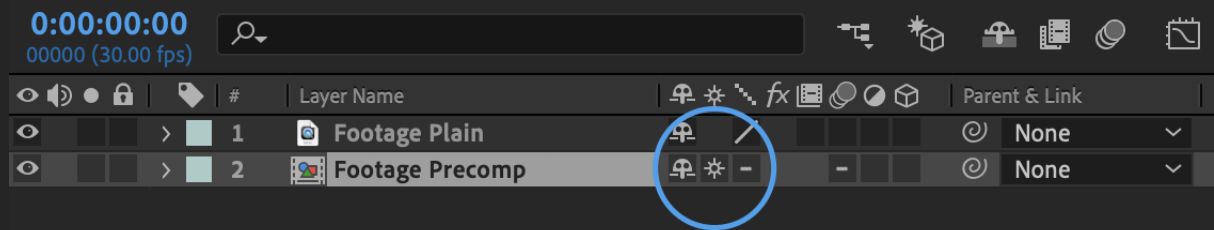


# Effect Matte Guide

Effect Matte adds a perfectly sized and customizable matte to your layer without the need for a separate layer to act as an alpha matte.

Effect Matte requires continuous rasterization to work (see below). Note how *Footage Plain* doesn't have this option, this can be solved by precomposing it first. If you can't see this option press F4 to toggle view modes.



## Compatibility notes

Effect Matte is supported for After Effects CS6 and up. On After Effects versions earlier than CC2018, Effect Matte is not compatible with parented transforms (if your layer has a parent, the Set Matte Position button won't take into account the transforms of the parent layer and as such, the location may be incorrect)

Effect Matte is compatible with shape layers, however the [Set Matte Position](#) button doesn't work on Shape Layers as After Effects does not expose the coordinates of these vertices in the c++ AESDK.

## User Interface

fx Effect Matte		Reset	Register
<input type="checkbox"/> Enable Matte		<input checked="" type="checkbox"/>	
<input type="checkbox"/> Enable Visual Guide		<input checked="" type="checkbox"/>	
		Set Matte Position	
<input type="checkbox"/> Position Top Left		<input type="text" value="0.0,0.0"/>	
<input type="checkbox"/> Position Bottom Right		<input type="text" value="500.0,500.0"/>	
> <input type="checkbox"/> Expansion		0.00%	
> <input type="checkbox"/> Roundness		0.00%	
> <input type="checkbox"/> Feather		0.00	
<input type="checkbox"/> Invert Matte		<input type="checkbox"/>	
> Visual Guide			
> Transform			

# Parameters

## Enable Matte

Enables/disables matting. Useful if your layer transitions in/out and the matte is temporarily or no longer needed.

## Set Matte Position

When Effect Matte is first applied, the matte's bounds default to the entire composition. Press [Set Matte Position](#) button to snap the matte to the layer. You can manually tweak the bounds of the matte using [Position Top Left](#) & [Position Bottom Right](#), which have the ability to be keyframed.

## Expansion

Expands the matte as a % of the layer size. This can also be negative (an expansion of -100% makes the matte completely disappear). Note expanding the matte will impact the anchor point of the matte if set under the [Transform](#) options.

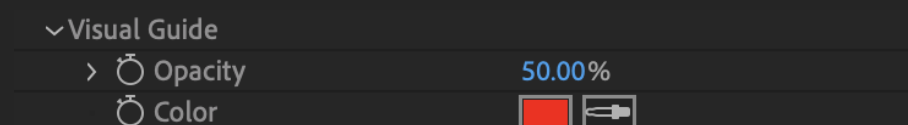
## Roundness

Rounds the edges of the matte. Works as a % of the smallest dimension.

## Feather









Blurs the matte.

## Visual Guide:



When enabled, gives a visual guide to the shape and size of the matte. The color and opacity can be customised. Note this visual guide will appear in renders so make sure you uncheck [Enable Visual Guide](#) before rendering.

## Transform:

▼ Transform		
>	 Position X	0.00%
>	 Position Y	0.00%
▼	 Rotation	0x+0.0°
		
Uniform Scale		<input checked="" type="checkbox"/>
>	 Scale	100.00%
>	 Scale Height	100.00%
	 Anchorpoint X	Center ▼
	 Anchorpoint Y	Center ▼
>	Matte Orientation	0x+0.0°

The primary purpose of these parameters are to easily transition the layer (independent of the matte generated by Effect Matte). [Position](#) and [Scale](#) are % based for ease of use and account for the [Expansion](#) parameter.

The [Matte Orientation](#) parameter is for reference only. It refers to the rotation of the layer relative to the composition (regardless of parented transforms). For example the rotation slider of a layer that is on a 45 degree angle but is parented to a layer that is at -45 degrees will say 0 degrees, as it's relative to the parented layer. However it remains at 45 degrees relative to the composition. This orientation is taken into account when the bounds of the matte are set.



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