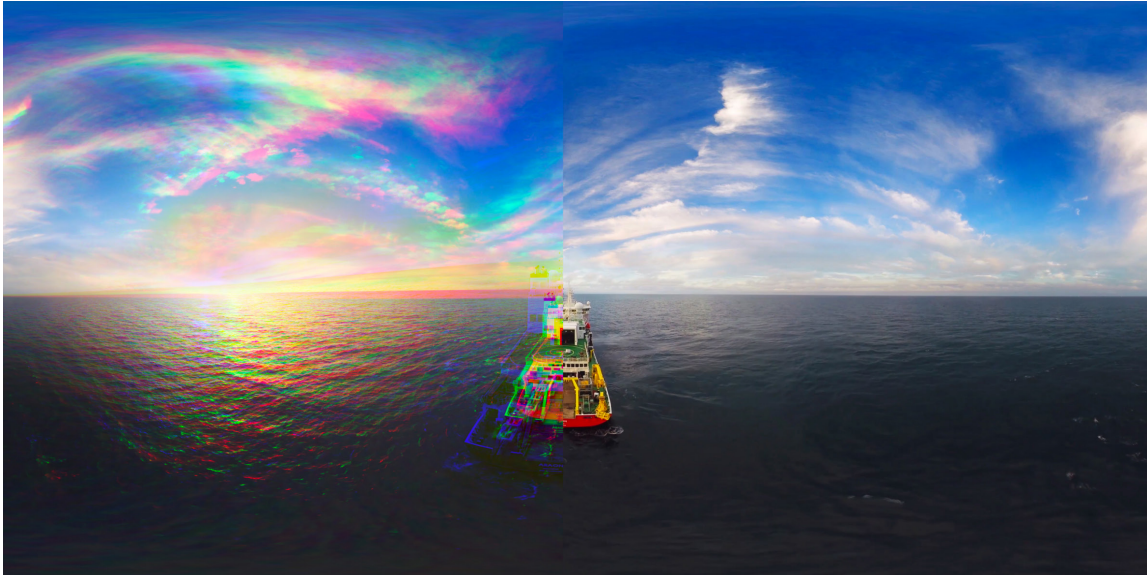
 **METTLE**
SKYBOX 360/VR POST FX 2

User Manual

SkyBox 360/VR Post FX 2

CHROMATIC ABERRATIONS, COLOR GRADIENTS, DIGITAL GLITCH, FRACTAL NOISE

- Seamless 360 Post Effects for After Effects.
- Apply directly to stitched 360 footage, with no distortion along the seams.
- Monoscopic and Stereoscopic (over/under)
- Supported hosts: After Effects CS6 or later



