cracked by Monter Group → monter.is

What is Splash?

Splash is an After Effects script that creates particle based liquid animation effects. It works by generating a series of layers with effects and expressions that intermingle into gooey goodness.

These ‘Splash’ layers are driven by an existing layer in the composition that dictates the movement and parameters of the effect. This is where our splash gets it’s position and where the control effect is found.

There are two types of layers that we can make, Splash layers and Blob l ayers. Splash layers have the effect of liquid trails and are the main component of this tool. Blob layers provide a squishy ‘blob’ like effect with controls for size and stretch.

How to install

Please drop the .JSXBIN into the appropriate file path below and then restart After Effects.

macOS:
/Applications/Adobe After Effects (version)/Scripts/ScriptUI Panels

Windows:
C:\Program Files\Adobe\Adobe After Effects (version)\Support Files\Scripts\ScriptUI Panels

Heads up!

You can find your license code on your aescripts account under ‘My downloads and licenses’.

Creating Splashes

When creating a set of Splashes we must first have a control layer selected. This layer will serve as our Control Layer and it is where we will do most of our animating. Using a null usually keeps things clean and is great for parenting to other parts of your animation.

The Splash layers interpret their position from changes of the Control Layer's position, scale and rotation (even if it is parented). The Control Layer is also where the effect will live that controls all of the various splash properties

1. Select a layer that you intend to use as a Control Layer. This layer should be moving.
3. (optional) Select a preset from the Splash dropdown
2. Click the 'Splash' button. You should get a confirmation alert.
3. Start playing around with the splash effect on the Control Layer .

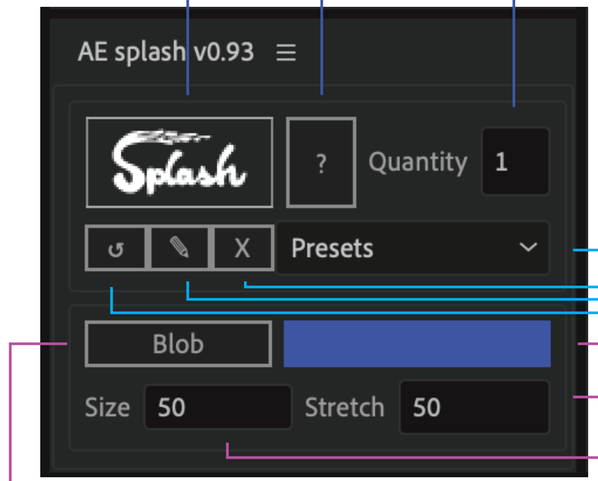
Creating Blobs

Blobs are a cute way to lead your splashes around the canvas. Blobs still need a Control Layer to follow just like Splashes, but have only a few parameters.

1. Set your parameters for Size, Stretch and color in the Splash Panel.
2. Click your Control Layer.
3. Click the ‘Blob’ button. You should get a confirmation alert.
4. Tinker with the Blob effect located on the Control Layer.

Heads up!

Splashes and Blobs can use the same control layer :)



Create Splashes based on the quantity and selected preset.

Licensing and help panel.

Quantity of splashes to make when pressing the Splash button.

Preset browser.

Delete current selected preset.

Create a new Splash preset from the selected Splash Control Layer.

Update selected Control Layer Splash effect with selected preset.

Change color of the of the generated Blob.

Change how far the generated Blob will stretch given the speed of the control layer.

Change the overall thickness of the generated blob.

Create a new Blob effect on the selected layer.

Random

The Random groups inside of the Splash effect introduces a variable amount of randomness across sets of Splashes. It allows for more natural and organic looking liquid.

Let's say that we have generated a quantity of 3 splashes on a Control Layer and the Amplitude property is set to 40. All 3 of our Splash layers will have an amplitude of 40. If we change the Amplitude Ran property to 50 we will see each layer is now outputting a different amount of particles. Because we set the Amplitude Ran to 50 we now have a variability in the Amplitude on each of the 3 Splash layers anywhere between 20 and 60 or +-.5 x 40 + 40

The same logic applies to all of the Random properties. Increasing these properties will introduce a correlating amount of randomness to each associating effect for each layer.

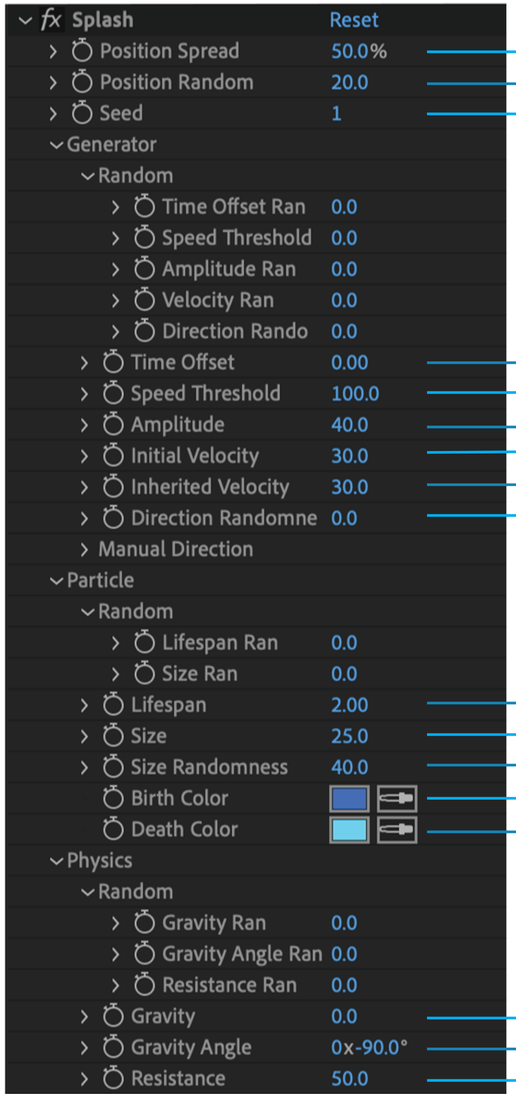
If we don't like the random distribution we can always call for a new variation of randomness via the Seed property located at the top of the effect. Changing the seed will provide a different variation of randomness to each Random property.

