

**cracked by Monter Group → monter.is**

1) Copy the file '**Ray Dynamic Texture.jsxbin**' into the folder:

PC: "Support Files/Scripts/ScriptUI Panels" of your After Effects installation.

MAC: "Scripts/ScriptUI Panels" of your After Effects installation.

2) Start '**Ray Dynamic Texture**' (via the "Window" menu in After Effects)

## ABOUT

Ray Dynamic Texture can store your most used assets for a project. Storing assets in libraries is not a new thing, but what makes Ray so effective is that it includes the layer settings, blending modes, applied effects, keyframes, expressions and layer styles. Its simplicity is key: after you've set it up once, all you need to do is press one button, which pulls that layer into your current composition—or you can apply it directly as a texture to any selected layer. In addition to this, the tool can store effects, shapes and expressions—while you're working, all with one click.

## RESOURCES

[Download Free Default Texture Assets](#) and [Learn how to import the textures here](#).

Visit my [YouTube channel](#) for tutorials on Ray Dynamic Texture

For support: [Open a Help Ticket here](#)