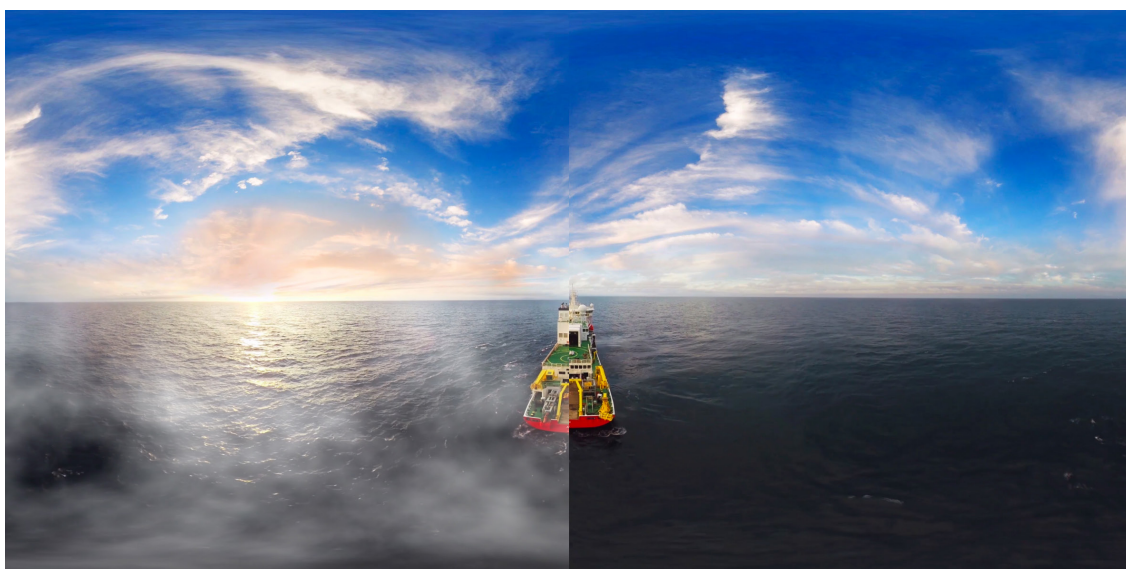
CHROMATIC ABERRATIONS



COLOR GRADIENTS



DIGITAL GLITCH



FRACTAL NOISE



SkyBox 360/VR POST FX 2 is also part of Mettle SkyBox Suite, a comprehensive set of 360/VR production tools for Adobe After Effects and Premiere Pro. Our best value at \$499.

SkyBox 360/VR Post FX 2 - Manual

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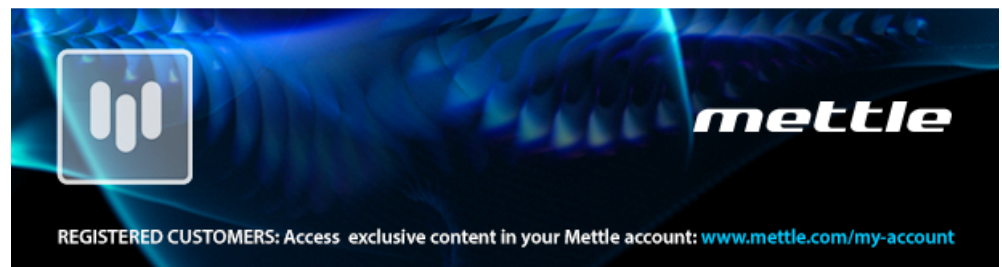
Installation

Use the Mettle Product installer to install the **SkyBox 360 Post FX 2**. Please make sure that you have not renamed or moved your Adobe product folders from their default install locations. This will cause installer errors.

How To Register

Enter the exact license info you received when you purchased **SkyBox 360 Post FX 2**, as it was sent by email or as it appears in your account on our site. You can enter this info in any of the **SkyBox 360 Post FX 2** Register Windows. Enter the license info once for all 4 effects to be active.

To make sure the information is entered properly, Mouse -> Right Click -> Copy the info we send you for Username and License key, then Mouse -> Right Click -> Paste into the appropriate fields in the Register Window. If this is not working for you then take a screen capture of the Register Window and send that to us via our Technical Support form on our site.



Thank you for using Mettle products!

To activate your copy of a Mettle Product, enter the email address and license key that you received through email or that you can find in your account on the Mettle website. Once you enter this information click the "Activate" button below, while you are connected to the internet. If the info you entered is validated by our servers, then the watermark will be removed. Enjoy!

Product:	<input type="text" value="SkyBox Digital Glitch v1.0 (POSTFX2AE)"/>
Email Address:	<input type="text"/>
License Key:	<input type="text"/>

The product is deactivated. 4 out of 20 activations used.

