



Version	Features / Fixes
1.2.1	<ul style="list-style-type: none"><li>. Addition of Filter Intensity parameter to easily modulate the strength of the filter</li><li>. Fixed crash when using a large shape size in narrow resolutions</li><li>. For consistency, the checkbox Keep Original Image is renamed to Composite On Original</li><li>. After Effects SDK May 2023</li><li>. Stapled macOS build (in addition to being signed and notarized)</li></ul>
1.2.0	<ul style="list-style-type: none"><li>. Added support for circle shapes with adjustable line width</li><li>. Doubled the maximum values for Size, Size Growth, and Line Width parameters</li><li>. Extended the vertical rendering limit to 16384 pixels (there is no horizontal limit)</li><li>. Implemented a warning message to prevent crashing when the vertical limit is exceeded</li><li>. Improved the ability to cancel unfinished rendering after user modifications</li><li>. Enhanced render progress feedback to After Effects</li><li>. Aescripts framework v4.0.7 - improved stability of license checks</li></ul>
1.1.0	<ul style="list-style-type: none"><li>. Multi-frame rendering support</li><li>. Universal macOS binary (Apple silicon support) for Premiere Pro and After Effects (beta)</li><li>. New parameter Skip Frame(s) for adjusting the FPS of the original footage</li><li>. Plugin filename/folder change to GeometricFilter.aex/plugin - When updating manually, please remove the old version GeomFilter.aex/plugin to avoid conflict!</li><li>. Curve shape continuity fix while using recursion steps</li><li>. How it works - new section of the manual about plugin's general principle</li><li>. SatoriFX branding</li><li>. Code signed Windows binary</li><li>. Aescripts framework v4.0.4</li></ul>
1.0.3	<ul style="list-style-type: none"><li>. Fixed "Fade" functionality in 16 &amp; 32 bit modes</li></ul>
1.0.2	<ul style="list-style-type: none"><li>. Notarized the plugin to make it compatible with MacOS Catalina</li><li>. Updated with latest Aescripts framework v3.8.1</li></ul>
1.0.1	<ul style="list-style-type: none"><li>. Addition of 16+32 bits per channel modes (bug fix of: right half cropped in output)</li><li>. Proper parameters scaling for 1/2 1/4 views in Premiere</li></ul>
1.0.0	<ul style="list-style-type: none"><li>. Initial release</li></ul>

updated: 08.08.2024