



Mr. Displacy v1.5

For Adobe® After Effects® 7.0

User Guide

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• REQUIREMENTS

Mr. Displacy version 1.0 runs under Windows or MacOS X operating system, as a plug-in for Adobe After Effects 7.0 software.

• INSTALLATION

Windows

Unpack zip file and start setup program. Follow its instructions.

You must accept license agreement to install this software on your computer.

If you have serial number, choose *Install registered version* and type it in *Serial number* field or you can try demo mode but along with an effect a water mark will be rendered.

During installation you will be asked to enter the path to install to. For Adobe After Effects 7.0 the default location for plug-ins is:

C:\Program Files\Adobe\Adobe After Effects 7.0\Support Files\Plug-ins

Mac

Unpack zip file and copy all plug-ins to After Effects plug-ins folder. For Adobe After Effects 7.0 the default location for plug-ins is:

/Applications/Adobe After Effects 7.0/ Plug-ins/

When you have completed installation restart After Effects.

All effects will appear in [*Effects > Electrocolor - Mr. Displacy >*] submenu.

• SUPPORT FOR MR. DISPLACY

If you have problems using **Mr. Displacy**, please check this user guide to verify the correct way to use it. If you do not find the answer to your problem here, you may email: support@electrocolor.com

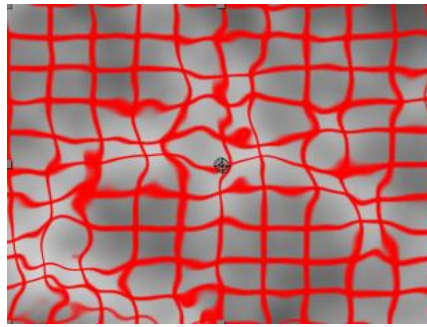
• INTRODUCTION

Mr. Displacy consists of several plug-ins that displace image one way or another.

It includes: Path Displacer, Super Displacer, Pixel Flow.

All parameters can be animated. 16 bit per color supported.

Super Displacer

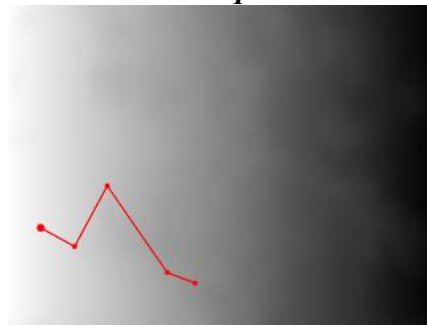


Displaced grid over Map Layer

Path Displacer



Original Layer



Displacement Map and path

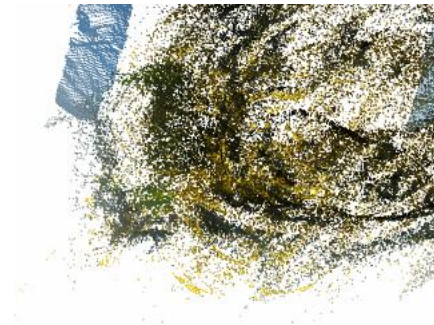


Path Displacer Result

Pixel Flow



Original Layer with Path



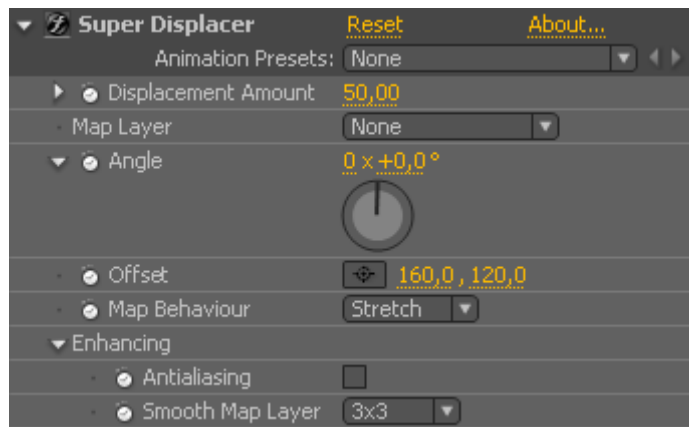
Pixel Flow Result

For more information see corresponding section below.

• **SUPER DISPLACER**

Super Displacer, unlike the ordinary "Displacement Map" which displaces along one direction, displaces image in all direction simulating water, haze and more. Check antialiasing option to produce more quality results.

(Effects > Electrocolor – Mr. Displacy > Path Displacer)



Parameters:

Displacement Amount – Controls the amount of displacement.

Map Layer – Displacement will be based on that layer pixels intensity.

Angle – Controls additional angle of displacement.

Offset – Controls offset of displacement.

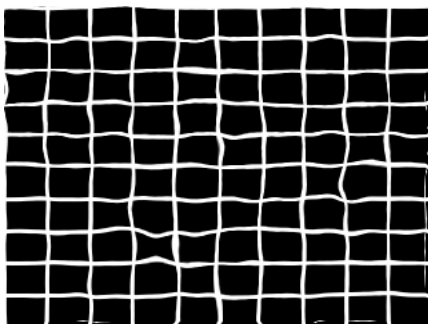
Map Behaviour – Could be one of the following:

Stretch. Map Layer will stretch up to size of the layer an effect applied to.

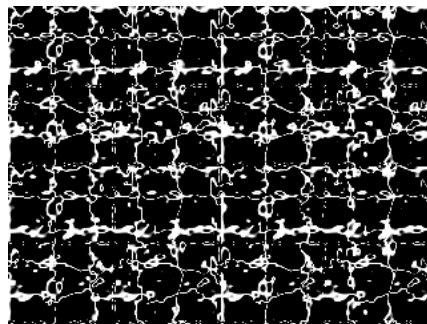
Tile. Map Layer will tile all over the layer preserving its size.

