



Distort Menu



About Distort Effects

The effects on the Distort menu bend, smear and stretch layer imagery. These effects give the impression of imagery that's liquid or printed on an elastic sheet. One of the effects, FE Split, pulls the imagery apart until it tears, creating the "split."

The Distort menu contains twelve Final Effects Complete plug-ins:

- FE Bend It
- FE Bender
- FE Flo Motion
- FE Griddler
- FE Lens
- FE Slant
- FE Slant Matte
- FE Tiler
- FE Ripple Pulse
- FE Smear
- FE Split
- FE Stretch



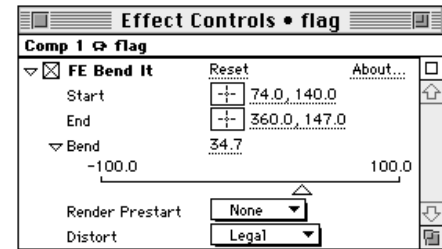
FE Bend It

FE Bend It warps the layer imagery—like what happens when the circus strong man bends a steel bar. You can use it to make a flag wave in the breeze. This is a true bend, not displacement.



FE Bend It lets you warp images.

FE Bend It Controls.



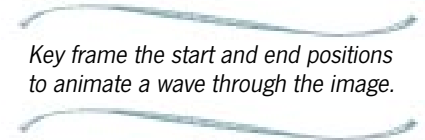
Use the Bend It controls to set where the bend starts and stop and the amount of bend.

Start and End

The Start and End reference points are the “handles” the effect uses to bend the imagery.

Bend

Bend sets the amount of Bend. Positive values bend one way, negatives bend the other. At 100, the bend is complete and the opposite sides of the image meet.



Key frame the start and end positions to animate a wave through the image.

Render Prestart

Use the Render Prestart menu to choose how to render the region before the Start point.

None does not render imagery before the Start point.

Static renders the imagery before the Start point without bending.

Bend continues to bend imagery before the Start point.

Mirror Bent mirrors the imagery between the Start and End point across the Start point.

Distort

Use the Distort menu to choose how to render the region beyond the End point.

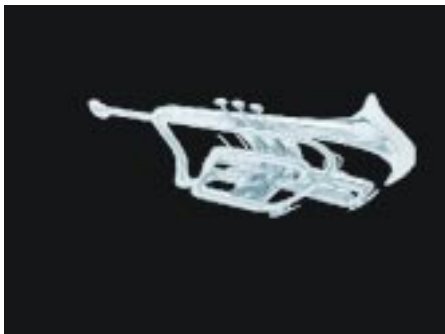
Extended renders to the extent of the imagery.

Legal cuts the layer beyond the End point.



FE Bender

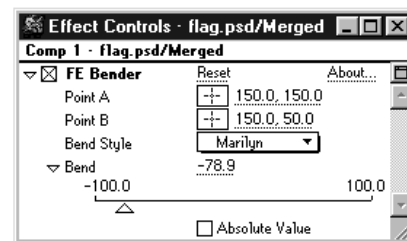
The FE Bender plug-in creates a distortion effect between any two points in an image. This gives the illusion of bending. This effect can be used to create realistic waving or swaying effects (such as a flag in the wind or a building during an earthquake), or to create humorous or just plain bizarre effects (such as dancing bottles or weird facial distortions).



FE Bender lets you create a distortion between two points in an image.

To animate these distortions you will need to set at least two keyframes, using different Bend values or different control points (Point A and B) for each keyframe.

FE Bender Controls



The Bender controls let you set the start and end of the bend effect and the bend style.

Point A and Point B

The Point A and Point B controls let you set starting and ending points for the bend effect.

Bend Style

There are four different bend styles: Empire State, Marilyn, No. 5 and Boxer. Each style uses a different algorithm to determine the overall look of the distortion effect.

Empire State bends only at the end point, creating a dramatic, perspective-type look.

Marilyn creates a curvaceous look, bending smoothly from Point A to Point B.

No. 5 produces a triangular bend from Point A to Point B, creating a sharp, angular look.