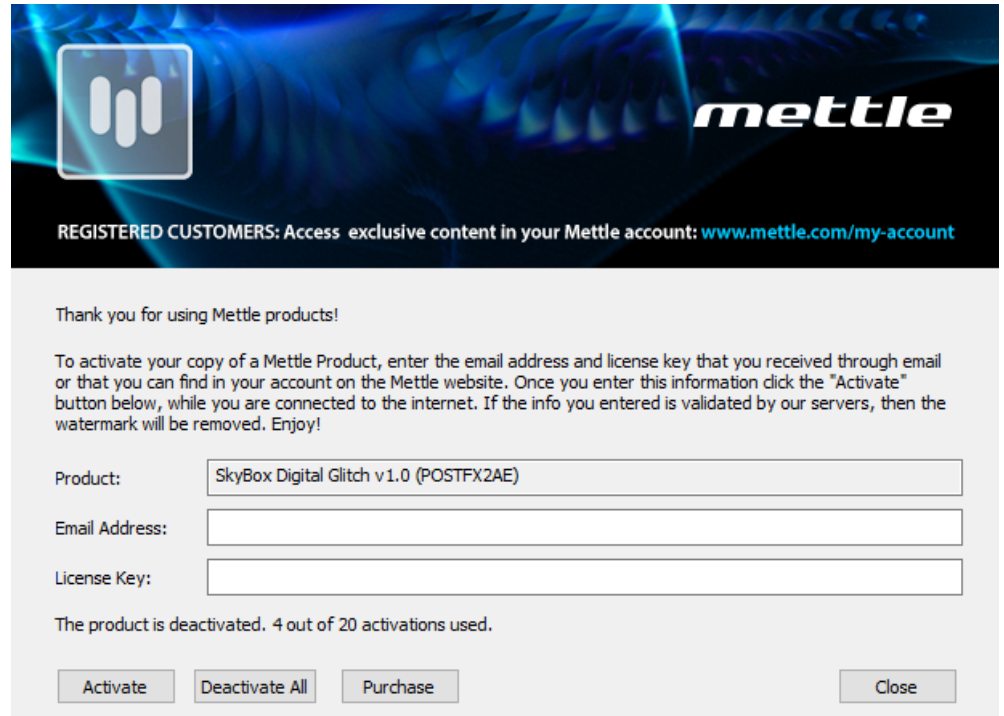
<input type="button" value="Activate"/>	<input type="button" value="Deactivate All"/>	<input type="button" value="Purchase"/>	<input type="button" value="Close"/>
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How To Deactivate Your license Key On One Computer And Activate On Another

Simply click on "Deactivate All" in the Register Window on one computer, then enter your info on the other computer in the Register Window and then click on Activate.

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The image shows a software registration window for Mettle. At the top, there is a banner with the Mettle logo and a text link for registered customers. Below the banner, the window contains a thank-you message, instructions for activation, and three input fields for product, email, and license key. At the bottom, there are four buttons: 'Activate', 'Deactivate All', 'Purchase', and 'Close'.

mettle

REGISTERED CUSTOMERS: Access exclusive content in your Mettle account: www.mettle.com/my-account

Thank you for using Mettle products!

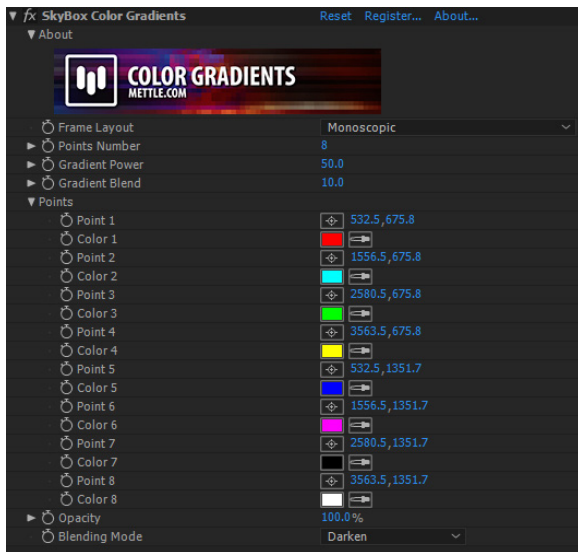
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Product:

Email Address:

License Key:

The product is deactivated. 4 out of 20 activations used.

