

BCC Organic Strands

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BCC Organic Strands is a particle based effect used to generate 3D strands with interesting looks and convenient animation options .

Render

• **Anti-Aliasing** is a smoothing process that applies to 3D and alpha edges in the effect if they appear jagged. Anti-Aliasing can slow down the responsiveness of working with the effect and so by design **the plugin will not apply any Anti-Aliasing when the layer the effect is applied to is set to Draft mode**. Also, using a higher AA setting will result in a somewhat slower render than using a lower AA setting so AA should only be set as high as is visually necessary to smooth the effect.

• **Opacity Boost** can be used to uniformly adjust the overall opacity of the particles. It can be useful used in relation to other parameters creating varied opacity such as **Motion Blur, Opacity Evolution, Random Opacity**, etc.

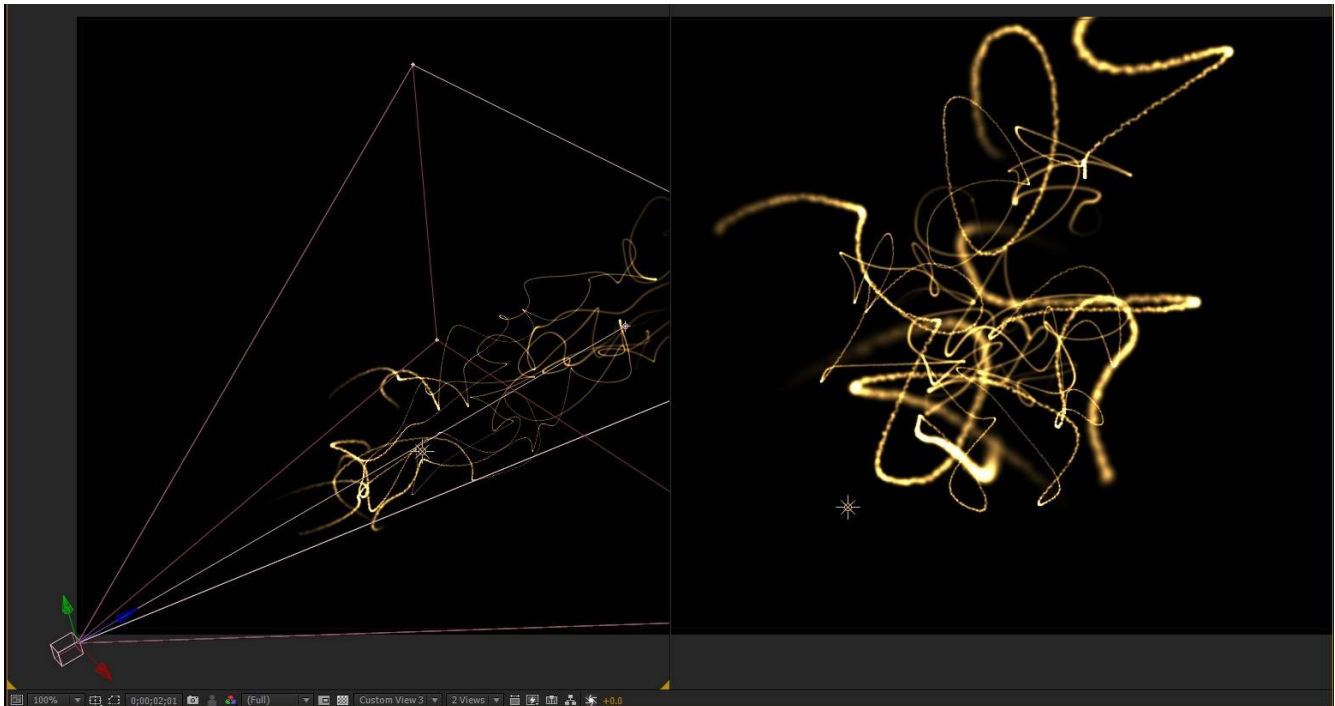
• **Use Source As Mask** will use the alpha channel of the layer to which the effect is applied to mask the output of the effect.

• **Use Particle Intersection** allows particles to intersect with each other. This render mode can be useful for some kinds of effects but does not support particle images with transparency well.