Boxer creates a fairly simple, straightforward distortion. When animated, the effect is similar to a boxer ducking or weaving from Point A to avoid a punch thrown at Point B.

Bend

Bend controls the strength and relative direction of the bend. (Positive numbers bend one way, negative numbers bend another.)

Absolute Value

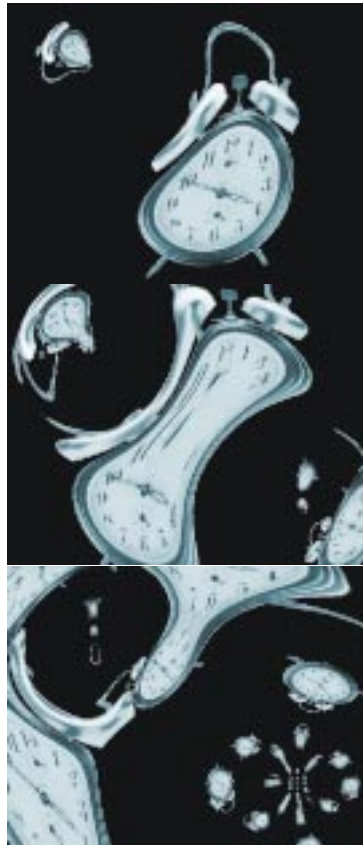
Enable this option to specify that the Bend amount is to be an absolute amount. By default the Bend amount is relative to the distance between Point A and Point B.



FE Flo Motion

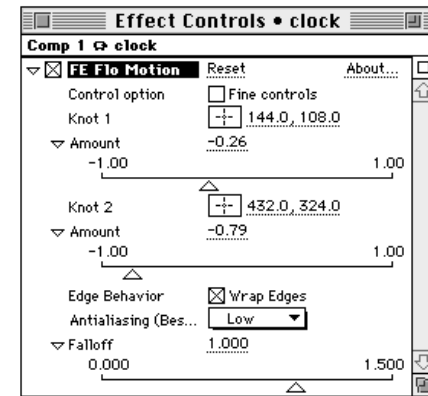
Flo Motion produces a vortex distortion, something like a black hole pulling in or ejecting an object.

Flo Motion is especially useful for producing flowing effects in backgrounds, but can also be applied to foreground objects.



Three examples of effects that can be created with FE Flo Motion.

FE Flo Motion Controls



The FE Flow Motion controls let you set the properties of the effects's vortex.

Fine Control

Enabling the Fine Controls option increases the sensitivity by a factor of twenty. A setting of 1.00 with Fine Controls turned on is equivalent to a setting of .05 with Fine Controls turned off.

If Fine Controls is on, it is applied equally to any active knot.

Knots 1 & 2

The knots are where the Flo Motion effect begins or ends. They are like vortices that pull the image in or push it out. One or both knots can be active at any time. Move the knots where you want the effect to begin or end.

Amount (Knot 1 and Knot 2)

To make a knot active, set its Amount to a non-zero value. A zero value makes the knot inactive.

Use the slider to assign values between -1.00 and 1.00. The numerical dialog allows values between -16.00 and 16.00. Higher values increase the iterations and produce more exaggerated effects.

Wrap Edges

This feature produces seamless symmetrical tiling. It fills the screen with tiles of the Flow Motion image. To get more tiles, choose higher numerical settings for the Knots (see above.)

Antialiasing

High antialiasing creates a smoother blending effect between the layer you apply it to and any background layers or objects.

Keep in mind that the higher the antialiasing, the longer an image takes to render.

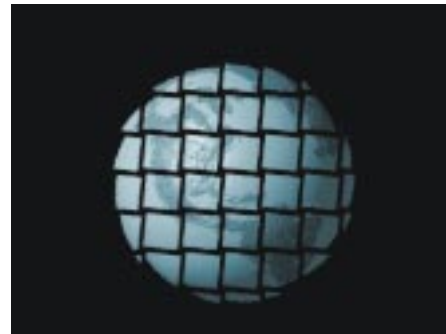
Falloff

Use Falloff to fine tune the intensity of an effect without changing any of the other settings. The lower the Falloff value, the more concentrated the vortex effect, and the larger the number of tile iterations. A Falloff value of 0 produces the highest concentration. A value of 10 produces no Falloff.



