

Automatic Installation

For a hassle-free installation, use the *aescripts + aeplugins manager app*:

<https://aescripts.com/learn/aescripts-aeplugins-manager-app/>

Manual Installation

MacOS

- The plugin is a folder `Pixelocybe.plugin` located in `Install/macOS`
- Open a new Finder window and navigate to:
`/Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore/`
- Drag & drop `Pixelocybe.plugin` into this folder, enter your password to confirm writing to a protected folder.
- Restart After Effects and/or Premiere.

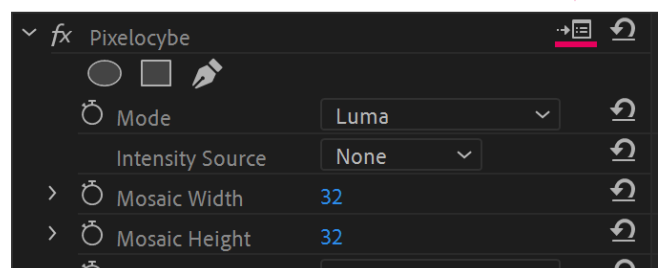
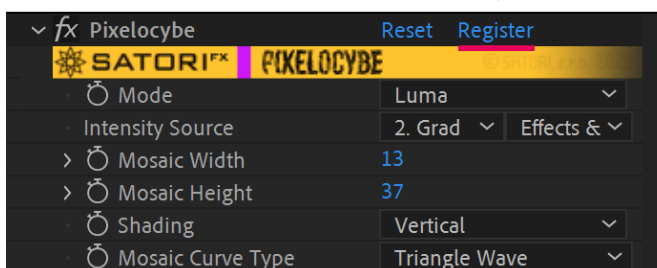
Windows

- The plugin is located in `Install\Windows\Pixelocybe.aex`
- Open Windows Explorer and navigate to:
`C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore\`
- Drag & drop `Pixelocybe.aex` into this folder, confirm you want to make changes.
- Restart After Effects and/or Premiere.

The plugin should be visible in the Effects panel (Visual Effects in Premiere) under the category **Satori** after a successful installation.

Registration

To remove the watermark, register the plugin using the Register button (After Effects) or the "Setup" icon (Premiere). Enter the code you received when you purchased the plugin on aescripts.com.



How it works

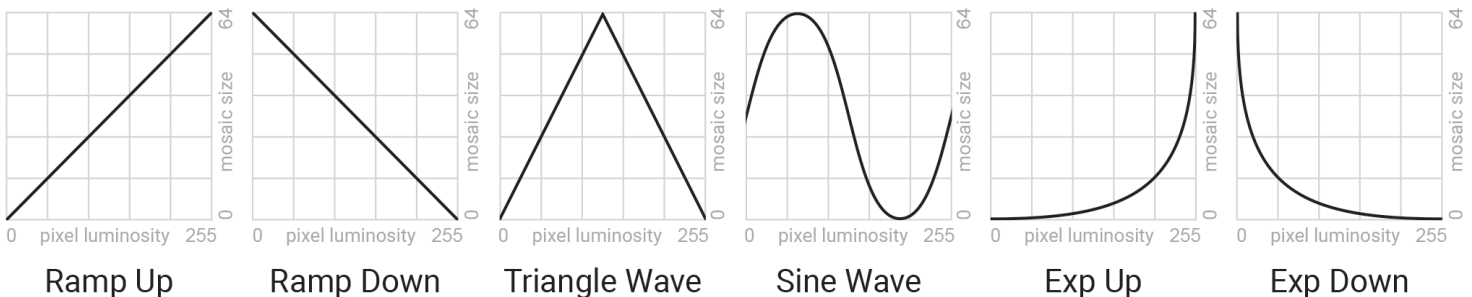
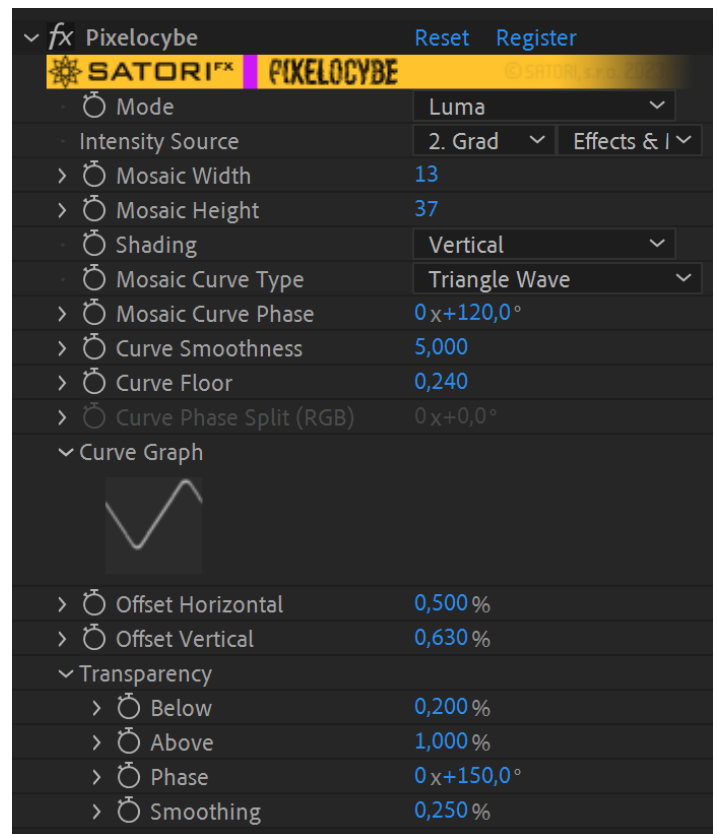
Pixelocybe is a dynamic mosaic filter, which produces mosaic blocks *per pixel* depending on its luminosity or the luminosity of the input layer. To better illustrate this, here's an example of how an image would be affected by a completely black input, white input, the image itself and a blurred version of the original image.



