

## Aurora Sky

After Effects  
Final Cut Pro

MAC OS X/9  
WINDOWS



Aurora Sky



fly the skies with AE's 3D camera

Aurora Sky allows you to create photo-realistic skies with control and options that are usually found only in 3D programs. Create suns, stars, volumetric light, haze, smoke...any sky effect you can imagine.

Aurora works in 3D space. Its built-in camera will navigate through Aurora's world. Or, the plug-in can utilize After Effect's new 3D camera, updating its environment seamlessly as you move and turn.

You get two kinds of clouds: a fractal based flat layer, and cloud objects with mass and substance. Shape a volumetric cloud with a custom Bezier path. Or fly through fog that seems to envelope the camera as it passes through.

The plug-in also allows use of texture and displacement maps to create wildly custom clouds, like applying a logo onto the clouds. Use grayscale maps for effects such as words forming from cloudy matter. Composite other 3D objects over the skyscape.

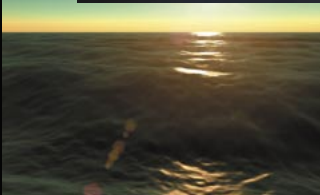
Download demo filters, tutorials, sample movies, presets, and a whole lot more from:

[www.digitalanarchy.com](http://www.digitalanarchy.com)

## Psunami

After Effects  
Final Cut Pro

MAC OS X/9  
WINDOWS



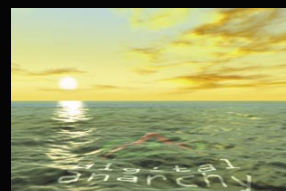
play in the water & below surface

Psunami is a photo-real, 3D water simulation tool. The plug-in utilizes the 'RenderWorld' ray-tracing render engine from Arete Image Software. Its algorithms displace a 3D mesh, which is then ray-traced to create beautiful water in a 3D environment. And its all done within After Effects!

You can animate the camera through the environment, including underwater. Easily attach a camera to the waves' surface for a realistic bobbing motion. Use depth of field rendering to incorporate additional layers into an ocean comp.

You can use texture maps to put images on the water surface, like a floating logo or QuickTime movie. Or, simulate a reflection of Aurora Sky. Displacement maps can be used to create shapes in the water, ripples, whirlpools, and many other effects.

Psunami's flexible surface geometry also makes it a powerful tool for non-water situations. Use texture and displacement maps to create desert sand, snow, or even abstract elements.



Aurora Sky and Psunami  
together in a Nature Bundle

## Text Anarchy

After Effects  
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MAC OSX/9  
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### new cool tools for text

Whether you're adding background noise or flashing words to reinforce a concept, text is an important element of your composition. Text is also traditionally one of the more difficult tasks to animate. We aim to simplify that.

Announcing Text Anarchy 2.0, a set of eight filters for titling and visual texture. Based on our best-selling Elements of Anarchy: Text package, Text Anarchy dramatically expands the set's functionality and potential.

The original filters were created primarily for generating design elements. Five new filters look towards titling, or any work in which text characters will be in the forefront and used as a main component of the design.

Eight filters for animating text:

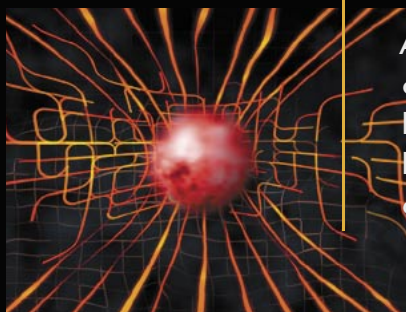
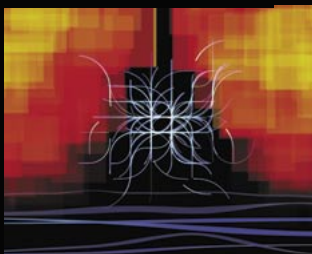
- > **Cool Text** : letter-by-letter animation with special effects like blur and scale
- > **Text Spiral** : set up different start and end styles for text along a path
- > **Text Hacker** : convert one string of text into another
- > **TypeOn** : simulate a device typing on screen, with cool details like cursors
- > **Font Changer** : load and cycle up to five typefaces
- > **Text Matrix** : particle system based streams of text
- > **Text Grid** : particle system based text along a grid, with magnify options
- > **Screen Text** : a random twist to scrolling, typing text



## Geomancy

After Effects

MAC OSX/9  
WINDOWS



### animate shapes and lines

Geomancy is a three plug-in set that creates and animates lines and shapes. While these design elements are easy to create, they can be quite tedious to animate. By coupling a particle system to a grid system, Geomancy makes this task easier.

The particle system generates either geometric shapes or lines. Parameters include thickness, location, growth rate, and constraints. Most parameters have 'random' options to vary their look.

An underlying grid system is used to control how the particles look and behave. Constrain them to the grid, or break away for a more organic, yet controlled, composition.

Geomancy is flexible and dynamic for creating patterns and textures. The filters give you a powerful way of creating visually interesting backgrounds without all the tedious work that these elements typically involve.

Three filters for animating shapes/lines:

- > **GridSquares** : animate 25 preset shapes, like squares, stars, and X's
- > **GridLines** : straight grid based lines, for effects like rapid worm-like lines
- > **HairLines** : wavy rippled lines, for effects like flowing electricity or water

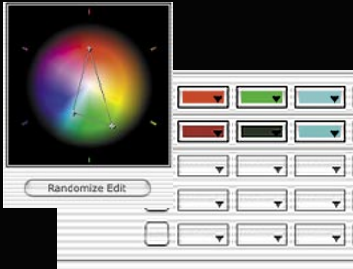


## Color Theory

### Pro or Standard

After Effects  
Final Cut Pro  
Photoshop

MAC OS X/9



### RYB concept for RGB designs

Color Theory is an award winning digital color wheel that intelligently finds harmonious color combinations. This enables you to quickly analyze hundreds of color schemes while working with existing artwork.