FE Griddler

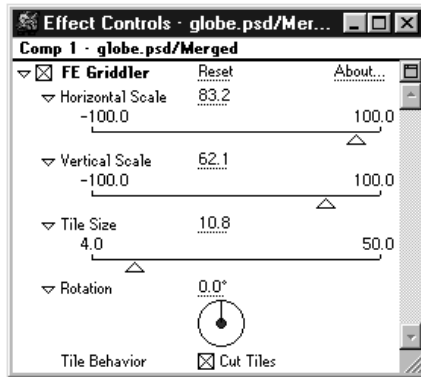
The Griddler plug-in can be used to cut and animate an image into squares. Griddler creates a tiled version of the image, while scaling and rotating the tiles.



Griddler effect applied to a globe.

The smaller the size setting, the more tiles there are. Larger size settings produce fewer tiles.

FE Griddler Controls



The FE Griddler controls let you set the properties of the effects's tiles.

Horizontal and Vertical Scale

Use this feature to scale the image content of the tiles.

Slider values are between -100 and 100 percent of the original image size. You can also use the numerical dialog to set values between -2000 and 2000.

If the horizontal and vertical scale are both at 100%, the tiles are completely filled with pieces of the original image at the time they begin to rotate.

If the horizontal and vertical scale are both at 50%, the amount of image visible in each tile is scaled down by half, and the tiles appear only half full.

A negative value inverts and scales the image. An image scaled to -100% is the mirrored equivalent of an image at 100%.

See Cut Tiles (below) for an important exception to the above.

Tile Size

Tile Size sets the dimensions of the actual tiles. The image content of the tiles is set in Scaling (see above.)

Slider values are between 4 and 50. You can also use the dialog box to set values between 1 and 200.

Rotation

Rotation sets the angle of the tiles. Set keyframes to rotate the tiles.

Cut Tiles

Cut Tiles inserts a small border between the tiles so that they are not completely flush. The effect is like adding invisible grouting between ceramic tiles.

When Cut Tiles is turned on, the area between the physical tiles is transparent, and any layer below will show through. If there are no layers below, the space between tiles is black.

When Cut Tiles is turned off, there is no visible border between tiles. FE Griddler samples perimeter color data to compensate for the void area left transparent by the cut tiles.



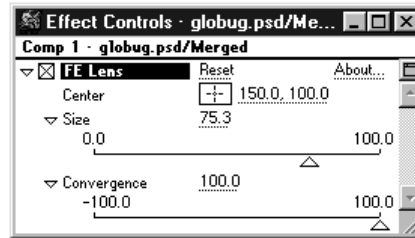
FE Lens

Use FE Lens to create a lens distortion effect. The distortion can be outward or inward from the center.



Mild, moderate, and extreme effects created with FE Lens.

FE Lens Controls



The FE Lens controls let you set the properties of the lens used to create the effect.

Center

Sets the center point of the distortion.

Size

Sets the size of the lens in relation to the entire image. The Slider values are between 0 and 100. You can also use the dialog box to set values between 0 and 500. Size determines the radius of the lens effect.

Convergence

Convergence controls the lens shape. A low setting stretches and distorts the image over the outside of an invisible sphere (much like Spherize). A higher setting stretches and distorts the image outward from the center, as if it were on the inside of a bowl or a crystal ball.



FE Power Pin

FE Power Pin lets you slant, scale and apply perspective to a layer. FE Power Pin is easy to use. It lets you treat the layer as if it was on a sheet of rubber. You can stretch any corner and “pin it in place.”



Using the FE Power Pin effect you can “pin-down” a corner of the image as if it were a rubber sheet.

FE Power Pin Controls



Use the FE Power Pin controls to set the corner of the distortion grid and to add perspective.