• **Motion Blur** offers various levels of motion blur to simulate camera shutter blur based on movement of the particles or camera

• **Shutter Angle** determines the spread of the motion blur when it is enabled

Use Comp Camera ; When enabled, the filter will display the Cards from the perspective of the enabled AE camera whose track is topmost in the timeline. When Use Comp Camera is enabled, the Built-In Camera group is disabled.



using After Effects camera

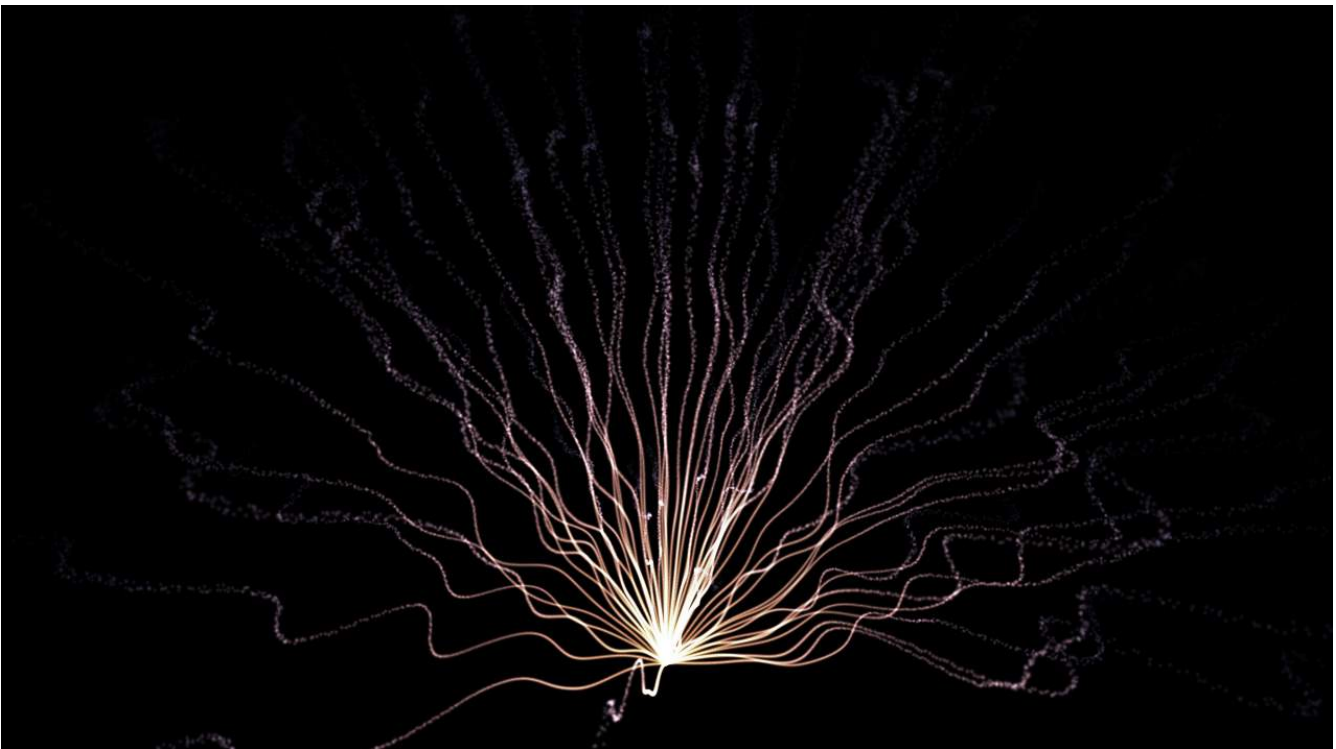
Strands

- **Count** determines the number of strands
- **Direction** determines the general direction the strands extend away from the source
- **Spread** ; for some Direction choices, it is possible to specify a Spread angle to control the orientation of the strands