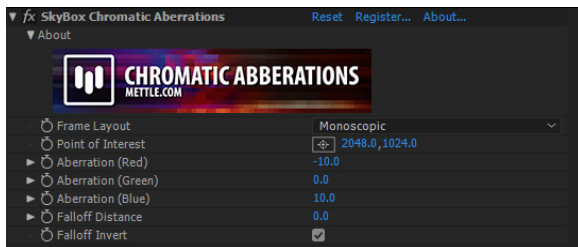


Post FX 2 - For Adobe After Effects

COLOR GRADIENTS

- **Frame Layout** – Monoscopic or Stereoscopic Over/Under.
- **Points Number** – the number of color points that will be applied. The default is 8 points. The maximum is 8 points and the minimum is 1 point.
- **Gradient Power** – adjust the overall Gradient Power for all of the Color Points. Gradient Power works from the central point of each color. The higher the Gradient Power, the more the color points will remain their original color throughout the gradient. (i.e. think of this as reinforcing the core for each color, preventing it from blending easily with other colors.) The default is 50.
- **Gradient Blend** – adjust the overall blending for all of the color points. The higher the number, the more the colors will begin to blend together, starting at the edges and moving inwards. (i.e. similar to feathering around the edges.) The default is 10.
- **Points** – adjust the Color and Point of Interest for each of your color points. Each of the Points of Interests can be moved independently and are key-frameable.
- **Falloff Distance** – adjust the falloff distance of the Aberration effects from the Point of Interest. (i.e. the higher the Falloff Distance value, the more noticeable Chromatic Aberrations will become on the entire 360 shot.)
- **Opacity** – use this setting to adjust the overall opacity of the Color Gradients effect on your footage. At 100% the effect is completely opaque. At 0% the effect is completely transparent. The default is 100%.
- **Blend Mode** – select from various color blending modes for the effect on top of your original footage. The default is Normal. (Screen and Overlay blending modes are two popular choices for this effect.)



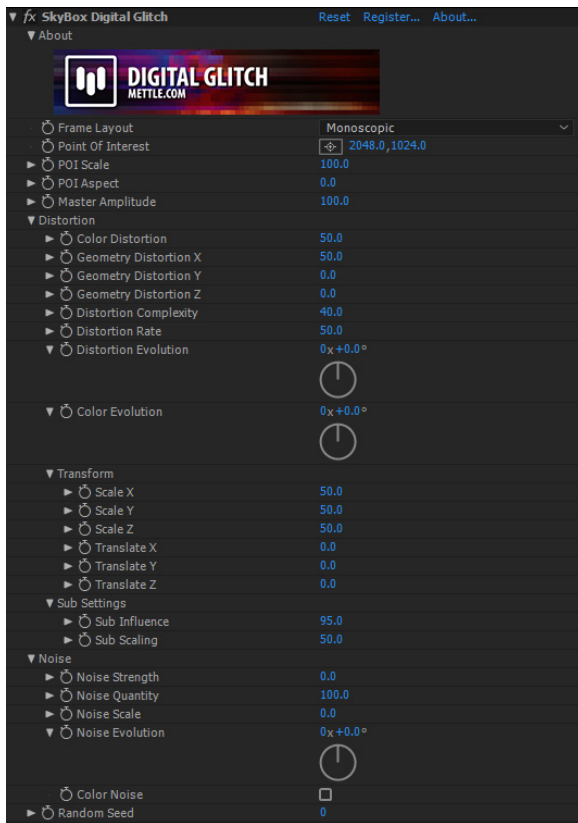


Post FX 2 - For Adobe After Effects

CHROMATIC ABERRATIONS

- **Frame Layout** – choose between Monoscopic or Stereoscopic Over/Under.
- **Point of Interest** – central location of the effect. The position can be moved around by the user. The default position is in the center of the footage. The Point of Interest position is also key-frameable for movement if that is desired.
- **Aberration (Red)** – adjust the scale of the Red channel of your footage.
- **Aberration (Green)** – adjust the scale of the Green channel of your footage.
- **Aberration (Blue)** – adjust the scale of the Blue channel of your footage.
- **Falloff Distance** – adjust the falloff distance of the Aberration effects from the Point of Interest. (i.e. the higher the Falloff Distance value, the more noticeable Chromatic Aberrations will become on the entire 360 shot.)
- **Falloff Invert** – use this setting to invert the Falloff Distance for the Chromatic Aberrations. (i.e. with Falloff Invert checked, there will be no Chromatic Aberrations occurring around the Point of Interest. This can be adjusted using the Falloff Distance.)