Scrubbers

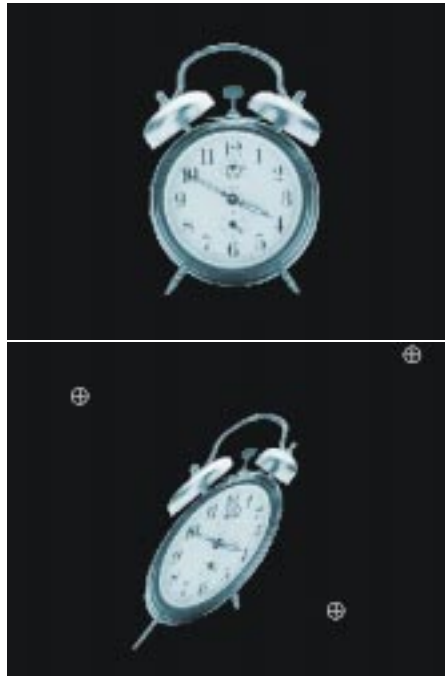
Move—Drag to move the imagery within the layer.

Grid—Click to toggle the Perspective control between zero and 100%.

Scale—Drag up/down or left/right to scale the image in that dimension.

Top Left, Top Right, Bottom Left, Bottom Right

The four reference point represent the corners of a distortion grid for the image. By moving the reference points, you can slant the image or apply different scaling at each corner.



Move the reference points to re-shape the quadrilateral.

Perspective

Perspective adds a sense of perspective in the image with foreshortening. Imagery toward the top of the layer is compressed; imagery toward the bottom is expanded. This increases the sense that the higher portion of the image is more distant.

Unstretch

The Unstretch option inverts the function of the pins. Instead of distorting the layer to the pin positions, Unstretch distorts from the pin positions to the layer.

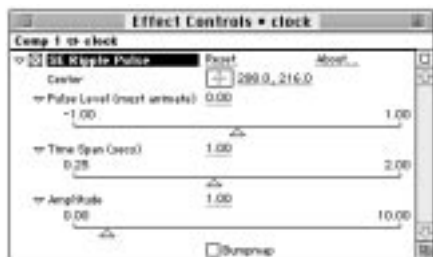


FE Ripple Pulse

FE Ripple Pulse creates a user-definable ripple wave similar to the effect of a pebble dropped into a pool of still water. The strength, speed, centerpoint and height of the ripple are all fully controllable.

To animate this effect you will need to set at least two keyframes to the Pulse control. To create a good ripple, the first key frame should have a lower Pulse value, while the second key frame's Pulse value should be relatively high.

FE Ripple Pulse Controls



Use the FE Ripple Pulse controls to set the origin, time span and amplitude of the ripples in the effect.

Center

Center determines the origin of the ripple effect.

Pulse Level

Pulse Level controls the strength of the pulse creating the ripple. This control must be key framed.

Time Span

Time Span sets the outward speed of the ripple.

Amplitude

Amplitude describes the height of the ripple crest. Higher values increase the height of the ripple wave/distortion. Lower values create a smoother ripple.

Bump Map

The Bump Map option lets you specify that the animated ripple is to be treated as a bump map, which can then be used by any other plug-in that works with bump maps (such as FE Glass).



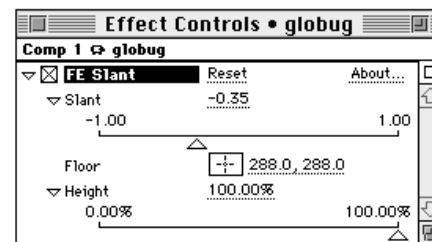
FE Slant

FE Slant tilts the image horizontally.



FE Slant tilts the image horizontally.

FE Slant Controls



Use the FE Slant controls to set the amount of slant to apply to the image and the vertical scale of the image.

Slant

Slant controls the direction and amount of slant. Moving the slider to a higher value tilts the image to the right. Moving the slider to a lower value tilts the image to the left.

Floor

Use Floor to set the baseline for the tilt effect.

Height

Height controls the vertical scale of the slanted image. Moving the slider toward 0.00% compresses the image vertically. Moving the slider toward 100% gradually restores the image to full height.

Using Height inside the Slant plug-in allows you to retain more of the original image data than you would if you used After Effects Scaling to change the height of the image in an additional apply.