Spread 15

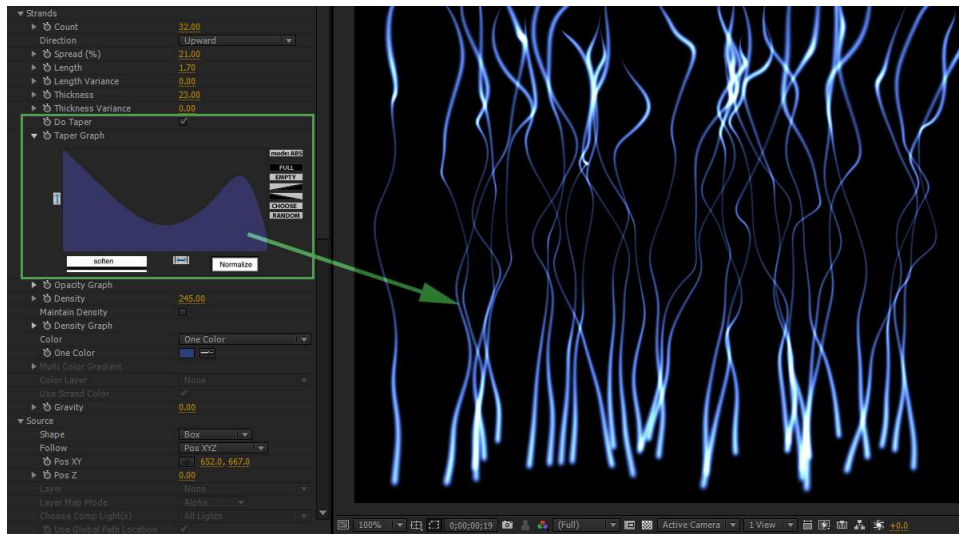
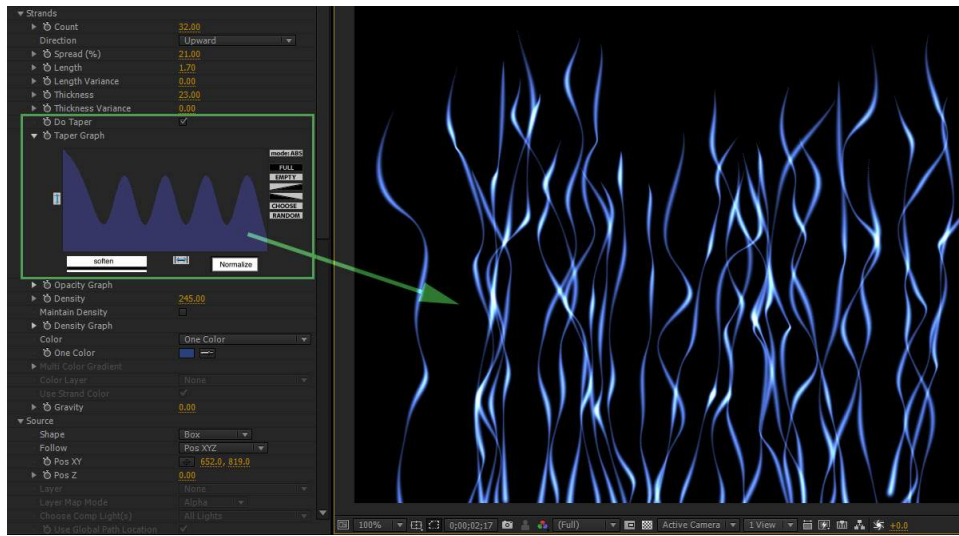
Spread 50



Spread 90

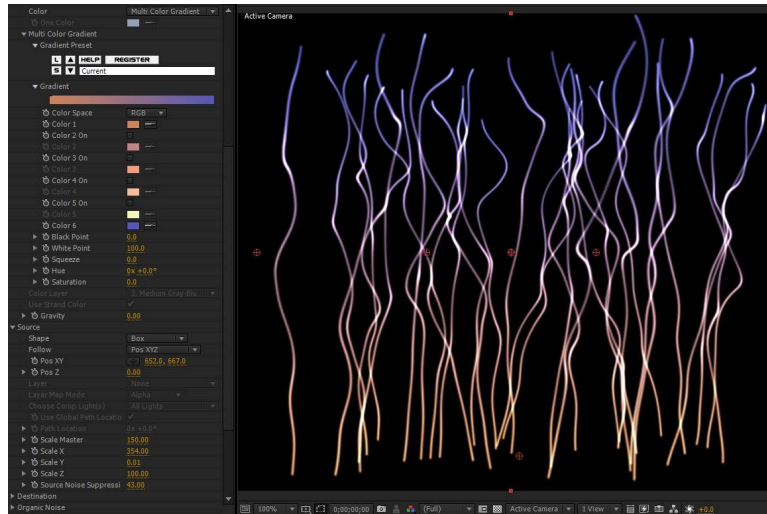
- **Length** determines the length of the strands, while **Length Variance** allows for varying the Length between strands.
- **Thickness** determines the thickness of the strands by using larger particles to make up the strand, while **Thickness Variance** allows for varying the Thickness between strands.

