



Aescripts Vizual PixelPerfect v1.0.5 (Win, Mac)

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Aescripts Vizual PixelPerfect v1.0.5 (Win, Mac): The collection of visual effects plugins available for Premiere Pro and After Effects, starting with our PixelPerfect for free. PixelPerfect to boost the quality of your Pixel Art right in Premiere Pro just only a couple of clicks

- macOS Intel as well as Apple Silicon: 10.12 to 11. (Big Sur).
- Microsoft Windows 10
- Adobe CC 2020 to 2021 included
- Support for After Effects, Premiere Pro, and Media Encoder 2023 / v23
- After Effects: Support for MFR (Multi-Frame Rendering) optimization for the AEFx 2022 (v22) from now onwards
- Enhancements to the algorithm for scaling :
- Alpha Ghosting: It is not showing ghosting of colors from opaque pixels. It was particularly evident on sprites with a colored background with a non-black color "behind" transparent pixels. Also, it showed strange borders around the sprite's edges in certain cases (for instance, gray borders for white background colors). This was fixed.
- Stop moving the image by one pixel in the right direction.
- Sometimes, the last row pixels, as well as the last column pixels, were wrong.
- After Effects bugs fix:
- If you are doing a preview with a smaller resolution (Half or Third, Quarter, etc.), the position of the output is now in line. The output will not change position randomly.
- Purge (using Edit -> Purge and then the Image Cache Memory) to force the rendering of PixelPerfect will not give an output with a different position following the anchor value has changed.
- Premiere Pro setting "Sequence Settings" to "Fields" to "Upper Field First" or "Lower Field First" is now displaying a warning that it's not supported. It shows a red output instead of, say, showing a black output. PixelPerfect has never supported Interlaced input or output, but now you're being warned about it.
- A new button, "Settings," in the Effect GUI allows you to start the popup quickly. On the left side of this button, the latest PixelPerfect version PixelPerfect is displayed.
- PixelPerfect now will remind you shortly to upgrade the plugin whenever it's outdated after a Premiere Pro / After Effects update Windows: you can run our Install and Uninstaller .exe in the command line like this: 'start "Autokroma" /wait /b "InstallerOrUninstaller.exe" /S,' for our uninstaller you can pass an argument to specify which product to uninstall like this: '-Uninstall_Vizual.' Don't forget to start your Terminal as an administrator, as you'll need to interact with the user to accept that you are Administrator. This can also be accomplished by using Microsoft SCCM (System Center Configuration Manager) to help automate deployment.
- **Three algorithms for upscaling**
- Narrowest neighbor algorithm (gives the appearance of a square perfect to Pixel Art)
- Linear interpolation ago
- The nearest algorithm that has Antialiasing controlled by using an Edge Blur slider
- **Free Pixel Art Upscaler!**
- Both After Effects and Premiere Pro, in which nearest neighbor upscaling isn't available natively
- Included GPU acceleration In After Effects
- Upscales are made from the central point of the original image in Premiere Pro, and in After Effects, upscales from your anchor point for your layer (don't forget to express it at the exact resolution in your initial image)



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