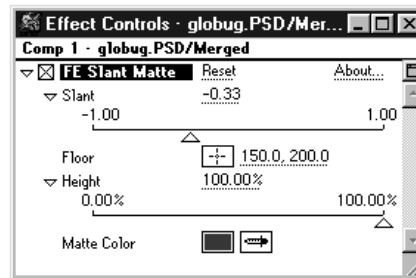
FE Slant Matte

FE Slant Matte creates a matte color slant of the image. This is useful for creating shadows behind text and other images.



Slanted text, with a drop shadow created using FE Slant Matte.

FE Slant Matte Controls



Use the FE Slant Matte controls let you set the amount of slant to apply to the image and the vertical scale of the image.

Slant

Moving the slider to a higher value slants the image to the right. Moving the slider to a lower value slants the image to the left.

Floor

Use Floor to set the baseline of the image.

Height

Moving the slider toward 0.00% compresses the image vertically. Moving the slider toward 100% gradually restores the image to full height.

Using Height inside the Slant Matte plug-in allows you to retain more of the original image data than you would if you used After Effects Scaling to change the height of the image in an additional apply.

Matte Color

Choose the color you want for the image. This color replaces the imagery.



FE Smear

The FE Smear plug-in allows you to create animatable warping distortion effects. These distortions are similar to some of the distortions possible in Kai's Power Goo, but within After Effects.

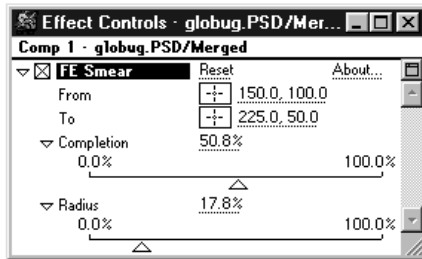
FE Smear warps a radial area on the source image (based around the starting point) toward an end point. You can apply multiple FE Smear effects to your

source image and put the From and To points of each application in different positions to create great warping effects.



Use FE Smear to create a warping distortion in an image.

FE Smear Controls



Use the FE Smear controls let you set the smear reference points and the radius of the distortion.

From and To

The From and To reference points set the start and end position of the distortion effect. FE Smear affects a radial area around the From point and warps it toward the To point.

Completion

Completion describes the amount of warping.

Radius

Radius sets the size of the area to be distorted.



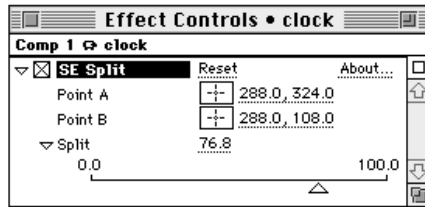
FE Split

FE Split creates a split in your source image. Animating the amount of splitting can create effects similar to a mouth or zipper opening and closing.



Use FE Split to create a split in the an image.

FE Split Controls



Use the FE Split controls let you set the start and end point of the split and the intensity of the split.

Point A and Point B

These reference points set the start and end of the split. These can be placed anywhere on the source image.

Split

Split controls the amount of splitting between the starting and ending points.



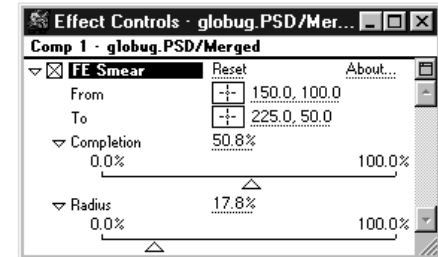
FE Tiler

FE Tiler scales down and tiles an image to fill the screen. In addition to defining the amount of scaling, you can also use FE Tiler to determine the center point around which to scale the image. This is useful for animation because it allows you to scale the source from a set point.



Use FE Tiler to create a small tiles of your image that fill the screen.

FE Tiler Controls



Use the FE Tiler controls let you set scale of the image tiles.

Scale

A Scale setting of 100% retains the original size of the image. If you reduce the size setting, the images is scaled down and tiled to fill the screen.

Scale Center

The Scale Center reference anchors the point from which the image will scale.

Blend With Original

Blend With Original lets you set a transparency level for compositing the effect with the original image. 100% gives you only the original image. A setting of 50% produces an even blend between the original and tiled images. 0% gives you only the tiled images.