- **Taper** and **Taper Graph** ; allow for varying the thickness along the strands. The left edge of the graph represents the beginning of the strand (nearest the source) and the right edge the far end of the strand (away from the source).

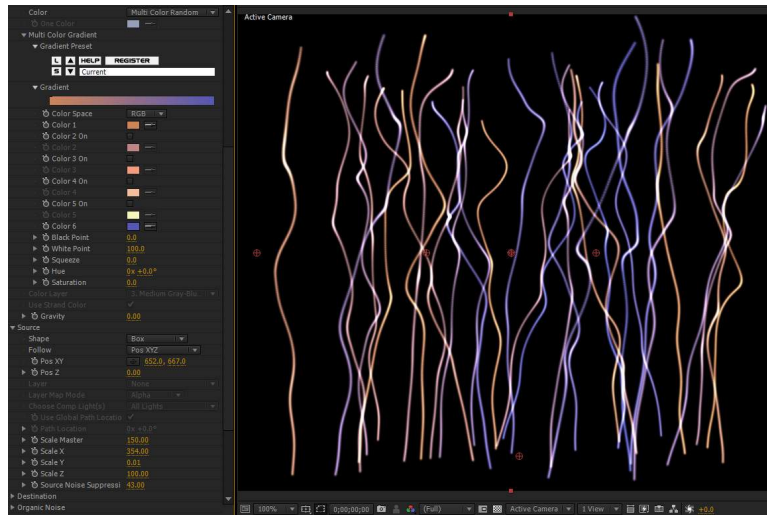


- **Opacity Graph** ; offers the same function as the taper graph, except for Opacity rather than thickness
- **Density, Maintain Density, Density Graph** ; **Density** determines the density of particles making up the strand. **Maintain Density** attempts to maintain more uniform density when the strands are being stretched by the Organic Noise pattern. **Density Graph** (enabled only when Maintain Density is disabled) is like the Taper or Opacity graphs except that it applies to the density of particles along the strands.

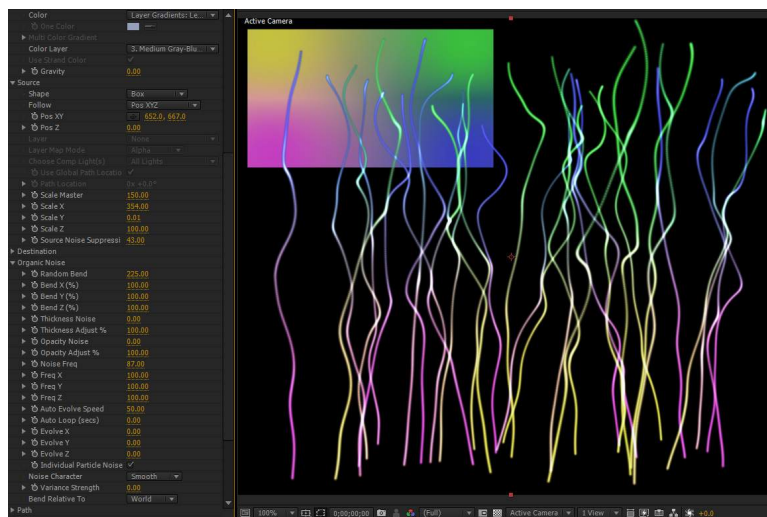
• **Color, Multicolor Gradient, and Color Layer** ; The Color popup menu enables a variety of options for determining the color of the strands, based on a single color, a gradient generated within the plugin, or an alternate layer in the AE composition.