For centuries, artists have worked with red, yellow, blue (RYB) as their primary palette. A computer, however, uses a red, green, blue (RGB) color model to define a pixel. Classic theory is discarded for digital design. Until now.

With Color Theory, build your palette using color formulas based on Bauhaus studies. Or, pick a hue, find its complements, then vary the lightness and saturation until you've found your swatches.

A Randomize Button lets you quickly preview new shades and tints. Fine-tune colors in the Edit Row. Save out bitmap files to sample your colors from.

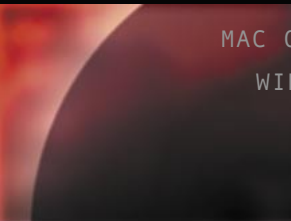
> **CT Standard** is the stand-alone app.

> **CT Pro** includes plug-ins and advanced functions like image loading.

## Gradient!

After Effects  
Final Cut Pro

MAC OS X/9  
WINDOWS



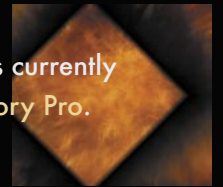
### control you expect from a gradient tool

Gradient! is a 6-color, 16-bit plug-in that generates gradients and color effects. Design gradients quickly and intuitively without requiring other filters.

Gradient! offers features and control expected from a gradient tool: Four gradient types. Six color wells. Transparency for all colors. Built-in transfer modes for blending. Ability to repeat the gradient.

Each of the six colors has a set of parameters that are individually broken out. This allows you to control the gradient with expressions, and to animate it to events along the Timeline, like music playing. Use the transfer modes and transparency control to create complex frames and mattes.

Gradient! for the Mac is currently bundled with **Color Theory Pro**.



## Microcosm

After Effects  
Final Cut Pro  
Combustion

MAC OS X/9  
WINDOWS

check our website for  
comparisons with other  
codec performances

### mode at lossless 64-bit RGBA

The world's first lossless 64-bit RGBA QuickTime file format. Microcosm crushes 64-bit or 32-bit files into a fraction of their uncompressed size without losing any image quality.

Microcosm is designed an intermediary codec to go between applications. Cut a matte in Commotion, composite in After Effects, add CG elements from any 3D program. Microcosm optimizes your footage inbetween.

This codec is also perfect for archiving footage. Save work to one QuickTime movie instead of thousands of individual frames. Microcosm will save drive space while maintaining perfect image quality, averaging over 6:1 compression.

With Microcosm, your workflow can stay in 64-bit RGBA space (trillions of colors + alpha) until final output.



## 3D Assistants

### Pro or EZ

After Effects

MAC OS X/9

WINDOWS

### 2d tools for 3d space

The 3D Assistants are keyframe tools that arrange and manage your 3D layers. They construct simple shapes or complex arrangements by doing the intensive calculations and setting any keyframes you require.

You can even mix Assistants to animate start and end shapes, like a square to a sphere. There are 10 Assistants, in two categories, creating a wide variety of complex 3D arrangements.

> **Creator Assistants** calculate primitive 3D shapes. Create tubes, rings, half-pipes, tunnels, boxes, domes, even a video walls.

> **Distribution Assistants** place selected layers throughout 3D space. Create structures like fans, corkscrews, staircases, and explosions.

We have two 3D Assistant packages to choose from.

> The **Pro package** has all full featured Assistants. We recommend Pro to any professional compositor or designer who is using the 3D aspects of After Effects on a regular basis, and in fact, is trying to push those capabilities.

> The **EZ package** has 6 Assistants with 'lite' palettes. Their functions are limited but powerful versions of the Pro. The EZ package is great for folks who are starting out with 3D layers, or are interested in quickly creating simple 3D structures.

EZ or Pro, the 3D Assistants let you to arrange and position your 3D layers simply by changing a few parameters. Best of all, you stay within After Effects, which means no import issues or additional render time.



courtesy of Rob Birnholz/Absolute Motion



courtesy of Total Training, Inc.



## ReTimer

### SD or HD

After Effects

Final Cut Pro

Combustion

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WINDOWS

### the way to control time

ReTimer SD/HD allows you to speed up, slow down, or dynamically time-warp any NTSC or PAL footage. This plug-in is a cost-effective solution that's based on the engine of REALVIZ's award-winning software, ReTimer 2.5.

How does ReTimer work for you? The plug-in calculates every pixel move in your footage. Each pixel is searched in the previous and next frame in order to create new frames. The result of this computation is a unique motion flow algorithm of vectors. ReTimer uses this flow to create new pixels, which form the in-between image.

Two versions of ReTimer give you what you need for your footage and budget.

> ReTimer SD for **Standard Definition**.

> ReTimer HD for **High Definition**.

ReTimer will often solve your motion needs just by applying it. But we give you plenty of tools to deal with any problem areas, like artifacting, that may occur. The RTMotion plug-in, for instance, allows you to view and paint on the displacement map that ReTimer is using. Or, create Bezier masks to help ReTimer distinguish foreground objects from the background.

check our website for  
footage of ReTimer  
speeding up at 6:1 and  
slowing down at 3:1