EFX RE free plugins for After Effects

Installation

Alpha streaks

ID select

Installation

The plugins are written in PixelBender.

To install:
- find your After Effects plugins directory, ie.:
c:/program files/adobe/adobe after effects cs5/Support Files/plugins

- copy the efx plugins to any subdirectory.

It doesn't matter exactly what subdirectory the plugin files are in, as long as they are within the After Effects' main plugins directory.

In After Effects you'll find the plugins in Effects under **EFX RE group**.

Alpha streaks

BEFORE   AFTER
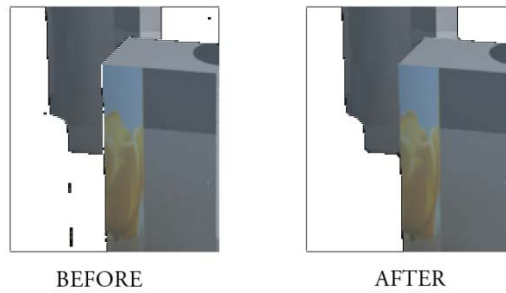
Removes holes and islands from the alpha channel that form streaks (lines).
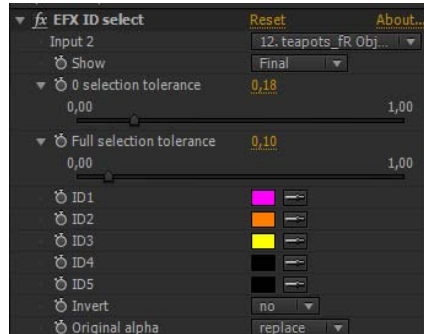Use it together with ID select.

mode - select the pixel width of the streaks to remove

Remove threshold - if the original pixel had an alpha value lower than this threshold, then the pixel will be removed even if it is not part of a streak.

ID select

Lets you select up to five ID colors from a supplied Node ID pass, creating a selection (alpha) for current layer.

Input 2 - the layer containing the Node ID render element (needed for isolating individual objects) .

Show - tell the plugin what to display: ID pass, Original image, Final image selection.

0 sel. tol. - if the difference of an ID pixel color and ANY of the 5 selected ID colors is greater than this value, the pixel will receive an alpha value of 0.

Full sel. tol. - if the difference of an ID pixel color and ANY of the 5 selected ID colors is lower than this value, the pixel will receive an alpha value of 1.

Anything in between these two values will receive a partly transparent alpha.

ID1...5 - select a color ID, remains black if unused.

Invert - lets you invert the current selection

Original alpha - the plugin creates a new alpha channel based on ID colors. This option lets you decide what to do with the original alpha channel, ie.:
 A*B - if the layer had transparent objects and you want to keep the transparencies, or
 A+B - if you want to select more than 5 IDs and you are using more than one ID select filters.

*The new selection disregards original transparencies so that you can select different parts of the object with different plugin instances. This results in artifacts (no aliasing) on edges of objects that were rendered on transparent background. Use the original layer as an alpha matte or the A*B "Orig. Alpha" mode for a single instance to fix it.*