

Glitch 7in1 - Manual

Advanced glitch effect.

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Introduction

Glitch 7in1 is an effect plug-in for After Effects. It has collection of 7 different glitch effects with advanced options and unlimited variations that can be animated individually. All glitch types can be combined for richer result. Those effects are: Basic Blocks - break your elements or composition into random pixel blocks that can be animated and blended over the source with a full range of blend modes; Pixel Sorter - select ranges of pixels based on different criteria and sort them according to brightness, color channel, alpha and others; Elements Scatter - randomly generate graphics elements, optionally choose a different blend mode for each element type and animate their various properties; Blur Blocks - blur random blocks of pixels; Noise - apply noise of different frequencies and amplitudes that enables you to create a wide range of looks, from subtle film grain to strong chromatic distortion; Warp - warp the pixels in a wave like motion; and Split RGB - treat color channels individually, enabling you to mimic chromatic aberration, or hide / flip / invert individual channels.

Installation

To install Glitch 7in1 you simply need to follow these 2 steps:

1. After unpacking the archive of the plug-in, copy and paste the files contained in it, based on your operating system, to this specific folder of After Effects:

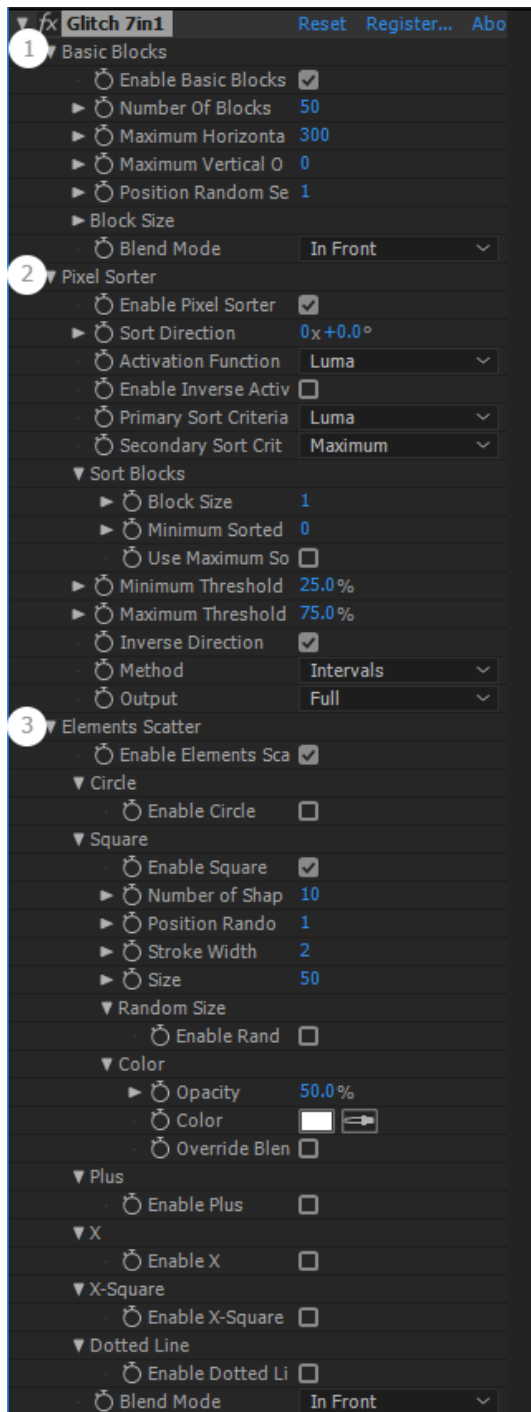
- On Windows this folder is located in:
"(after_effects_install_path)/Support Files/Plug-ins"
- On Macintosh this folder is located in:
"(after_effects_install_path)/Plug-ins"

2. Make sure the user that runs AE has permissions to read from and write to the Plug-ins folder. If you have issues with your license file you can try to:

- On Windows:
run After Effects as administrator or change the permissions of that folder from Properties > Security > Edit..
- On Macintosh:
change the permissions of that folder from Get Info > Sharing & Permissions