Center. Map Layer will be placed at the center of the layer preserving size.

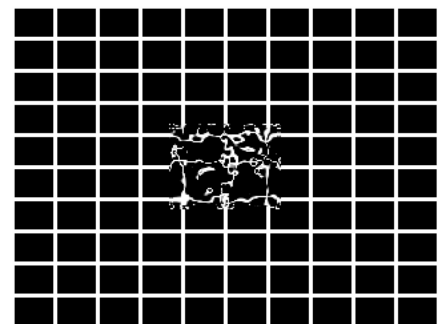
The same Map Layer, Different Map Behavior



Stretch



Tile

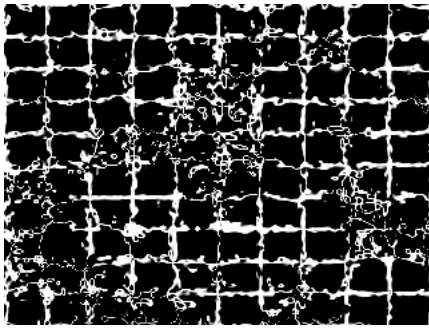


Center

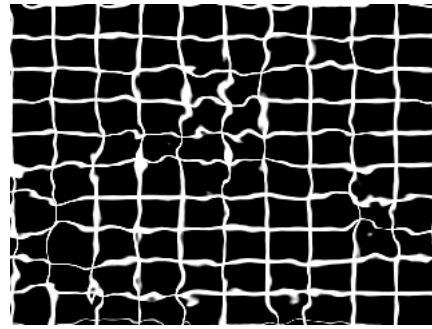
Enhancing

Antialiasing – gives more accurate results on contrast images.

Smooth Map Layer – smoothes map layer thus produces more smoothing displacement.



Smooth Map Layer: None

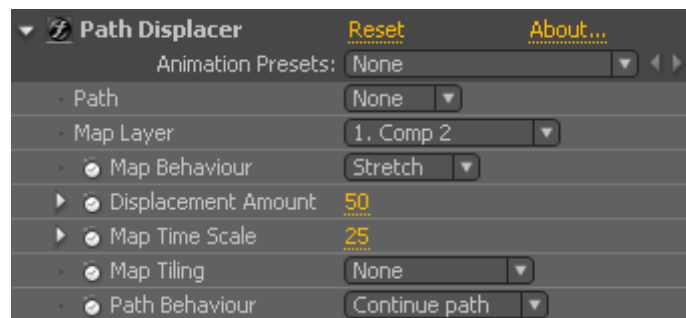


Smooth Map Layer: 9x9

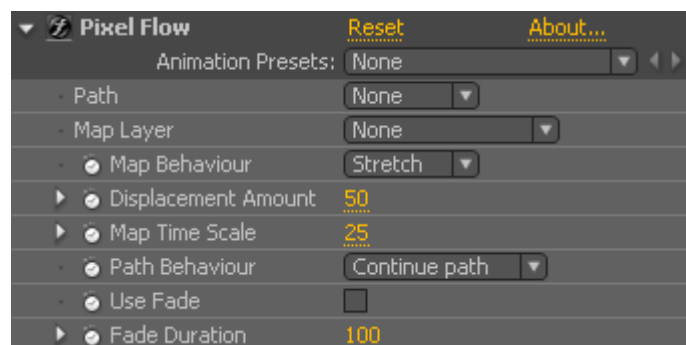
• PATH DISPLACER & PIXEL FLOW

Path Displacer displaces image along path according to another layer representing time. Pixel Flow runs pixels along path. A minute playing with parameters and you can achieve startling video effects and transitions.

*(Effects > Electrocolor – Mr. Displacy > **Path Displacer**)*



*(Effects > Electrocolor – Mr. Displacy > **Pixel Flow**)*



Path Displacer and Pixel flow have similar parameters.

Parameters:

Path – Path (mask) to displace along. Can be animated!

Map Layer – Layer that represents time. The more pixel intensity the sooner displace will occur.

Map Behavior – Could be one of the following:

Stretch. Map Layer will stretch up to size of the layer an effect applied to.

Tile. Map Layer will tile all over the layer preserving its size.

Center. Map Layer will be placed at the center of the layer preserving size.

See **Super Displacement** Parameter for examples.

Displacement Amount – controls the displacement amount.

Map Time Scale – controls how long black pixels in **Map Layer** should wait until displace.

Brighter pixels will displace sooner than the darker ones. Pure white pixels (in **Map Layer**) displace instantly and the black pixels displace last. Pure black pixels produce displacement when **Displacement Amount** parameter higher than **Map Time Scale** value.

Layer Tiling (Path Displacer only) – Could be one of the following:

None. No tiling.

Tile. Layer pixels will tile in all directions.

Mirrored Tile. Layer pixels will tile in all directions in reflection manner.

Path Behavior – Could be one of the following:

Continue Path. When pixels reach the end of the path they continue moving along path end direction.

Normalized. When pixels reach the end of the path they just stop.

Loop. When pixels reach the end of the path they make a fresh start from the path first point. Suitable for closed paths.

Ping Pong. When pixels reach the end of the path they go backward and vice versa.

Use Fade (Pixel Flow only) – If checked pixels will fadeout as they reach the end of the path.

Suitable for transition effects.

Fade Duration (Pixel Flow only)– Duration of the fade. The value of 100 represents the end of the path. Bigger values are useful when **Continue Path** is selected.

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