



Version: 1.3

Plugin and User's guide last update: 09-2018

Compatibility: After Effects CS6 and later

'Boa' is a plugin for After Effects built to distort layers along maskpaths.

Parameters description:

1_SOURCE PARAMETERS

Source: lets you select the layer to distort.

Source geometry

_Rotation: can be 0°, 90°, 180° or 270°, rotates source before distortion.

_Source X scale: scales source before distortion.

_Source Y scale: scales source before distortion.

_Source crop left: crops source before distortion.

_Source crop right: crops source before distortion.

_Source crop top: crops source before distortion.

_Source crop bottom: crops source before distortion.

Back face source: lets you select another layer to fill the back side of the distorted layer.

Mesh definition: how much the layer will be subdivided (X axis) to compute distortion.

Mesh subsampling: how much the layer will be subdivided (Y axis) to compute distortion.

Twist at start: rotates the layer around the maskpath (source coordinates).

Twist at end: rotates the layer around the maskpath (source coordinates).

Scale at start: scales the layer around the maskpath (source coordinates).

Scale at end: scales the layer around the maskpath (source coordinates).

Reveal at start: defines the visible portion of the source layer .

Reveal at end: defines the visible portion of the source layer.

2_MASK PARAMETERS

Mask: lets you select the mask to distort the layer.

New in v 1.3 ! Stretch with verts match: each segment of the shape will distort following vertices (just like Pins with the Puppet Tool).

Reference mask: use a reference mask to define the length of each segment (see above). If no mask is selected, main mask at time 0 will be used.

Start point: defines where the layer is situated along the path.

Relative to source width: modifies the Start point percentage. If set the layer will move along the full length of the maskpath, if not, it will move along the length of the maskpath minus the layer's width.

End point: defines where the layer is situated along the path (valid only if layer is not stretched along the path).

Stretch along path: if set, layer's distortion will depend on maskpath's length .

Twist at start: rotates the layer around the maskpath (maskpath coordinates).

Twist at end: rotates the layer around the maskpath maskpath coordinates).

Scale at start: scales the layer around the maskpath (maskpath coordinates).

Scale at end: scales the layer around the maskpath (maskpath coordinates).

Reveal at start: defines the visible portion of the layer (maskpath coordinates).

Reveal at end: the visible portion of the layer (maskpath coordinates).

Mask Z parameters

Number of parameters vary according to mask's number of vertices.

_ Z at vertex (n): defines the Z position of the layer at vertex (n).

Per vertex scale

Number of parameters vary according to mask's number of vertices.

_ Scale at vertex (n): defines the layer's scale at vertex (n). Multiplies with already set scales.

3_EXTRUSION PARAMETERS

Camera mode: 2D or 3D.

Extrusion: defines the extrusion of the layer (only valid in 3D).

Extrusion num layers: defines the number of layers between front and back face (only valid in 3D).

Contour mask: lets you select a mask to create a contour around the layer.

Contour definition: how much the contour will be subdivided.

Contour color: defines the contour's color.

Use lights: does the layer use composition's lights (only valid in 3D, limited to 8 lights).

Light parameters (how the layer reacts to composition lights)

_Light ambient

_Light diffuse

_Light specular

_Light shininess

_Light metal

_Light constant

_Light linear

_Light quadratic

Composite mode: can be None, Over original or Under original.