User Interface

Glitch 7in1 User Interface elements



1) Basic Blocks

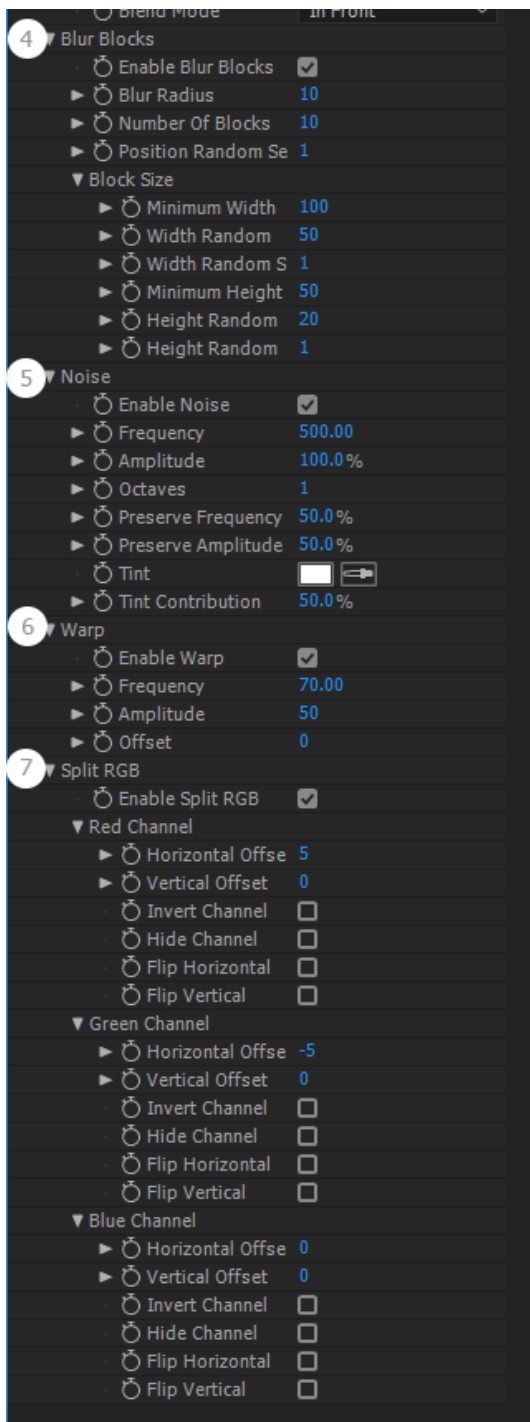
A group containing options for creating basic blocks.

- **Enable Basic Blocks** - enables "Basic Blocks" and reveals its controls.
- **Number Of Blocks**
- **Maximum Horizontal Offset** - the maximum range for random position offset in the horizontal direction.
- **Maximum Vertical Offset** - the maximum range for random position offset in the vertical direction.
- **Position Random Seed** - changes the random position taking into account both offsets.
- **Block Size**
 - Minimum Width
 - **Width Random Range** - the maximum deviation from the Minimum Width (set to 0 for equally sized blocks).
 - **Width Random Seed** - changes the random width.
 - **Minimum Height**
 - **Height Random Range** - the maximum deviation from the Minimum Height (set to 0 for equally sized blocks).
 - **Height Random Seed** - changes the random height.
- **Blend Mode**

2) Pixel Sorter

A group containing the options for sorter.

- **Enable Sorter** - enables "Sorter" and reveals its controls.
- **Sort Direction** - the relative direction of each line of pixels to be sorted (0 degrees means left to right, -90 means top to bottom, etc.).
- **Activation Function** - different options to determine the range of pixels to be sorted in each line.
 - Luma
 - Sum
 - Minimum
 - Maximum
 - Red Channel
 - Green Channel
 - Blue Channel
 - Alpha Channel
- **Enable Inverse Activation** - inverts activation range rules (see Minimum/Maximum Threshold).
- **Primary Sort Criteria** - different options to sort by
 - Luma
 - Sum
 - Minimum
 - Maximum
 - Red Channel
 - Green Channel
 - Blue Channel
 - Alpha Channel



