

# RetroDither

version: 1.3

## About

RetroDither is a GPU accelerated plugin for Adobe After Effects and Premiere which allows to create stylized images with dithering and color schemes from retro game consoles and home computer platforms.

You could call it 'save GIF for web' on steroids on first sight, but in fact RetroDithering is capable to do so much more, having more than 10 different ordered and error-diffusion dithering algorithms and color palettes varying from several adaptive to classic hardware ones, such as ZX spectrum, CGA, MSX and many more.

Now you can do very authentic stylizing, if you're trying to add some retro feeling into your motion graphics or footage.

## Installation

RetroDither can be installed by copying the contents of the archive into one of the After Effects/Premiere shared plug-in folders.

### Windows:

After Effects and/or Premiere CS5:

**C:\Program Files\Adobe\Common\Plug-ins\CS5\MediaCore\**

After Effects and/or Premiere CS5.5:

**C:\Program Files\Adobe\Common\Plug-ins\CS5.5\MediaCore\**

After Effects and/or Premiere CS6:

**C:\Program Files\Adobe\Common\Plug-ins\CS6\MediaCore\**

After Effects and/or Premiere CC and CC2014:

**C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore\**

### OSX:

After Effects and/or Premiere CS5:

**/Library/Application**

**Support/Adobe/Common/Plug-ins/CS5/MediaCore/**

After Effects and/or Premiere CS5.5:

/Library/Application

Support/Adobe/Common/Plug-ins/CS5.5/MediaCore/

After Effects and/or Premiere CS6:

/Library/Application

Support/Adobe/Common/Plug-ins/CS6/MediaCore/

After Effects and/or Premiere CC and CC2014:

/Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore/

Evaluation version of RetroDither doesn't have any time limitations, and instead outputs additional overlay on top of the footage..

You can register/buy the plugin by pressing the **Register...** link, which is visible in the demo version.

## Plugin's parameters and algorithm

### Palette

Resulting color palette. Adaptive color palettes work pretty similar to the ones in e.g. Adobe Photoshop "Save for Web" dialog , while named after hardware ones (CGA, ZX Spectrum, C64 etc.) are mimicking actual ancient hardware limitations.

### Dithering

Algorithm of color dithering.

RetroDither is generally capable of two types of [dithering](#): **error diffusion** (including **Floyd-Steinberg**, **Jarvis-Judice**, **Stucki**, **Atkinson**, **Burkes**, **Siera**, **Stevenson-Arce** algorithms) and **ordered dithering** using **Bayer** matrix.

### Downscale

Performs image downscaling for more stylized look.

### Threshold

Is available to alter Bayer dithering algorithms, and also to manage 1-bit color palette mapping.

## Grayscale

Performs additional grayscale conversion of the input. Note that color palette is applied **after** this operation, which means you won't necessary have grayscale image on the output of the effect; instead, RetroDither will map shades of gray to colors of output palette, which might give you quite interesting results.

## Serpentine scan

Alters all error diffusion based (non-Bayer) dithering algorithms, producing slightly different result ([see the description](#)).