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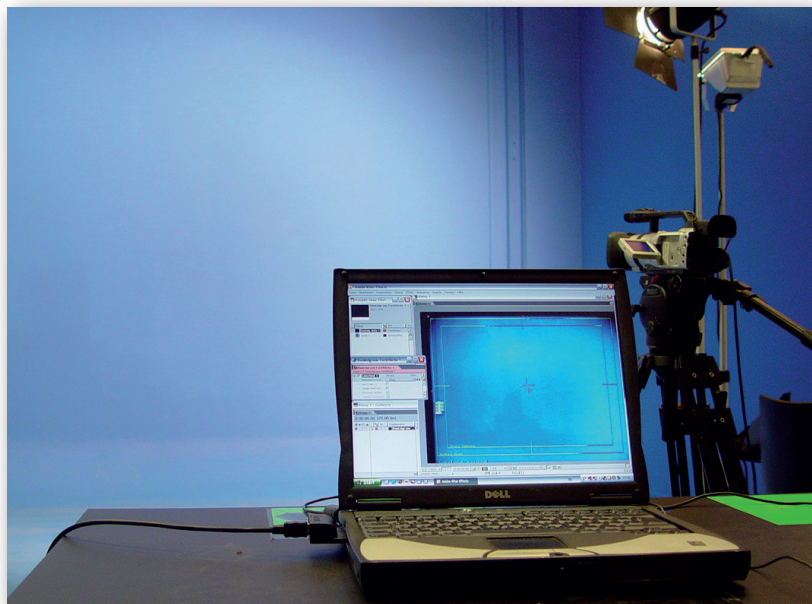
Lensfeed for After Effects v1.0 manual

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# Introduction

Lensfeed extends After Effects with the possibility to view live feeds from a camera (or other video devices) directly inside a composition. This enables the user to rapidly see and react on how live footage works out. With Lensfeed and After Effects on set you will be able to adjust to your raw video material to your compositing needs.



## How it works

Lensfeed consist of a general plugin named 'Feedup.aex' and five effect plugins named 'Lensfeed1.aex' – 'Lensfeed5.aex' The effect plugins can deliver images of any connected direct show video device. Every time After Effects recalculates the composition a new image from the selected camera will be shown.



Feedup is a plugin that interacts with After Effects and forces it to constantly update every composition with a Lensfeed applied to it. Thus making it animate. So it's crucial to have Feedup installed though you will never see it show up anywhere inside After Effects.

## How to use it

Lensfeed is pretty straight forward to use. When you apply it the first time it will look for the first available video device, allocate and display it. However it behaves different than normal effect plugins due to it's nature Thus you should read this chapter!



Video devices in the system can only be used once at a time! So when an application or plugin occupies the camera no other one can until the former one releases it.

For that reason there are multiple effect plugins named Lensfeed1-5. So you can have up to five cameras in your composition at the same time. Each instance of LensfeedX will display the same video device. And every change will affect all instances of LensfeedX. For example if there is a DV camera and a webcam in your system you could use Lensfeed 1 for your DV cam and Lensfeed 4 for the webcam. Now if you apply Lensfeed 2,3 or 5 it won't be able to display anything because all video devices in the system are occupied already. If you happen to need more than 5 Lensfeeds just drop a mail to support at frischluft.com.

When saving a composition the resolution and the camera being used will be saved. However when the project is opened and the camera is not there, the first available device will be used instead. The resolution will be chosen close or matching if possible.

Now for the details of the plugins parameters. These are actually controls rather than parameters because they just trigger operations for the video device. These are:



**'next cam ->'**

Tries to find and display the next free camera. If there is no other camera it will keep displaying the current one. If there is no video device installed at all or if there is another problem there will be a status message at the bottom of the image.

**'toggle feed on/off'**

This will pause the current video feed. The last frame will be kept and displayed along with a status message at the bottom of the image. Stopping the device here will also free the camera for use by another application or plugin. If you remove the filter from the composition the camera will be freed as well. However if you have multiple instances of that Lensfeed in your compositions you will have to remove them all before the camera is being freed! When removing the filters it will sometimes take a while before the camera is available again. Thus using this control is a more reliable way to free a camera!

On that matter it's important to note that just disabling a Lensfeed plugin will NOT free the camera!

**'increase/decrease resolution'**

Will switch to the next higher/lower resolution and display the current resolution as a status message at the bottom of the page. This parameter will be grayed out if it's not supported by the device.



## Quirks and odds

Since After Effects was not build with plugins like Lensfeed in mind there are a few side effects and problems that occur when Lensfeed is active. Following is a list of the know problems.

First off: there might be others, yet unknown, as well. However the solution is always the same: toggle all Lensfeeds off. Disabling the filters themselves won't work, so you need to use the toggle checkbox.

- cursor icons do not change when hovering over modifyable GUI elements, i.e. cursors to resize windows. Those functions will still work however.
- text input is cancelled as soon as started
- snapshots dont work
- the info window does no longer display color values correct
- progressbar might be updating constantly (of course)

### Performance

The performance without any additional compositing elements and effects is not as good as in other dedicated video applications. Unfortunately the frame rate is lower. This is related to how the videofeed had to be implemented. However when making a ram preview the performance is much better.

In future versions of After Effects the performance will most likly increase noticeably. Better hardware will help as well. Every additional effect and adding complexity to a composition will reduce performance of course. How much depends on the used effects.

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