- **Secondary Sort Criteria** - a secondary sort rule, used in cases where Primary Sort Criteria yields the same result for 2 pixels.
 - Luma
 - Sum
 - Minimum
 - Maximum
 - Red Channel
 - Green Channel
 - Blue Channel
 - Alpha Channel
- **Sort Blocks**
 - **Block Size** - treats groups of pixels as one, while sorting.
 - **Minimum Sorted Blocks** - minimum amount of blocks to be sorted in each time sorting criteria are met.
 - **Use Maximum Sorted Blocks** - enables a maximum amount of blocks to be sorted each time sorting criteria are met.
 - 1. Maximum Sorted Blocks
- **Minimum Threshold** - determines the range of pixels to be sorted **(Only Available in Method Intervals)**.
- **Maximum Threshold** - determines the range of pixels to be sorted **(Only Available in Method Intervals)**.
- **Convolution Coefficient** - Changes the convolution kernel **(only available in Method Convolution)**.
- **Inverse Direction** - switches between ascending and descending sorting order:
 - **Method** - Strategy for determining pixels to be sorted
 - 1. Intervals - Uses Minimum / Maximum Threshold as bounds for each range
 - 2. Convolution - Uses Convolution Coefficient
 - **Output** - shows the intermediate steps of the algorithm
 - 1. Full - the final result
 - 2. Sorted Pixels Only - only the pixels that have qualified for sorting, based on Activation Function, Method, etc.
 - 3. The result of the Activation Pass including Activation Function, Primary Sort Criteria and Secondary Sort Criteria in the red, green and blue channels respectively.
 - 4. Sorted Activation - a sorted version of the Activation Pass.
 - 5. Mask - a binary representation of the result of pixel qualification (white - sorted, black - not sorted).

3) Elements Scatter

A group containing the options for scatter.

- **Enable Elements Scatter** - enables "Elements Scatter" and reveals its controls
- **Circle** - create circle like elements
 - Enable Circle
 - Number of Shapes
 - Position Random Seed
 - Stroke Width
 - Radius
 - Random Radius
 - **1. Enable Random Radius**
 - **2. Radius Random Range** - maximum deviation from the Radius (set to 0 for equally sized shapes)
 - **3. Radius Random Seed** - changes the random radius
- Color
 - **1. Opacity**
 - **2. Color**
 - **3. Override Blend Mode** - enables using a custom blend mode for the circle shapes only (different from the overall Elements Scatter Blend Mode)
 - **4. Blend Mode** - custom blend mode for the circle shapes **(only available when Override Blend Mode is checked)**

- **Plus** - create plus like elements
 - **Enable Plus**
 - **Number of Shapes**
 - **Position Random Seed**
 - **Stroke Width**
 - **Size**
 - **Random Size**
 - **1. Enable Random Size**
 - **2. Size Random Range** - maximum deviation from the Size (set to 0 for equally sized shapes)
 - **3. Size Random Seed** - changes the random size
 - **Color**
 - **1. Opacity**
 - **2. Color**
 - **3. Override Blend Mode** - enables using a custom blend mode for the plus shapes only (different from the overall Elements Scatter Blend Mode)
 - **4. Blend Mode** - custom blend mode for the plus shapes (*only available when Override Blend Mode is checked*)
- **X** - create X like elements
 - **Enable X**
 - **Number of Shapes**
 - **Position Random Seed**
 - **Stroke Width**
 - **Size**
 - **Random Size**
 - **1. Enable Random Size**
 - **2. Size Random Range** - maximum deviation from the Size (set to 0 for equally sized shapes)
 - **3. Size Random Seed** - changes the random size
 - **Color**
 - **1. Opacity**
 - **2. Color**
 - **3. Override Blend Mode** - enables using a custom blend mode for the "X" shapes only (different from the overall Elements Scatter Blend Mode)
 - **4. Blend Mode** - custom blend mode for the "X" shapes (*only available when Override Blend Mode is checked*)
- **X-Square** - create squares with X inside elements
 - **Enable X-Square**
 - **Number of Shapes**
 - **Position Random Seed**
 - **Stroke Width**
 - **Size**
 - **Random Size**
 - **1. Enable Random Size**
 - **2. Size Random Range** - maximum deviation from the Size (set to 0 for equally sized shapes)
 - **3. Size Random Seed** - changes the random size
 - **Color**
 - **1. Opacity**
 - **2. Color**
 - **3. Override Blend Mode** - enables using a custom blend mode for the "X-Square" shapes only (different from the overall Elements Scatter Blend Mode)
 - **4. Blend Mode** - custom blend mode for the "X-Square" shapes (*only available when Override Blend Mode is checked*)
- **Dotted Line** - create dotted line elements
 - **Enable Dotted Line**
 - **Number of Shapes**
 - **Position Random Seed**
 - **Dot Size**
 - **Space Size**
 - **Minimum Number Of Dots**
 - **Number of Dots Random Range** - maximum deviation from the Minimum Number Of Dots (set to 0 for equal number of dots across all instances of "Dotted Line")
 - **Number of Dots Random Seed** - changes the random number of dots
 - **Random Size**
 - **1. Enable Random Size**
 - **2. Dot Size Random Range** - maximum deviation from the Dot Size (set to 0 for equally sized dots)
 - **3. Space Size Random Range** - maximum deviation from the Space Size (set to 0 for equal spaces across all instances of "Dotted Line")
 - **4. Dot Size Random Seed** - changes the random dot size
 - **5. Space Size Random Seed** - changes the random space size