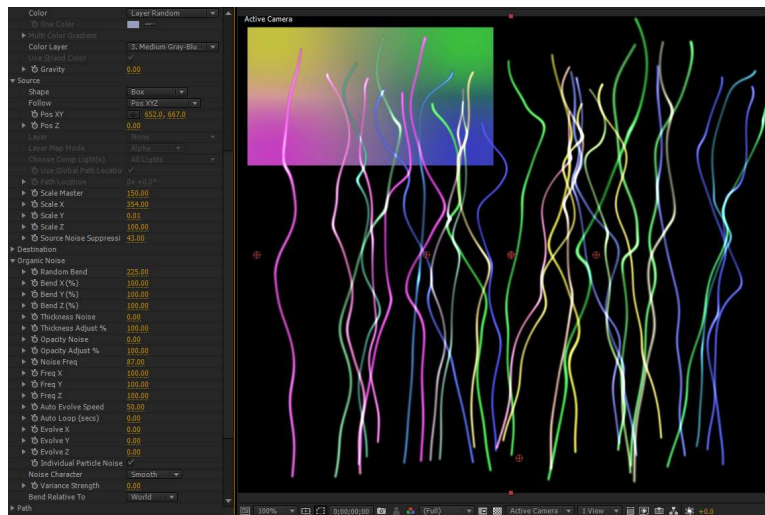
Multi Color Gradient



Multi Color Random



Layer Gradient Left to Right



Layer Random

- **Gravity** will pull the strands down (positive Gravity number) or up (negative number) behaving as if the strands are attached to the source shape.

Source

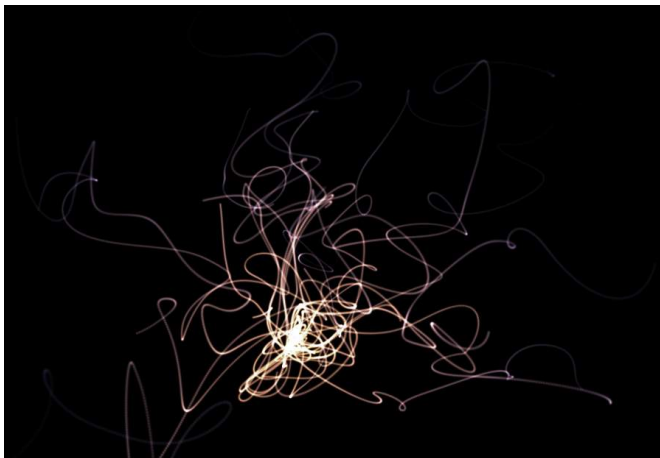
- **Shape** ; the source Shape can be a **Point**, **Sphere**, **Box**, or an **AE layer**.
- **Follow** ; the Follow popup menu offers options for having the Source follow an **AE 3D layer** or **AE**

Mask

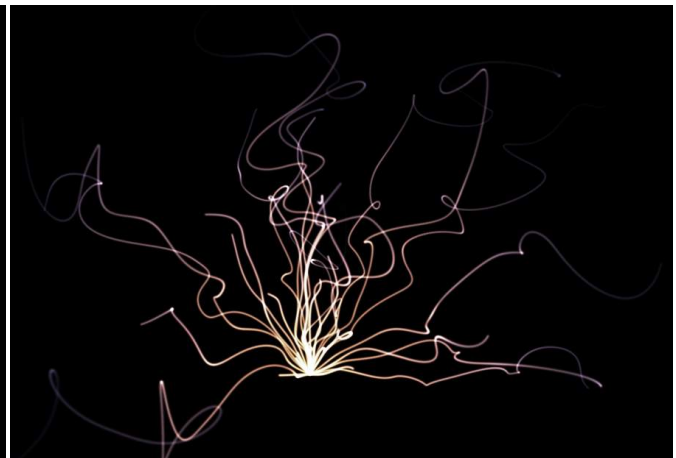
- **Layer** and **Layer Map Mode** ; when using a **Shape** of **Layer Map** or the **Follow 3D Layer** option, the Layer popup is where the layer is selected. **Layer Mode** of **Alpha** or **Luma** refers to the **Layer Map** feature ; For **Layer Map**, strands will come off the source where there are white (Luma) or opaque (Alpha) pixels. For the **Follow 3D Layer** feature to work, the selected AE layer must be a **3D layer**

- **Scale Master**, **Scale X**, **Y**, and **Z** ; Scale adjustments for the source shape (does not scale the strands themselves or the particles making up the strands)

- **Source Noise Suppression** ; allows for suppressing the effects of the Organic Noise on the source end of the strands



no Source Noise Suppression



yes Source Noise Suppression

Destination

- **Use Destination Point** ; when enabled a point in 3D space is defined as the destination point for the strands

- **Strength** and **Pull** ; allow for adjusting / animating the effects of the destination point on the strands

- **Destination Noise Suppression** ; allows for suppressing the effects of the Organic Noise on the destination end of the strands