Post FX 2 - For Adobe After Effects

DIGITAL GLITCH

- **Frame Layout** – choose between Monoscopic or Stereoscopic Over/Under.
- **Point of Interest** – central location of the effect. The position can be moved around by the user. The default position is in the center of the footage. The Point of Interest position is also key-frameable for movement if that is desired.
- **POI Scale (Point of Interest Scale)** – scaling for the effect from the point of interest. A value of 100 means that the effect is applied to 100% of the footage. This value can be scaled down to apply the effect to only a part of the footage. (i.e. to apply it to only 25% of the video, set the value to 25.) The default is 100.
- **POI Aspect Ratio (Point of Interest Aspect Ratio)** – adjust the aspect ratio for the POI scale. The default is 0. The minimum value of -100 will make the aspect ratio wider and shorter. The maximum value of 100 will make the aspect ratio narrower and taller.
- **Master Amplitude** – adjust the overall threshold of all of the effect setting values at once. At a value of 100, all of the effect settings will remain as set by the user. At a value of 0, all of the effect settings will be scaled back to 0 from their setting set by the user. (i.e. the Master Amplitude will scale all of the setting values procedurally, so a value of 50 will cut back all of the users set values by 50%. Effectively reducing the overall Digital Glitch effect on visible on the footage by 50%.) The default is 100.

Distortion

- **Color Distortion** – adjust the overall color distortion (RGB split) on your footage. The default is 50.
- **Geometry Distortion X** – adjust the distortion occurring on your footage in relation to the X-axis of your footage. A higher value will result in more distortion on that axis. The default is 50. (Adjust this setting in conjunction with the Distortion Rate in order to see the results of the effect more clearly.)
- **Geometry Distortion Y** – adjust the distortion occurring on your footage in relation to the Y-axis of your footage. A higher value will result in more distortion on that axis. The default is 0. (Adjust this setting in conjunction with the Distortion Rate in order to see the results of the effect more clearly.)
- **Geometry Distortion Z** – adjust the distortion occurring on your footage in relation to the Z-axis of your footage. A higher value will result in more distortion on that axis. The default is 0. (Adjust this setting in conjunction with the Distortion Rate in order to see the results of the effect more clearly.)
- **Distortion Complexity** – adjust this to sub-divide the areas of distortion on your footage. (i.e. Higher values will result in smaller, finer looking distortion. Smaller values will result in larger, blocky distortion areas.) The default is 40.
- **Distortion Rate** – adjust the overall distortion amount on your footage. A value of 100 will result in 100% of the video being covered in distortion. A value of 0 will result in no distortion on the video. The default is 40.
- **Distortion Evolution** – cycle this setting to animate the distortion created by the Distortion Rate setting. Faster cycling will result in faster distortion animation. (i.e. animating the evolution will result in more digital glitching animation to occur on your footage.)
- **Color Evolution** - cycle this setting to animate the RGB color distortion created by the Color Distortion setting. The colors will cycle back and forth on the panning-axis (Y-axis) of the footage.

Transform

- Scale X – scale the distortion artifacts on the X-axis.
- Scale Y – scale the distortion artifacts on the Y-axis.
- Scale Z – scale the distortion artifacts on the Z-axis.
- Translate X – adjust to move the distortion around your footage on the X-axis. (i.e. this can help you offset glitch artifacts if some are showing up in an area you don't want, or if you want it to seem as if you are moving "passed" the glitches.
- Translate Y – adjust to move the distortion around your footage on the Y-axis.
- Translate Z – adjust to move the distortion around your footage on the Z-axis.