- **Color**
 - **1. Opacity**
 - **2. Color**
 - **3. Override Blend Mode** - enables using a custom blend mode for the “Dotted Line” shapes only (different from the overall Elements Scatter Blend Mode)
 - **4. Blend Mode** - enables using a custom blend mode for the “Dotted Line” shapes only (*different from the overall Elements Scatter Blend Mode*)
- **Blend Mode** - overall blend mode for all shape types

4) Blur Blocks

A group containing options for blur blocks.

- **Enable Blur Blocks** - enables “Blur Blocks” and reveals its controls
- **Blur Radius**
- **Number of Blocks**
- **Position Random Seed**
- **Block Size**
 - **Minimum Width**
 - **Width Random Range** - maximum deviation from the Minimum Width
 - **Width Random Seed** - changes the random Width
 - **Minimum Height**
 - **Height Random Range** - maximum deviation from the Minimum Height
 - **Height Random Seed** - changes the random Height

5) Noise

This group containing options for noise.

- **Enable Noise** - enables “Noise” and reveals its controls
- **Frequency**
- **Amplitude**
- **Octaves**
- **Preserve Frequency** - determines the changes in frequency in consecutive octaves
- **Preserve Amplitude** - determines the changes in amplitude in consecutive octaves
- **Tint**
- **Tint Contribution**

6) Warp

This group containing options for warp.

- **Enable Warp** - enables “Warp” and reveals its controls
- **Frequency**
- **Amplitude**
- **Offset**

7) Split RGB

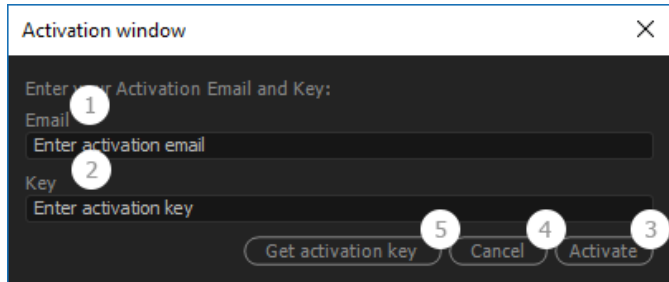
This group containing options for color channels.

- **Enable Split RGB** - enables “Split RGB” and reveals its controls
- **Red Channel**
 - Horizontal Offset
 - Vertical Offset
 - Invert Channel
 - Hide Channel
 - Flip Horizontal
 - Flip Vertical
- **Green Channel**
 - Horizontal Offset
 - Vertical Offset
 - Invert Channel
 - Hide Channel
 - Flip Horizontal
 - Flip Vertical
- **Blue Channel**
 - Horizontal Offset
 - Vertical Offset
 - Invert Channel
 - Hide Channel
 - Flip Horizontal
 - Flip Vertical

License information and Activation

After acquiring an Activation key for Glitch 7in1 from aesweets.com **you simply need to press the Register... button** next to the effect name in the Effect Controls panel in After Effects, **enter your purchase e-mail and the received Activation key** in the Activation popup and then **press the Activate button**

Activation window



1) Email

Lets you enter your activation e-mail (or view the one in use if the product is already activated).

2) Key

Lets you enter your activation key (or view the one in use if the product is already activated).

3) Activate / Uninstall

Activate the product with the entered activation email and key

(or uninstall if the product i already activated).

4) Cancel

Close the activation window.

5) Get activation key

Go to Glitch 7in1 page at aesweets.com with option to purchase new activation key.

NOTE / Activation: Make sure your After Effects and your machine can access aesweets.com for the activation process to take place. If you have firewall or proxy add the needed exceptions or disable them before the activation. You can turn back on your firewall and proxy server after the process.