Organic Noise

- **Random Bend, Bend X, Y, and Z** ; determines the Amplitude of the Noise pattern that bends the strands
- **Thickness Noise** and **Opacity Noise**; allow for applying the organic noise pattern to the thickness and opacity along the strands
- **Noise Frequency, Frequency X, Y, and Z** ; determines the frequency of the noise pattern with separate control for each axis
- **Auto Evolve Speed** ; speed of the auto animation of the noise pattern – set to zero to turn off auto animation
- **Auto Loop** ; the number of seconds at which the noise pattern animation will seamlessly loop
- **Evolve X, Y, and Z** ; offsets for the noise pattern animation – can be used to manually animate noise
- **Individual Particle Noise** ; when enabled, each card uses its own noise pattern rather than sharing a noise pattern, which results in an appearance that looks less like waves and more random.
- **Noise Character** ; offers a variety of kinds of noise patterns

Movement

- **Move Progress** ; can be used to move the strand in relation to the source (along the strand direction)
- **Move Random %** ; can offset the movement between strands
- **Loop at Distance** ; number of strand lengths at which the movement will loop back to the source
- **Auto Move** and **Move Speed** ; allow for applying auto-animation to the **Move Progress**

Transform

- **Global Scale** ; scale the overall strands effect including scale of the individual strands and particles
- **Center X, Y, and Z** ; the 3D position of the strand effect
- **Rotate X, Y, Z** ; strand effect rotation on 3 axes

Particles

- **Images** – determines the source for the particles that are used to make up the strands. The options are the default **Blurs**, an image from the **Image Collection** (a customizable set of still graphics installed on the hard drive), or a **Host Image Layer** (an alternate layer from the comp)
- **Image Layer** and **Layer Mode** ; when using a **Host Image Layer** image, these parameters allow you to select the layer and to determine which aspects of the image are used in the particles that make up the strands.
- **Blurriness** ; determines the softness of the Blurs when using that image type.
- **Transfer Mode** and **Transfer Composite Mix** ; determines the transfer mode used to composite between the particles and strands and allows for mixing the result back to Normal transfer mode.
- **Rotation, Bi-Directional Rotation, Rotation Random** ; options for rotating the particles / strands (effects not noticeable when using round particles such as Blurs).

Effects

- **Mirror Mode** ; options for mirroring strand effect to create symmetrical patterns
- **Disperse Master, Disperse X, Y, and Z** ; disperses the particles from their original locations based on a random algorithm – a master control and control for dispersion along the individual 3D axes
- **Disperse Variance** ; allows for adjusting the range of random dispersion between the particles
- **Dispersion Graph** ;
- **View Sphere Warpers** ; the sphere warpers are 2 spherical fields that can attract or repel the particles that make up the strands
- **SW Strength** ; strength of the attraction (negative values) or repulsion force (positive values)
- **SW Pos XYZ** ; 3D position of sphere warper
- **SW Radius** ; size of the sphere warper
- **SW Feather**; allows for the influence of the sphere warper to be stronger toward the center of the spherical field

Built-in Camera

- **Camera Model ; Position, Orbit** – camera offering 3D position and orientation control, or an orbit camera for easily adjusting perspective while remaining focused on the 3D center
- **Field of View** ; an adjustment that can be used to simulate the look of various lenses – a large value gives a wide angle look
- **Camera Position X, Y, and Z** ; 3D coordinate control for camera
- **Camera Tumble, Spin, and Rotate** ; controls for orientation of the position based camera
- **Use Depth of Field, DOF Focal Point, Aperture, Blur** ; controls for simulating camera depth of field

Global Settings

- **Random Seed** ; there are several features in the plugin that use some kind of randomization to generate results (Organic Noise, Length and Thickness Variance, etc.). Changing the **Random Seed** tweaks the random algorithms to produce a somewhat different result. It can be used to simply try a few different takes on an effect and it can also be used when you want another instance of the effect to look the same but not identical – give it a different **Random Seed** value.
- **Near and Far Clip Plane Adjust** ; it is possible to trim or extend the range in which particles will appear in the effect. In most cases there is no need to adjust these parameters, but if you find a particle very near or far from the camera unexpectedly disappearing it is possible to use these parameters to correct it.

Beat Reactor

This group has its own Help file doc accessed from within the parameter group by clicking the Help icon in the preset banner within the Beat Reactor group.

BORIS FX

(2011)