Manual Direction

Diving into this effect allows for the ability to manually control which direction particles are being projected.

Toggling on the checkbox will then turn Splash into Manual mode. Particles will now have no longer be born into a direction influenced by the movement of the Control Layer. They will take their direction from only the Direction property.

This is very useful for when creating effects such as smoke and fire. It is used to control the direction of the smoke in the Smoke and Fire presets.



Position Spread dictates how distantly splashes should be distributed across the control layer. 100 results in full coverage, 0 results in all layers exactly in the middle of the Control Layer .

Position Random will introduce variability amount of random position deviation for each layer

Seed controls different variations of randomness for each Random property. Changing the seed will change the random variations of the properties in each random tab.

Time offset will move the splashes forward or backwards in time. This is useful for positioning the Splash in front (+) or behind (-) the Control Layer.

Speed Threshold dictates at what speed particles will start generating. The higher the number, the faster the Control Layer must be traveling to produce particles.

Amplitude is the quantity of particles per second that are being born.

Initial Velocity is how much initial speed a particle has when born regardless of the Control Layer's speed.

Inherited Velocity controls how much the speed of the control layer increases the speed of a particle when born.

Direction Randomness adds incremental randomness to the direction that particles are projected.

The length of time that particles live for.

The initial size particles are born.

Incremental variation of the size that particles are born.

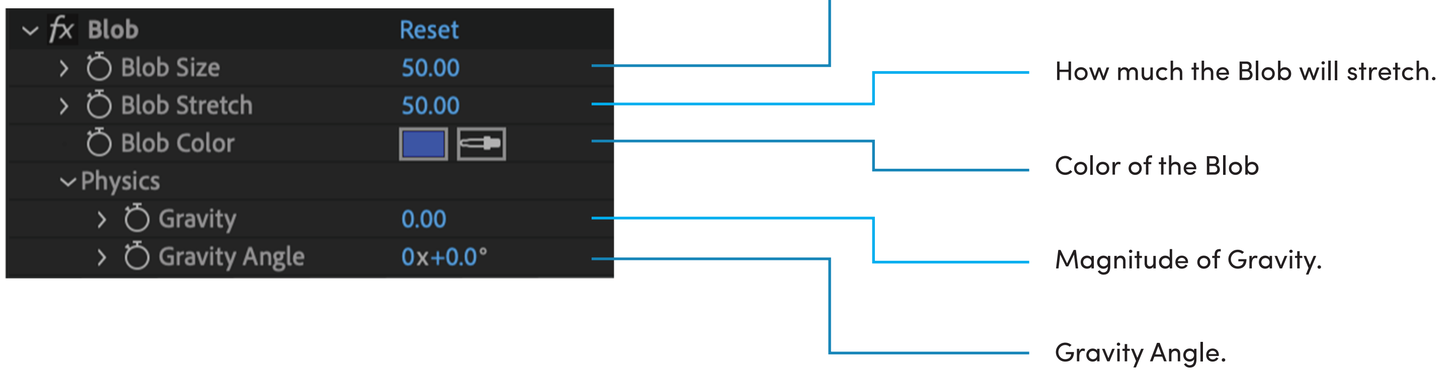
The color particles are born with.

The color particles die with.

Magnitude of gravity.

The Direction of gravity.

How much resistance particles will encounter throughout their life.


Blob
Reset
Blob Size
50.00
Blob Stretch
50.00
Blob Color
Physics
Gravity
0.00
Gravity Angle
0x+0.0°
The size of the Blob.
How much the Blob will stretch.
Color of the Blob
Magnitude of Gravity.
Gravity Angle.

Keyframing

Splash uses a variety of native effects in intricate ways to generate the liquid gold. It should be noted that because of this keyframing certain properties can have unexpected results. Splash layers with Keyframes will not be able to be saved as presets or updated with existing presets.

Many properties work perfectly when being keyframed, but the built in AE particle generator that Splash uses has trouble with the following properties:

Random properties, Birth Color, Death Color, Size

Keep in mind that After Effects tends to not preview keyframed properties correctly. If this happens it is recommended to switch seeds, purge your disk cache, or change the view quality.

Troubleshooting

If I generate new Splashes on a layer with a preset selected the preset isn't applied.

If a layer already has the Splash effect on it then the selected preset will be ignored and the original Splash effect properties will be left unchanged. Use the update button instead.

I applied the Splash Effect, but I am not seeing any Splashes.

Please check that the Speed Threshold property is turned down low enough for the movement speed of the Control Layer.

My preview isn't updating when I change a Splash Property.

Try restarting After Effects and changing to a different seed. If this fails try Purging Disk Cache.