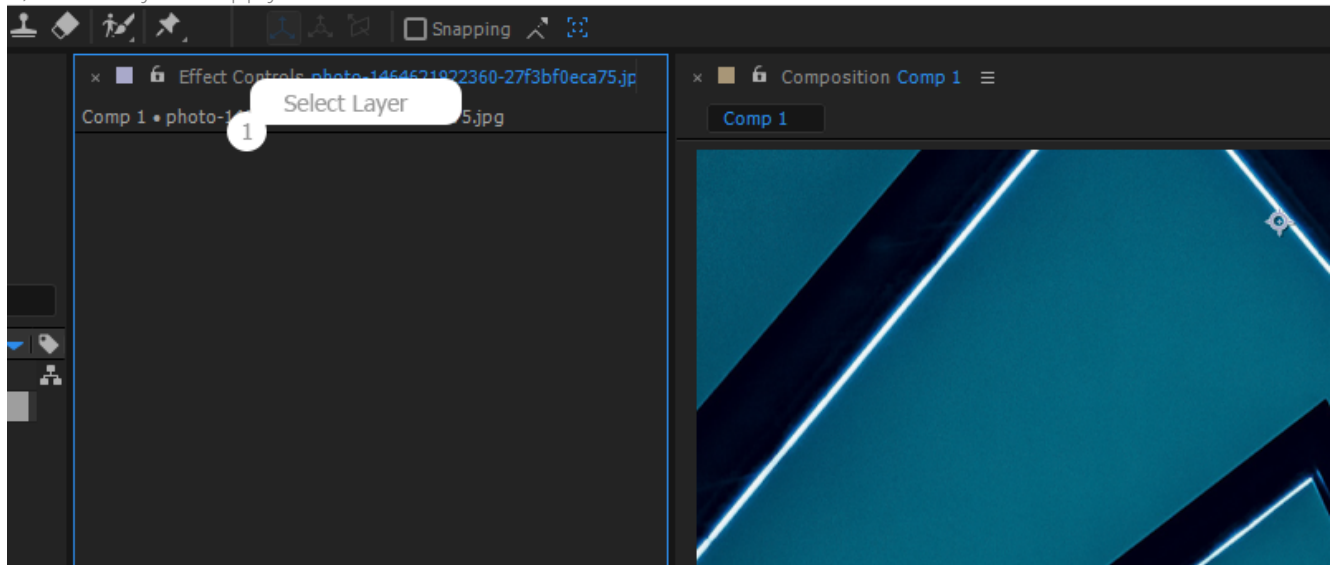
NOTE / Uninstall: If you're planning to transfer to another machine you must first remove all license data from your current computer - each license serves only one machine. After uninstalling your copy of Halftone contact our support for further instructions.

How to use Glitch 7in1

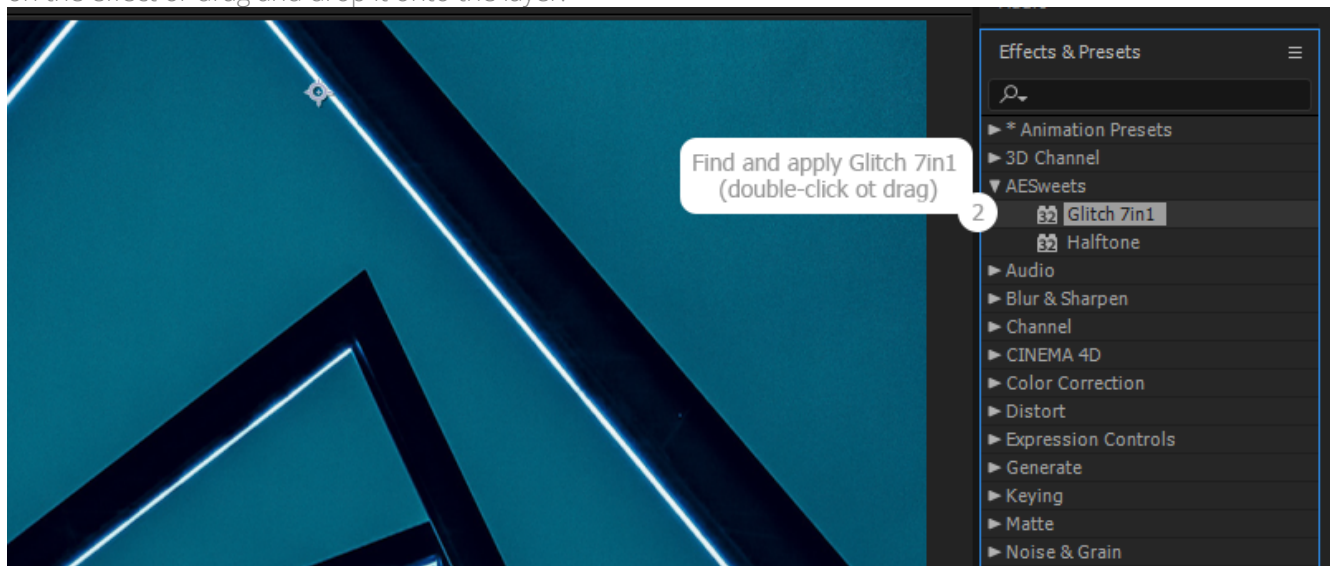
You can check our video guides on how to use Glitch 7in1 at <http://aesweets.bg/help-center/glitch-7in1/faq/>