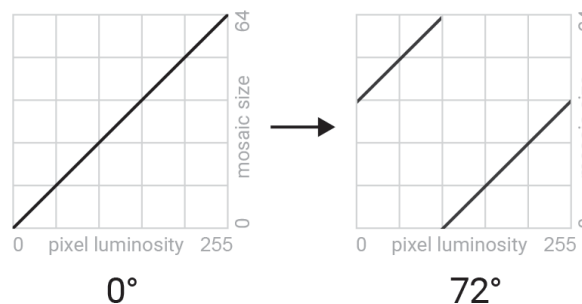
The plugin accepts a second layer as an input, which allows you to combine the original image with a filtered version of itself or even use a completely different input.

Parameters guide

- **Channels** - allow you to specify which color channels should the effect be applied to.
 - **Luma** - the effect is applied to all channels equally using the overall luminance of a pixel.
 - **RGB** - the effect is applied on each of the RGB components separately.
 - **Red, Green, Blue, Alpha** - affects just the selected channel.
- **Intensity Source** - optional, allows you to pick a different layer as an input for the plugin. The pixelation effect is applied using the layer pixels' intensity, hence the name. Don't forget to check Effects & Masks if you plan to use effects on the input layer. When set to "None", the current layer is used as an input for the effect.
- **Mosaic Width/Height** - defines the maximum block width/height of the mosaic.
- **Shading** - shades long stretches of the same luminosity and generally smooths out the image. The shading can be applied horizontally, vertically, or on both axes.
- **Mosaic Curve Type** - this is what Pixelocybe uses to map input pixel luminosity to the resulting mosaic distortion. See the image below for a visual reference.



- **Mosaic Curve Phase** - offsets the curve by a set amount of degrees.



- **Curve Smoothness** - helpful for smoothly connecting the beginning and the end of discontinuous curves (linear ramps and exponentials) or smoothing out a triangular curve.
- **Curve Floor** - defines the minimum mosaic distortion.
- **Curve Phase Split (RGB)** - can be used when filtering RGB channels for an extra effect by utilizing an additional shift of curve phase for R and B channels.
- **Curve Graph** - visualizes the curve mapping for your convenience.
(not available in CC2014 or earlier)
- **Offset Horizontal/Vertical** - offsets where the mosaic intensity is read from horizontally and vertically.
- **Transparency** - makes parts of the image transparent, useful for quick keying and doing transitions.
 - **Below/Above** - pixels below/above this luminosity become transparent.
 - **Phase** - offsets where the above two parameters start and finish. See the image for Mosaic Curve Phase, which works very similarly.
 - **Smoothing** - is useful for smoothing out sharp transitions between transparent and opaque areas of the image, when transparency options are in use.



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