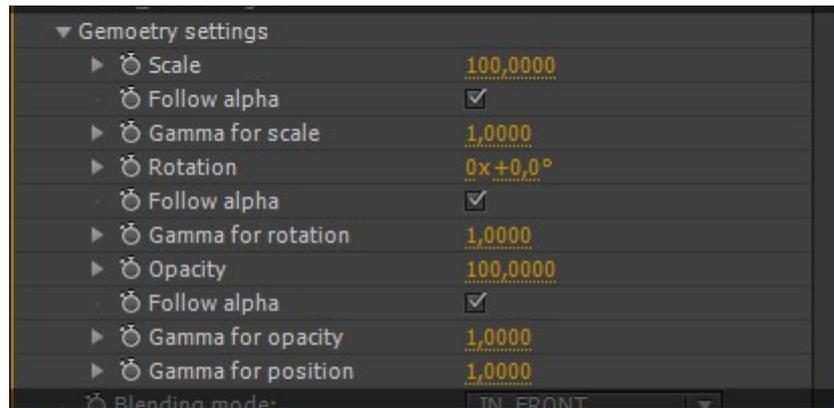
**Distance** : the basic distance between brushes.

**Repeat brush in place** : a multiplicator to densify the pattern, without resampling the brush (less memory).

**Anchor** : the anchor point of the pattern. Active only if Follow mask is unchecked.

**Follow mask** : anchor is computed from mask's bounding box. Usefull to have your pattern follow the mask.

**Grid angle** : the angle of the basic grid used to create the pattern.

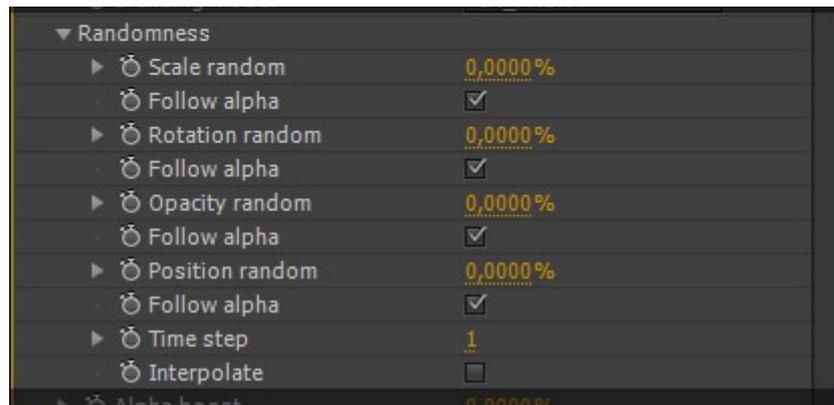


Each Geometry setting has an independent Follow alpha parameter, and a Gamma parameter.

It means Scale, Rotation and Opacity can follow or not mask's alpha with it's own parameters.

Note : gamma for position is active for Position random only.

### Randomness :



Same parameters than **Mask Brush**. You'll find a Follow alpha parameter for each setting.

**Alpha boost** : densify brush's alpha.

**New in V1.8** : you can now enable **Motion Blur** and set **Motion blur amount**.

### Known issues :

Mask feathering tool gives inaccurate result in low definition.