Applying the effect

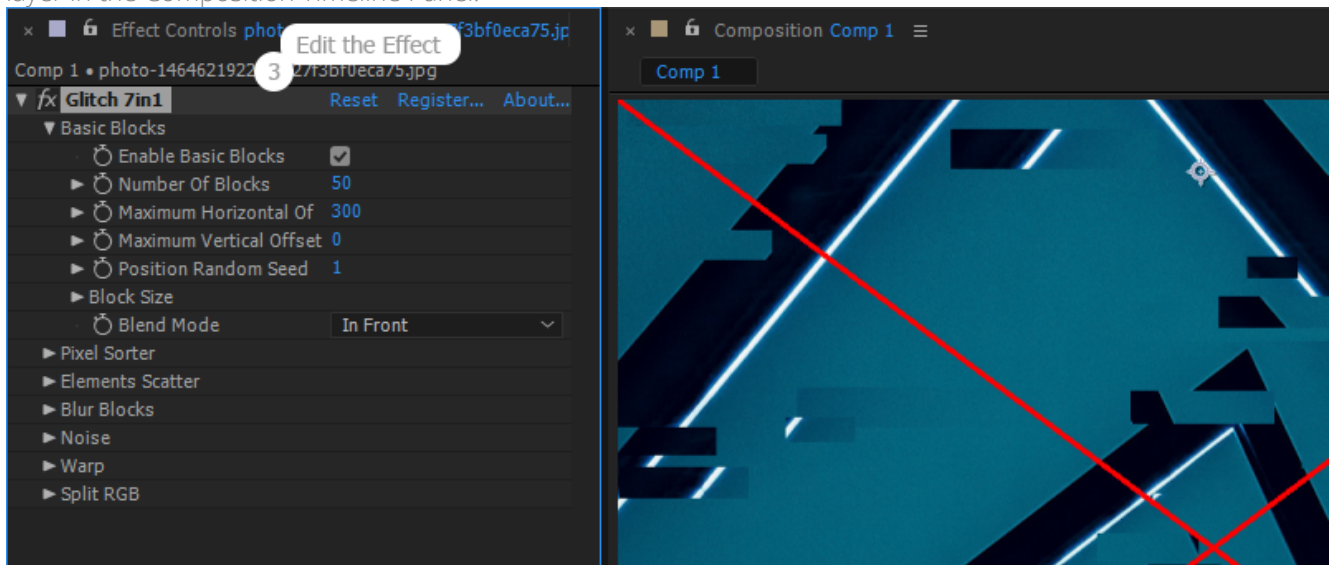
1) Select Layer to apply the effect.



2) Find the Glitch 7in1 effect, located in the AESweets subgroup in the Effects and Presets panel of After Effects or simply use the search bar at the top of the panel to type in 'Glitch 7in1'. With your layer selected double click on the effect or drag and drop it onto the layer.



3) To change the parameters of the effect use the Effect Controls panel or expand the Effects Subgroup of your layer in the Composition Timeline Panel.



4) For information on each parameter refer to the User Interface section of this manual.

5) Create cool stuff.

Useful links

- [Help center](#)
- [Our freebies](#)
- [Our products](#)

Changelog

2019-03-26 - v1.0.3 - Minor bug fixes.

2019-03-21 - v1.0.2 - Added support for wide characters on windows.

2019-03-15 - v1.0.1 - Minor bug fixes.

2019-03-07 - v1.0.0 - Glitch 7in1 v1.0.0 release date.