Soft lighting for After Effects
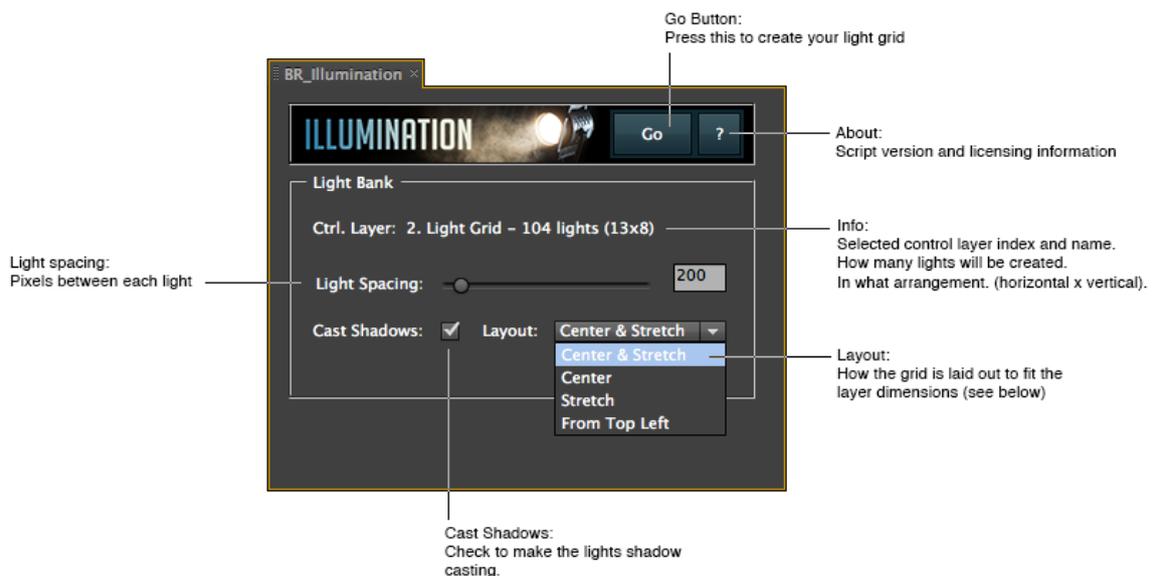
To install, drop the file BR_Illumination.jsxbin into the ScriptUI Panels folder of your After Effects install. *Program Files/After Effects CSX/Scripts/ScriptUI Panels* or *Applications/After Effects CSX/Scripts/ScriptUI* Panels (Mac)

To run the script, select it from the *Window* menu inside After Effects. This will open the script in a panel in the After Effects interface.

Once the script is open, choose a *Solid* layer to act as your light grid. Now when you move your cursor into the Illumination inteface, the options will be enabled.

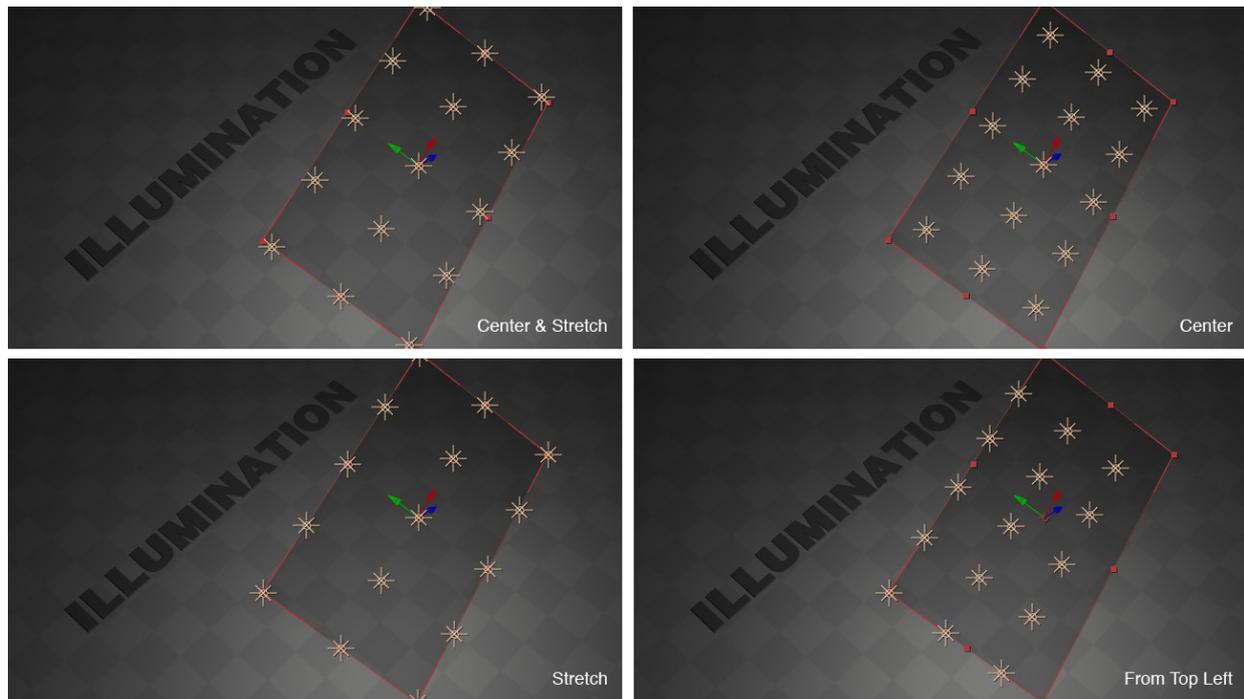After installing, the script will run in trial mode for seven days. There are however, a couple of limitations.

• Illumination can only be used in compositions whose dimensions are 1024x576 or smaller.
• Illumination will create a maximum of 20 lights at a time. When this maximum is reached, you will see TRIAL MAX in the info line of the UI panel. (note: the number may not be exactly 20, depending on your layer size)

These limits do not exist in the full version of Illumination.

In general, you should avoid using too many lights in After Effects compositions. Light grids of between 15 and 50 are optimal in every day use. The greater the number of lights you use, the less responsive After Effects will become and the longer your renders and previews will take. This all depends on your hardware set-up of course.

Before creating a light grid with Illumination, you may want to switch into Draft 3D mode and activate the Caps Lock. This way, Illumination executes faster.

Layout Methods:

There are four layout methods in Illumination. Usually, the default, *Center and Stretch* is fine.

- *Center and Stretch* stretches the grid out to be as big as possible within the layer, while keeping spacing between the lights regular. This will leave a margin along two sides.
- *Center* centers the lights on the layer. There will be a margin on all four sides.
- *Stretch* stretches the grid out to perfectly fit the layer, but the horizontal and vertical spacing between lights will differ.
- *From Top Left* spaces the grid from the top left corner of the layer.

Illumination has been carefully tested. However, should you come across any problems or unexpected behavior, please contact support@aescripts.com

You can also find a video user guide for this script at http://vimeo.com/benrollason/illumination and http://aescripts.com/illumination

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