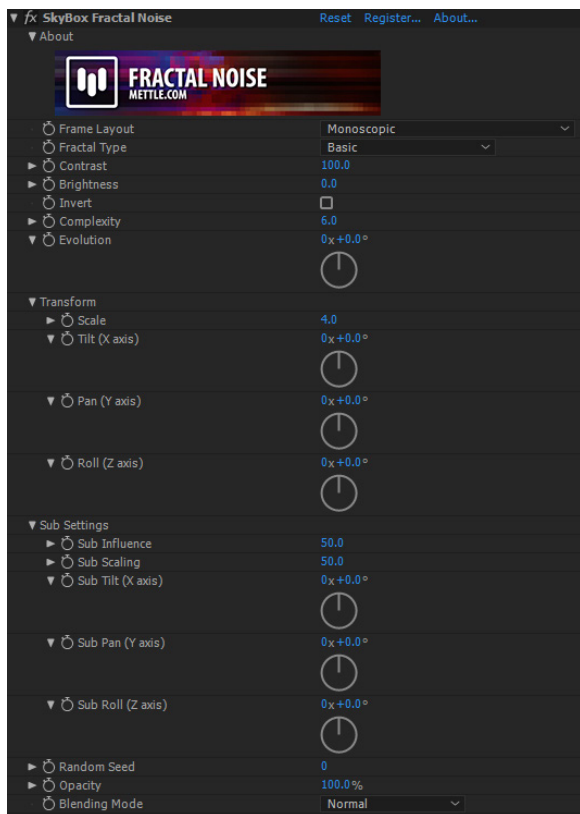
Sub Settings

- Sub Influence – adjust to provide additional sub-dividing of visible distortion on your footage. (i.e. Higher values will result in smaller, finer looking distortion. Smaller values will result in larger, blocky distortion areas.) The default is 95.
- Sub Scaling – adjust to provide additional sub-scaling of visible distortion on your footage. (i.e. Higher values will result in larger distortion blocks.) The default is 50.

Noise

- Noise Strength – adjust the opacity strength of noise visible on your footage. (i.e. this is the influence of noise for every pixel.)
- Noise Quantity – adjust the overall density of the noise on your footage. (i.e. lower values will result in lower density noise on your footage.) The default is 100.
- Noise Scale – adjust the overall scale of the noise on your footage. Higher values will result in larger noise. The default is 0.
- Noise Evolution – cycle this setting to animate the noise created by the Noise Strength and Noise Quantity settings. Faster cycling will result in faster distortion animation.
- Color Noise – check this setting on to enable colorized noise.
- Random Seed – used to select a pseudorandom application of the Digital Glitch effect with the same current settings set by the user. (i.e. you will see another version of the Digital Glitch effect, with the same input settings, but with a different appearance on the footage.)





Post FX 2 - For Adobe After Effects

FRACTAL NOISE

- **Frame Layout** – choose between Monoscopic or Stereoscopic Over/Under.
- **Fractal Type** – choose between four different fractal types: Basic, Turbulent Sharp, Max, and Strings.
- **Contrast** – adjust the image contrast for the fractal noise. The default is 100.
- **Brightness** – adjust the brightness level for the fractal noise. The default is 0.
- **Invert** – invert the color channels of the fractal noise.
- **Complexity** – adjust the overall visible complexity of the fractal noise. Higher values will result in more detailed fractals. Lower values will result in softer, less detailed fractals. The default is 6.
- **Evolution** – cycle this setting to animate the fractal noise. Faster cycling will result in faster fractal animation. (i.e. animating the evolution will result in more fractal movement animation to occur on your footage.)

Transform

- **Scale** – adjust the overall size of the fractals on your footage. A higher scale value results in larger visible fractals. The default is 4.
- **Tilt (X axis)** -reposition the fractal noise on the X-axis of your footage.
- **Pan (Y axis)** -reposition the fractal noise on the Y-axis of your footage.
- **Roll (Z axis)** -reposition the fractal noise on the Z-axis of your footage.

Sub Settings

- **Sub Influence** -adjust how much influence the sub-layer of fractal noise has on your fractal noise effect. (i.e. fractal noise is made up of multiple fractal noise layers, this setting gives you the option to adjust how much visible 'influence' the sub layer has on the overall appearance.)
- **Sub Scaling** -adjust how much scaling influence the sub-layer of fractal noise has on your fractal noise effect. (i.e. similar to a noise map displacement on the fractal noise.)
- **Sub Tilt (Y axis)** -reposition the sub scaled fractal noise layer on the X-axis of your footage.
- **Sub Pan (Y axis)** -reposition the sub scaled fractal noise layer on the Y-axis of your footage.
- **Sub Roll (Z axis)** -reposition the sub scaled fractal noise layer on the Z-axis of your footage.
- **Random Seed**– used to select a pseudorandom application of the Fractal Noise effect with the same current settings set by the user. (i.e. you will see another version of the Fractal Noise effect, with the same input settings, but with a different appearance on the footage.)
- **Opacity** -use this setting to adjust the overall opacity of the Fractal Noise effect on your footage. At 100% the effect is completely opaque. At 0% the effect is completely transparent. The default is 100%.
- **Blend Mode** – select from various color blending modes for the effect on top of your original footage. The default is Normal. (Screen and Overlay blending modes are two popular choices for this effect.)

FRACTAL NOISE

examples:

