



OH_PLUGIN

User Manual

23 effect plug-ins for After Effects / User Manual

OH_PLUGIN

Contents

OH_Plugin is a set of 23 effect plug-ins for After Effects, made for music videos and motion graphics. For each plug-in, this manual covers what it does, which layers to use it on, what every parameter means and its default, and tips for getting the most out of it. The parameter tables follow the order of the Effect Controls panel. For installation and requirements, see the included ReadMe.txt.

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01 / 23

Astigmatism

GPU (Metal / CUDA)

Night lights seen through astigmatic eyes. Every light becomes a bundle of thin streaks.

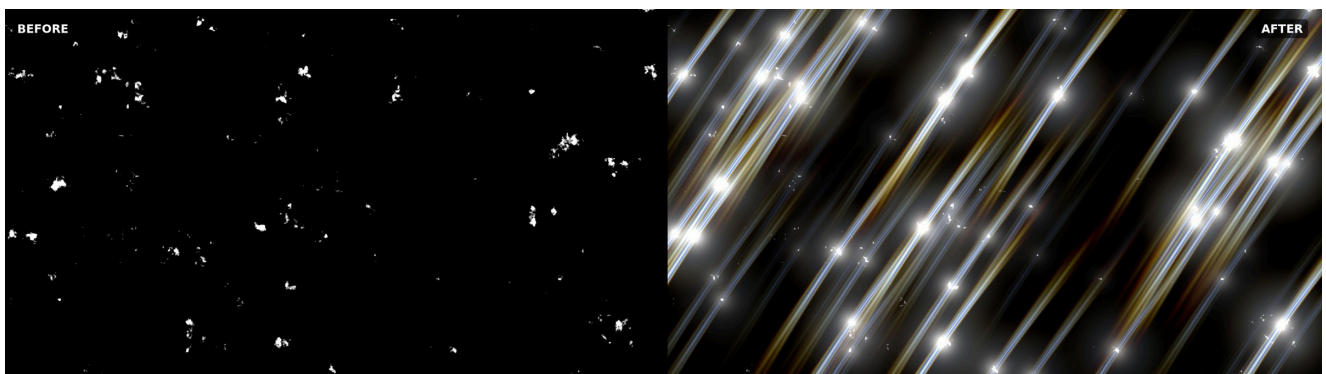
Stretches the lights in your image, such as city lights at night or stage lighting, the way they look to an astigmatic eye. It picks up only small light sources rather than every bright area (Source), turns them into thin streaks along the Angle direction that fan out and fade toward the tips, and adds fine light fibers (Irregularity, Bend), rainbow fringing (Rainbow), a faint ring (Halo Ring) and a soft glow. Renders on the GPU with Metal on Mac and NVIDIA CUDA on Windows.

APPLY TO

Footage that contains light sources, such as night scenes, live footage or light elements, or an adjustment layer.

USE IT FOR

- Dramatic night scenes, illuminations and stage lighting
- POV shots of teary eyes, drunken vision or astigmatism
- Light effects in music videos (as an alternative to anamorphic flares)



Night lights: every light source becomes a streak

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Light

Which lights to pick up, and how bright to make them.

Parameter	Default (slider range)	Description
Source	Lights Only (Lights Only / All Bright Parts)	Lights Only: picks up only small light sources (up to Light Size) and dazzling highlights, ignoring bright areas. All Bright Parts: everything brighter than Threshold.
Threshold	80% (0–100%)	Anything brighter than this is treated as light.
Light Size	24 (2–200)	In Lights Only mode, the maximum size (px) that counts as a light source. Bright areas larger than this are ignored.
Intensity	100% (0–400%)	Overall brightness of the streaks, ring and glow.
Tint	☐	Color applied to all the streaks. White keeps the footage's own colors.

Streaks

Number, direction, length and spread of the streaks, and how fine the fibers are.

Parameter	Default (slider range)	Description
Count	2 (2–16)	Number of streaks. 2 gives a single line through the light source (the astigmatism look); more gives a star shape.
Angle	35°	Direction of the streaks.
Length	500 (0–1500)	Length of the streaks (px).
Spread	6 (0–30)	Angle at which each streak fans open toward its tip. It stays thin near the light source and gets wider and fainter toward the tip.
Irregularity	60% (0–100%)	At 0% each streak is one smooth fan; raise it to split it into a bundle of thin fibers.
Bend	30% (0–100%)	How much the fibers curve. 0% is straight.
Thickness	1.5 (0.5–10)	Thickness of a single fiber (px).
Rainbow	100% (0–200%)	Strength of the rainbow fringing toward the fiber tips, and of the ring's color.
Seed	0 (0–1000)	Random seed for how the fibers split.
Streak Amount	100% (0–200%)	Strength of the streaks. 0% means no streaks (ring and glow only).

Halo Ring

The faint ring that forms around each light source.

Parameter	Default (slider range)	Description
Ring Amount	10% (0–200%)	Strength of the ring.
Ring Radius	90 (10–400)	Radius of the ring (px).

Parameter	Default (slider range)	Description
Ring Width	60 (2–200)	Thickness of the ring (px).

Glow The soft light around the streaks.

Parameter	Default (slider range)	Description
Glow Amount	60% (0–200%)	Strength of the glow.
Glow Size	25 (2–200)	Spread of the glow (px).

Output Output type and quality.

Parameter	Default (slider range)	Description
Output	Composite (Composite / Glare Only)	Composite: layers the streaks over the original image. Glare Only: outputs just the streaks (for example, to blend them in Add mode).
Original Blur	0 (0–100)	Also blurs the image itself along the Angle direction (px). Use it when the whole image should look astigmatic, as if seen through the same eye.
Resolution	Full (Full / Half / Quarter)	Resolution of the calculation. Full is recommended (needed for thin fibers). Half is faster when rendering on the CPU.
Linear Input	OFF	Turn on when the layer's values are already linear light, such as in a linearized 32-bpc project.

TIPS

- If too many lights get picked up, raise Threshold or lower Light Size to narrow down the sources; you get a cleaner look where only the light sources stretch.
- Count = 2, Spread 5–8° and Irregularity around 60% gives the astigmatism look. Set Count to 4–6 for a star-filter look.
- GPU rendering is used automatically whenever After Effects renders on the GPU (Mac: Metal, Windows: NVIDIA CUDA).

SUPPORT

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SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel), Windows (x64 / ARM64). See the included ReadMe for installation.

OH_PLUGIN

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Barcode

A random barcode. For decoration.

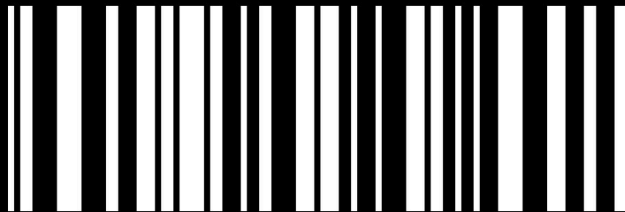
Draws a decorative barcode, not meant to be scanned, by laying out bars and gaps of varying widths from a Seed. Slide the bars sideways with Scroll for a flowing motion. You can also add a background.

APPLY TO

Apply it to a solid layer.

USE IT FOR

- Cyber and tech-style accents
- Small details in music videos and titles
- Packaging-style designs



Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Barcode

Position, size and color.

Parameter	Default (slider range)	Description
Center	50%, 50%	Center of the barcode.
Width	600 (0–2000)	Overall width (px).
Height	200 (0–1000)	Height of the bars (px).
Color		Color of the bars.

Bars

Number, thickness, gaps and arrangement of the bars.

Parameter	Default (slider range)	Description
Bar Count	40 (1–300)	Number of bars.
Thick Ratio	4 (1–10)	How many times wider the thickest bar is than the thinnest.
Gap Width	100% (0–400%)	Width of the gaps. At 100% the gaps are as wide as the bars (on average); at 0% there are no gaps.
Seed	0 (0–1000)	Random seed for the bar arrangement. Change it to get a different arrangement.
Scroll	0 (-1000–1000)	How far to slide the bars sideways (px). Bars that reach the edge wrap around to the other side. Keyframe it for a flowing animation.

Background

Background display.

Parameter	Default (slider range)	Description
Show Background	OFF	Turn on to show the background.
Background Color		Background color.
Margin	30 (0–200)	Background margin (px).

TIPS

- Add an expression such as ``time*200`` to Scroll and the bars keep flowing forever.
- Keyframe Seed to switch values and the barcode snaps to a different one.

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SYSTEM

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03 / 23

Bevel

Round or chamfer the corners of shapes and text.

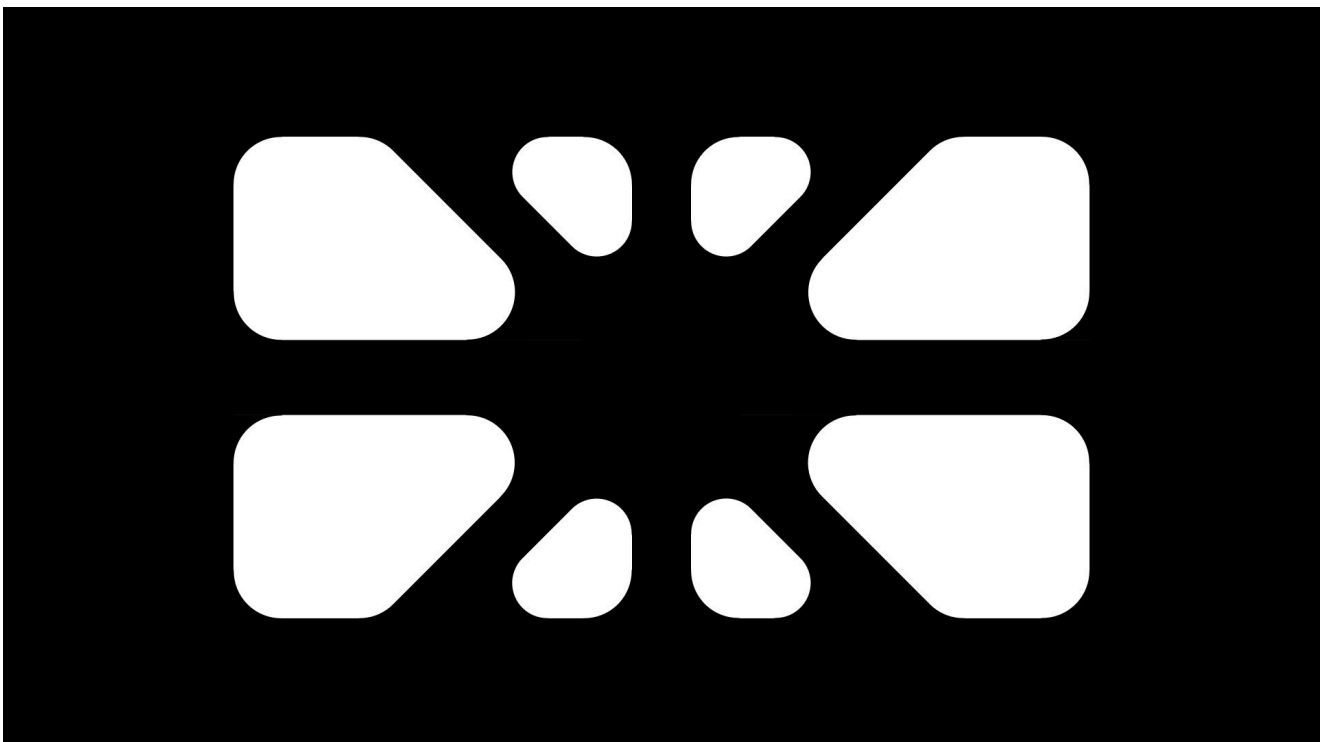
Rounds the corners of a layer's shape (it works like Bevel in Cavalry). Sharp outer corners become arcs, and inner corners are filled in with arcs too. The rounding goes up to Radius; where an edge is too short, it shrinks to fit that edge. Works on shapes, text and anything else with alpha.

APPLY TO

Shape layers, text layers and footage with alpha.

USE IT FOR

- Give an angular font a rounded-gothic look
- Round the corners of shapes after the fact, all at once
- Chamfer the corners of masks and alpha



Raising Radius from 0

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Bevel

Size, target and shape of the rounding.

Parameter	Default (slider range)	Description
Radius	20 (0–100)	Radius for rounding the corners (px).
Corners	All Corners (All Corners / Outer Corners / Inner Corners)	All Corners: both outer and inner. Outer Corners: only the outer corners. Inner Corners: only the inner corners.
Bevel Type	Round (Round / Chamfer)	Round: rounds with arcs. Chamfer: cuts the corners at an angle.

TIPS

- Keyframe Radius to animate angular letters smoothly melting into rounded ones.
- Keep Radius small for thin strokes and serif fonts. Too large and the details get crushed.

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Circle Ring

A ring made of circles. Scatter it, or make it burst.

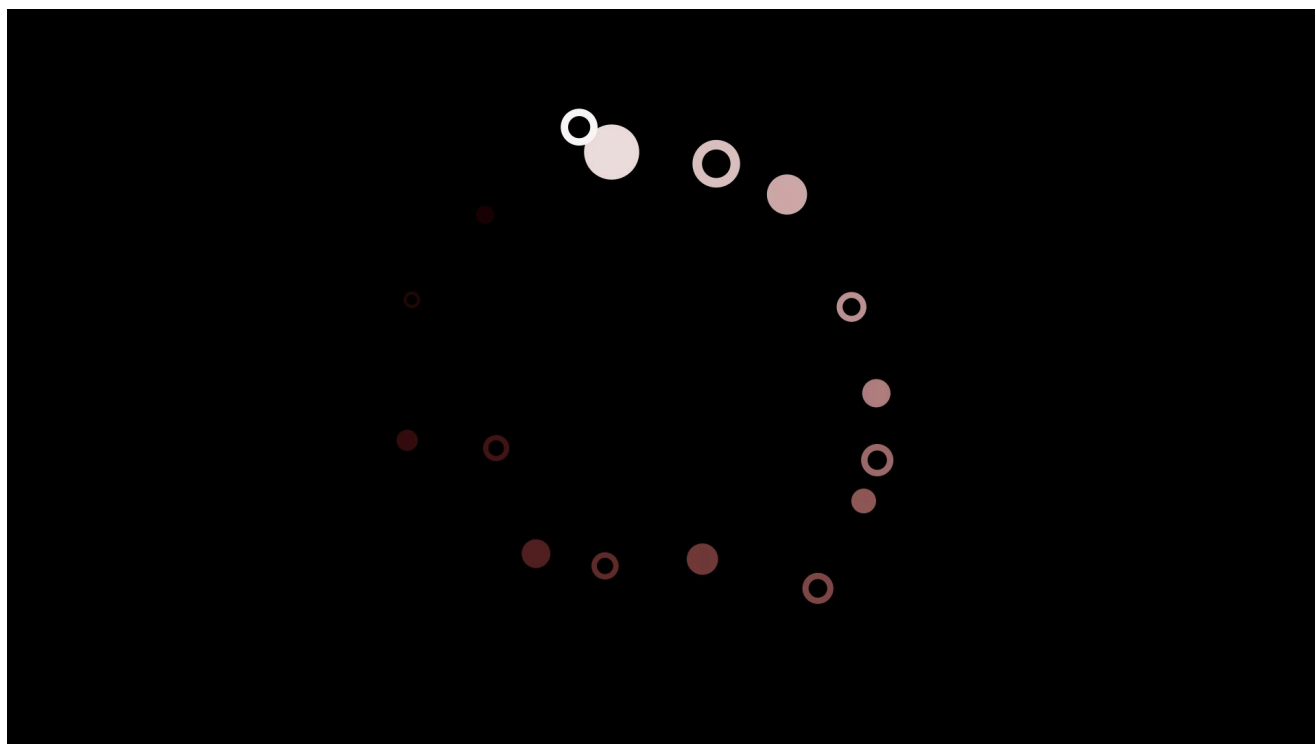
Arranges circles along a circle. The regular circles and the alternating ones (Alternate) can each be drawn as fill or outline, and Scatter breaks up the ring (in and out, around the ring, bigger and smaller). Animate Radius from 0 for a bursting-bubbles motion. Progression can also gradually fade, shrink and recolor the circles along the ring.

APPLY TO

Apply it to a solid layer.

USE IT FOR

- Circle accents that burst on the beat
- Rings of circles in place of loading spinners or speed lines
- Decoration around titles



Animating Radius and Scatter

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Ring

Position, radius, count and rotation of the ring.

Parameter	Default (slider range)	Description
Center	50%, 50%	Center of the ring.
Radius	300 (0–1000)	Radius of the ring (px).
Count	24 (1–100)	Number of circles.
Rotation	0°	Rotation of the whole ring.

Circle

Size, style and color of the circles.

Parameter	Default (slider range)	Description
Diameter	40 (0–300)	Diameter of the circles (px).
Scale	100% (0–200%)	Scale applied to all circles.
Alternate Scale	100% (0–200%)	Extra scale applied to every other circle.
Normal Style	Fill (Fill / Outline)	Whether the regular circles are drawn as Fill or Outline.
Alternate Style	Fill (Fill / Outline)	Style of every other circle.
Outline Width	6 (0–50)	Stroke width for Outline (px).
Color	☐	Color of the circles.

Scatter

Break up the ring and scatter the circles.

Parameter	Default (slider range)	Description
Distance Random	0% (0–100%)	How much the circles scatter closer to or farther from the center.
Angle Random	0% (0–100%)	How much the circles shift along the ring.
Size Random	0% (0–100%)	How much the circle sizes vary.
Seed	0 (0–1000)	Random seed for the scattering.

Progression

Vary the circles along the ring.

Parameter	Default (slider range)	Description
Start Angle	0°	Where on the ring the Progression starts.
End Opacity	100% (0–100%)	Opacity at the end point. The start is 100%.
End Scale	100% (0–200%)	Size at the end point.
Color Shift	OFF	Turn on to shift the color toward End Color along the ring.
End Color	☐	Color at the end point.

Parameter	Default (slider range)	Description
Curve	Linear (Linear / Ease In / Ease Out / Ease In & Out)	How the change is eased: Linear (constant), Ease In, Ease Out or Ease In & Out.
Reverse	OFF	Turn on to reverse the direction of the change.

TIPS

- Keyframe Radius from 0 to 300 and add a little Distance Random and Size Random for a bursting-bubbles pop.
- Set End Opacity to 0% and spin Rotation for a loading-spinner-style ring with a trailing tail.

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SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
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installation.

CRT

Your footage on a CRT television.

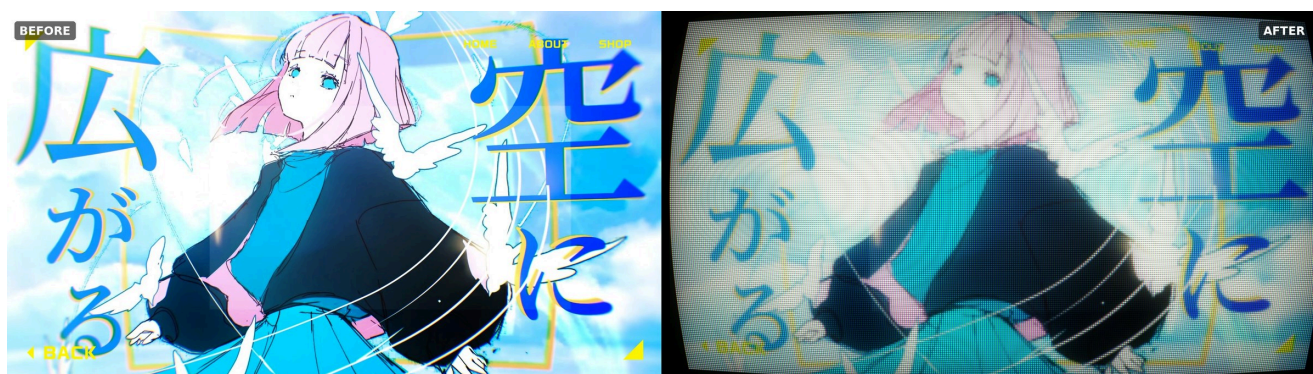
Makes your footage look like it's playing on an old CRT television: large, soft pixels made of red, green and blue phosphors, scanlines between the rows, bulging glass (Lens) and rounded corners, dark edges, color fringing and glow. Noise, flicker, a rolling band and jittering rows can also reproduce a poor signal.

APPLY TO

Footage, a precomposition or an adjustment layer.

USE IT FOR

- Retro-game, VHS and '80s-'90s-style music videos
- Footage seen through a monitor, security cameras, news screens
- A base for glitch effects



A CRT with Lens, Corners and Vignette

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Pixels

The TV screen's pixels and scanlines.

Parameter	Default (slider range)	Description
Pixel Size	6 (2–40)	Size of one TV-screen pixel (one red, green and blue triad) in px.
Softness	30% (0–100%)	How much neighboring pixels bleed into each other.
Mask	Stripes (None / Stripes / Dots)	Phosphor arrangement: None, Stripes (vertical stripes) or Dots.
Mask Strength	70% (0–100%)	How visible the phosphor pattern is.
Scanlines	50% (0–100%)	Darkness of the lines between pixel rows.

Color

Glow, color fringing and brightness.

Parameter	Default (slider range)	Description
Glow	50% (0–200%)	Strength of the light bleeding out of bright areas.
Glow Size	20 (0–100)	Spread of the glow (px).
Chromatic Aberration	3 (0–20)	How far red and blue shift apart at the edges of the screen (px).
Brightness	100% (0–200%)	Overall brightness. 100% matches the original footage (the darkening from the mask and scanlines is already compensated).

Signal

Poor reception: noise, flicker, band and jitter.

Parameter	Default (slider range)	Description
Noise	0% (0–100%)	Amount of static-like noise.
Flicker	0% (0–100%)	Flicker of the whole screen.
Roll	0% (0–100%)	Strength of the bright band rolling up the screen.
Roll Speed	0.5 (-2–2)	Speed of the band (screens per second). Negative values roll downward.
Jitter	0% (0–100%)	How much the rows jitter sideways.

Screen

Glass bulge, corners and edge darkening.

Parameter	Default (slider range)	Description
Lens	0% (0–100%)	Bulge of the glass. 0% is flat, 100% is like a fishbowl.
Corners	0% (0–100%)	Roundness of the screen corners.
Vignette	0% (0–100%)	Darkness of the screen edges.

Parameter	Default (slider range)	Description
Black Outside	ON	On: the area outside the screen is black. Off: it's transparent (for fitting the screen into your own TV frame).

TIPS

- Match Pixel Size to your footage resolution. For 1080p, around 4-8 looks natural.
- A touch of Roll and Jitter gives you a TV with bad reception. Too much Noise hides the image, so start around 10-30%.

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SYSTEM

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Frame Box

Rectangular or elliptical frames with ornaments at the corners and edge midpoints.

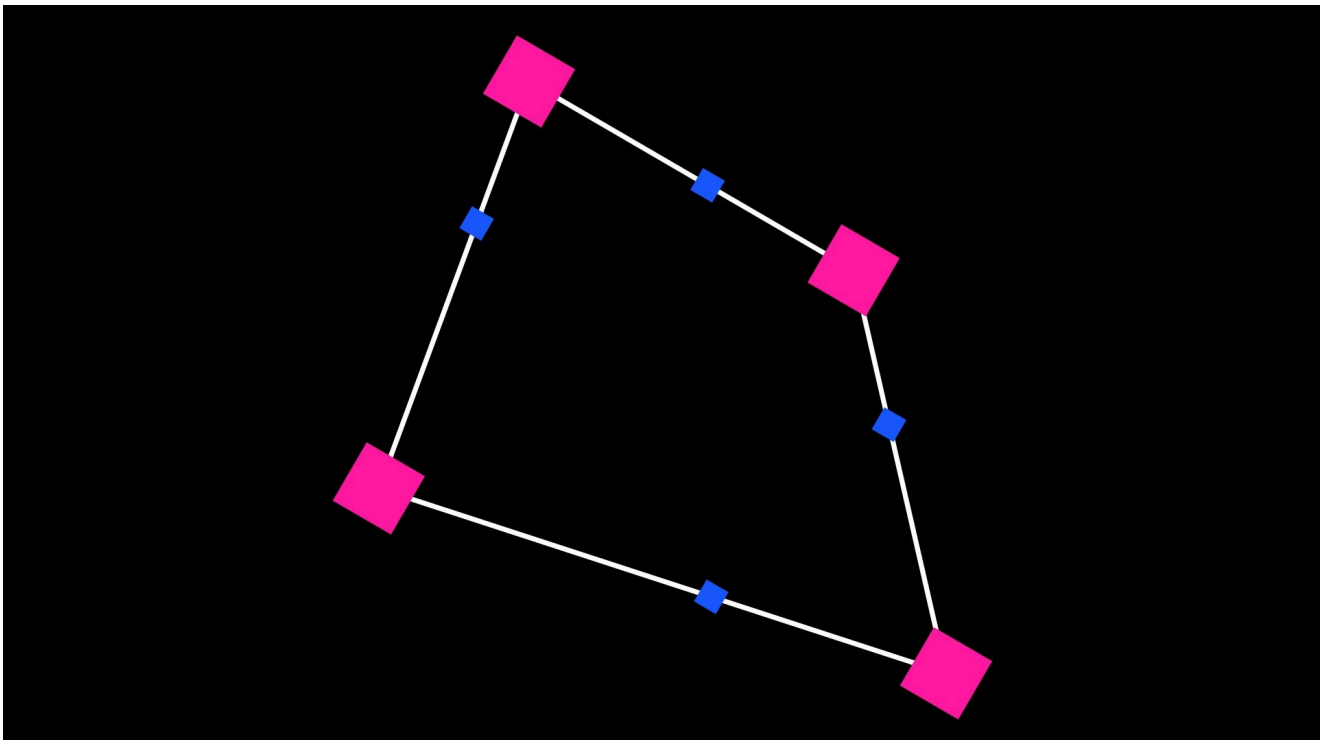
Draws a rectangular or elliptical frame with square, circle or diamond ornaments at its four corners and the middle of each edge. The frame, corner ornaments and edge ornaments can each have their own color. The frame's position is set by its four corners (Top Left through Bottom Right), which you can drag in the comp viewer like After Effects' Corner Pin, so you can build frames in perspective too.

APPLY TO

Apply it to a solid layer.

USE IT FOR

- Frames around lyrics and titles
- Decorative borders around photos and video
- UI-style frames in perspective



Drag the four corners for a frame in perspective

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Frame The frame's four corners, shape and line.

Parameter	Default (slider range)	Description
Top Left	30%, 15%	Top-left corner of the frame. Drag it in the comp viewer to move it (same for the other three).
Top Right	70%, 15%	Top-right corner.
Bottom Left	30%, 85%	Bottom-left corner.
Bottom Right	70%, 85%	Bottom-right corner.
Shape	Rectangle (Rectangle / Ellipse)	Shape of the frame: Rectangle or Ellipse.
Line Width	10 (0–100)	Thickness of the frame line (px).
Line Color		Color of the frame line.

Corner Shapes Ornaments at the four corners.

Parameter	Default (slider range)	Description
Enable	ON	Show the corner ornaments.
Shape	Square (Square / Circle / Diamond)	Shape of the ornaments: Square, Circle or Diamond.
Size	75 (0–200)	Size of the ornaments (px).
Color		Color of the ornaments.

Middle Shapes Ornaments at the middle of each edge.

Parameter	Default (slider range)	Description
Enable	ON	Show the edge-midpoint ornaments.
Shape	Square (Square / Circle / Diamond)	Shape of the ornaments.
Size	45 (0–200)	Size of the ornaments (px).
Color		Color of the ornaments.

TIPS

- Keyframe the four corners to animate the frame warping or expanding.
- Turn off just the edge ornaments for a clean, corner-mark-style frame.

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Grid

The music-video grid. Marks at the intersections; solid, dashed or dotted lines.

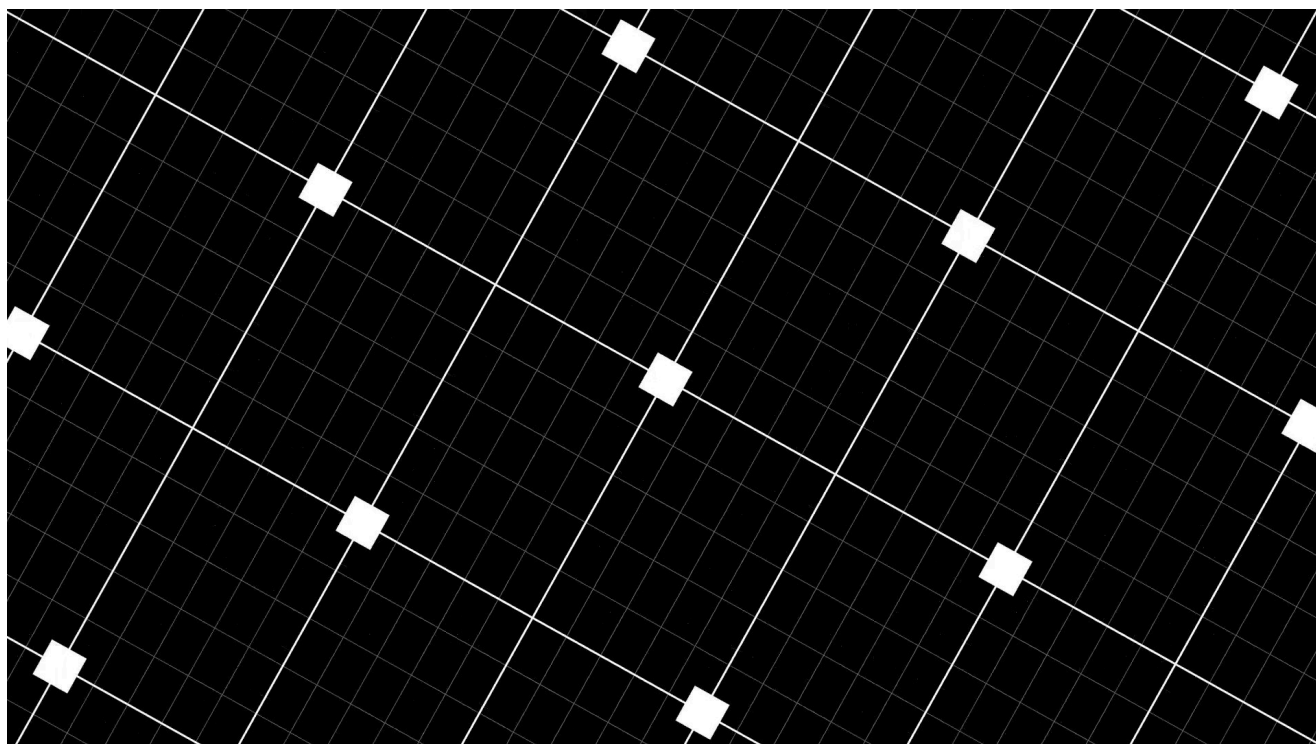
Draws a grid with a line per cell, plus thinner lines inside each cell (Fine Lines). Lines can be solid, dashed or dotted, and you can place marks at the intersections: plus, cross, circle, square, diamond, sparkle, heart, triangle and more. Marks can go on every intersection or be thinned out to every other one, a checkerboard, rows only, columns only or random, and the lines can be cut around the marks. The background can be none, the layer itself or a solid color. To move the grid, keyframe Center.

APPLY TO

A solid layer, or on top of footage (Background = Layer).

USE IT FOR

- Music-video backgrounds and blueprint-style layouts
- Tech and cyber-style overlays
- A backdrop for slideshows and lyrics



Rotation, Cell Size and the intersection marks

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Grid

Cell size, rotation and line style.

Parameter	Default (slider range)	Description
Center	50%, 50%	One intersection lands here, and the grid rotates around this point. Keyframe it to move the grid.
Rotation	0°	Rotation of the grid.
Cell Size	160 (8–500)	Spacing from one line to the next (px).
Cell Height	100% (25–400%)	Aspect ratio of the cells. 100% is square.
Line Width	3 (0–20)	Thickness of the lines (px).
Color	☐	Color of the lines.
Line Opacity	100% (0–100%)	Opacity of the lines.
Line Style	Solid (Solid / Dashed / Dotted)	Style of the lines: Solid, Dashed or Dotted.
Dash Length	12 (2–100)	Approximate length of one dash (plus the gap to the next). It's adjusted so a whole number of dashes fits each cell exactly.

Fine Lines

Thin lines inside the cells.

Parameter	Default (slider range)	Description
Divisions	5 (1–16)	How many divisions the thin lines split each cell into. 1 means no thin lines.
Fine Line Width	0.5 (0–5)	Thickness of the thin lines (px).
Fine Line Opacity	100% (0–100%)	Opacity of the thin lines.
Fine Line Style	Solid (Solid / Dashed / Dotted)	Style of the thin lines.

Intersections

Marks at the intersections.

Parameter	Default (slider range)	Description
Shape	Plus (None / Plus / Cross / Circle / Square / Diamond / Sparkle / Holy Diamond / Heart / Triangle)	Shape of the mark placed at the intersections. None for no marks.
Shape Size	24 (0–200)	Size of the marks (px).
Thickness	3 (0–20)	Line thickness of the plus and cross marks, or outline thickness when Fill is off (px).
Fill	ON	On fills the marks; off draws only the outline.
Pattern	Grid (Grid / Checker / Rows / Columns / Random)	Which intersections get a mark: Grid (all, or every Skip+1), Checker (checkerboard), Rows (by row), Columns (by column) or Random.

Parameter	Default (slider range)	Description
Skip	0 (0–10)	Number of intersections to leave empty between marks. 0 marks all of them, 1 marks every other one.
Seed	0 (0–1000)	Random seed for the selection in Random mode.
Gap	0 (0–50)	Length of the cut in the lines around each mark (px). At 0 the lines run straight through the marks.
Shape Color	☐	Color of the marks.
Shape Opacity	100% (0–100%)	Opacity of the marks.

Background

Background.

Parameter	Default (slider range)	Description
Background	Transparent (Layer / Transparent / Color)	Transparent: grid only. Layer: draws over the layer's image. Color: draws over a solid color.
Background Color		Background color when set to Color.

TIPS

- Shape = Plus, Pattern = Checker and a little Gap gives you the classic grid with crosshairs.
- Lower Line Opacity and add Fine Lines for an elegant, blueprint-like background.

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SYSTEM

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Halftone Shadow

A comic-style drop shadow that looks printed in halftone dots.

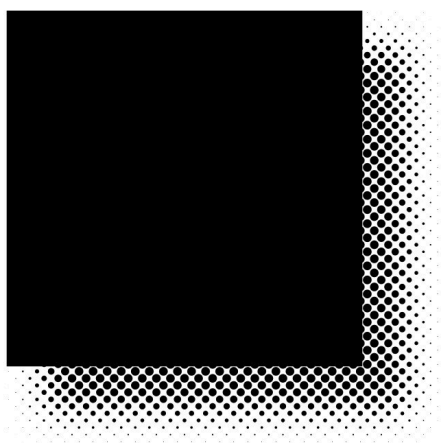
Offsets the layer's shape by Angle and Distance, adds blur and spread, then converts it into halftone dots to make a shadow. Works directly on any layer with alpha, whether text or shapes. The shadow is drawn behind the layer, and the layer itself stays as it is.

APPLY TO

Apply it directly to the layer you want to shadow: a text layer, shape layer, footage with alpha and so on.

USE IT FOR

- Manga and American-comic-style titles and lyric captions
- Shadows for pop logos and thumbnail text
- Replace flat shadows with halftone dots for a printed look



Dot Shape switched Round → Square → Diamond → Line

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Shadow

Color, opacity, direction and distance of the shadow, and how it's blurred.

Parameter	Default (slider range)	Description
Shadow Color		Color of the shadow.
Opacity	100% (0–100%)	Opacity of the shadow. 100% shows the chosen color at full strength.
Angle	135°	Direction the shadow falls. 135° is bottom right.
Distance	20 (0–200)	Distance from the layer to the shadow (px). 0 puts it directly beneath.
Softness	0 (0–200)	Width of the blur on the shadow's edge (px). The more you blur, the smaller the dots get toward the edge, fading out like a gradient.
Spread	0% (0–100%)	How much to thicken the shadow. Raise it to keep a solid core in a blurred shadow.

Halftone

Shape, size, density and angle of the halftone dots.

Parameter	Default (slider range)	Description
Dot Shape	Round (Round / Square / Diamond / Line)	Shape of the halftone dots: Round, Square, Diamond or Line.
Dot Size	8 (2–40)	Spacing of the halftone dots (px). Smaller values give finer dots.
Density	60% (0–100%)	How large the dots can grow in the densest parts of the shadow. 100% approaches a solid fill; lower values make the dots smaller and coarser.
Screen Angle	45°	Angle to rotate the dot pattern. 45° is the classic choice, like printed halftones.
Dots Follow Layer	ON	On: the dots move with the layer and follow its rotation and scale (as if printed on the text). Off: the dots are fixed to the screen and stay put when the layer moves (like a screen laid over the picture). When the layer's Scale isn't 100%, On also scales Dot Size by that factor.

Output

For outputting only the shadow.

Parameter	Default (slider range)	Description
Shadow Only	OFF	Turn on to output only the shadow and hide the layer itself. Useful when you want to treat the shadow as a separate layer.

TIPS

- Turn Dots Follow Layer on when you want the dots to grow along with a text pop-in (Scale animation). Turn it off to keep the dot size constant.
- Raise Softness for a gradient halftone where the dots fade out toward the edge. Bringing the core density back with Spread makes it easier to balance.
- Combine Dot Shape = Line with Screen Angle for a diagonal hatched shadow.

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SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

Halftone Wipe

A transition where the layer crumbles into halftone dots and vanishes.

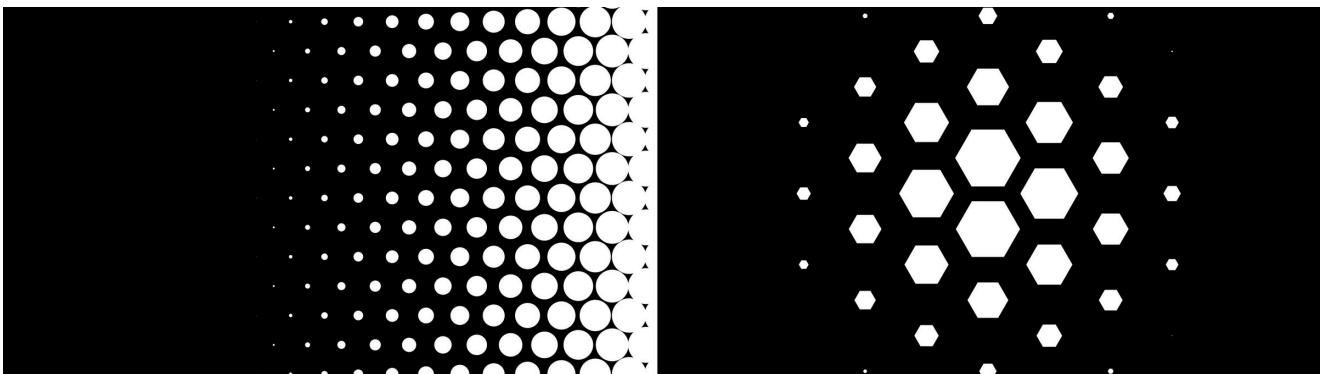
Breaks the layer into a halftone pattern (dots, squares, diamonds, hexagons, triangles, stars, hearts or plus signs); as Completion goes from 0 to 100%, the shapes shrink and disappear. The order they vanish in can be Linear, Radial (from the center), Box (in a square), Clock (clockwise) or Random. Apply it to the layer you want to remove and the layer below shows through; set Fill to Color for a wipe to a solid color.

APPLY TO

Directly on the layer you want to wipe out (or reveal).

USE IT FOR

- Transitions between cuts
- Lyrics and logos coming in and out
- Comic-style scene changes



Linear: Dot / Radial: Hexagon

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Transition

Progress, and the order and direction of the wipe.

Parameter	Default (slider range)	Description
Completion	0% (0–100%)	Progress. 0% is untouched, 100% is fully gone. Keyframe it to animate.
Wipe Type	Linear (Linear / Radial / Box / Clock / Random)	Order in which the shapes vanish. Linear: along Angle. Radial: outward from Center. Box: in a square from Center. Clock: clockwise around Center. Random: random.
Angle	90°	Direction of travel for Linear. Start angle for Clock.
Center	50%, 50%	Center for Radial, Box and Clock.
Transition Width	50% (0–100%)	How wide a band the shapes shrink over. 0% gives a hard edge; higher values shrink a wider area at the same time.
Reverse	OFF	Reverses the order (except Random).

Shape

Shape, size and arrangement of the dots.

Parameter	Default (slider range)	Description
Shape	Dot (Dot / Square / Diamond / Hexagon / Triangle / Star / Heart / Plus)	Shape of the dots.
Size	40 (4–200)	Spacing of the shapes (px).
Grid	Staggered (Square / Staggered)	Arrangement: Square (grid) or Staggered.
Grid Angle	0°	Rotation of the arrangement.
Shape Rotation	0°	Rotation of the shapes themselves.
Spin	0°	How far the shapes spin as they vanish.

Randomness

Timing variation.

Parameter	Default (slider range)	Description
Random Timing	0% (0–100%)	Variation in when each shape vanishes.
Seed	0 (0–1000)	Random seed for the variation (and for the order of the Random wipe).

Fill

What shows after the layer is gone.

Parameter	Default (slider range)	Description
Fill	Transparent (Transparent / Color)	Transparent: the wiped area is transparent (the layer below shows through). Color: it becomes a solid color.
Color		The color when set to Color.

TIPS

- To reveal instead, keyframe Completion from 100% to 0%.
- Set Transition Width near 100% for a soft wipe where everything shrinks gently at once.
- Set Shape to Star or Heart and add some Spin for a cute scene change.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

OH_PLUGIN

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Halo Ring

A sparkling ring of four-pointed stars.

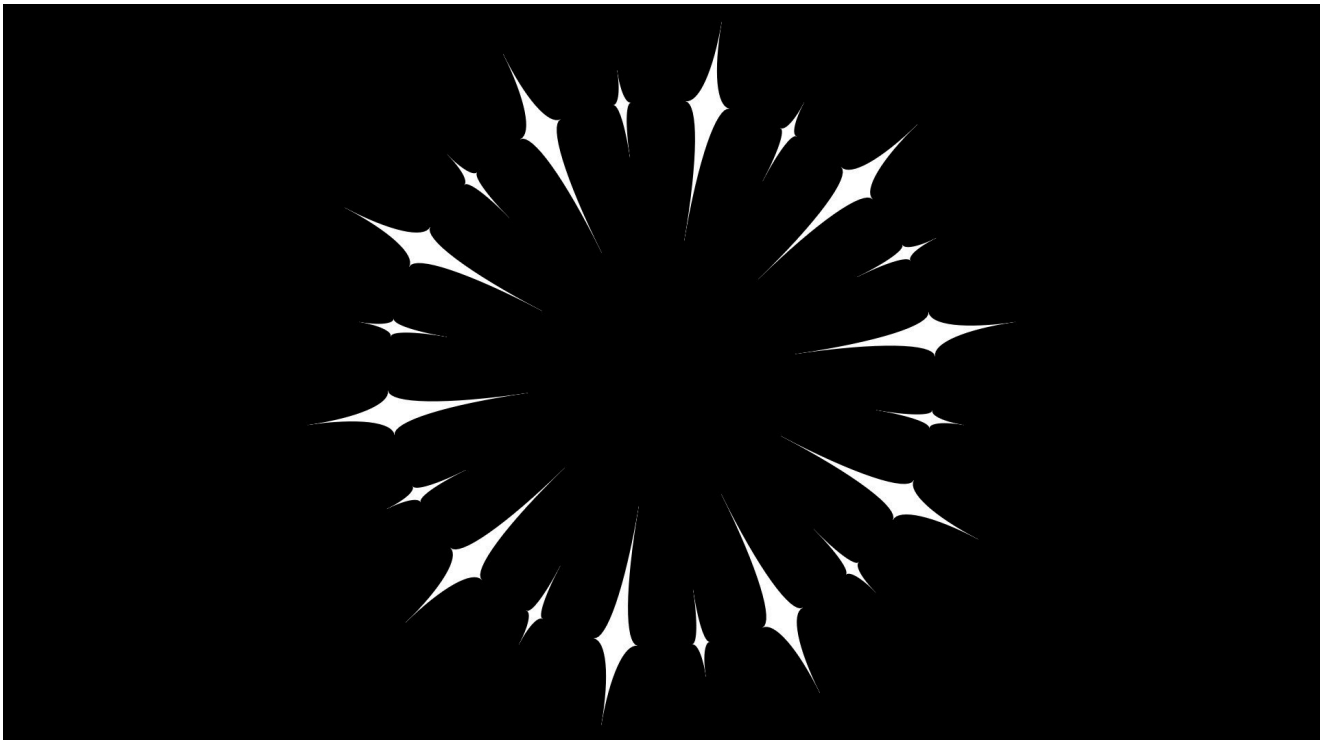
Arranges four-pointed stars along a circle. Every other star can be given a different size, and Progression gradually fades, shrinks, recolors and rotates the stars along the ring. The star shape is fully adjustable through the lengths of the outward, inward and sideways points and Pinch.

APPLY TO

Apply it to a solid layer.

USE IT FOR

- Idol-style, sparkly accents
- Rings of light around titles
- Accents that spin and burst on the beat



Animating Outer Length and Scale

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Ring

Position, radius, count and rotation of the ring.

Parameter	Default (slider range)	Description
Center	50%, 50%	Center of the ring.
Radius	300 (0–1000)	Radius of the ring (px).
Count	20 (1–100)	Number of stars.
Rotation	0°	Rotation of the whole ring.

Star

Shape and color of the stars.

Parameter	Default (slider range)	Description
Scale	100% (0–200%)	Scale applied to all stars.
Alternate Scale	100% (0–200%)	Extra scale applied to every other star.
Outer Length	25 (0–200)	Length of the point facing outward (away from the ring) in px.
Inner Length	70 (0–200)	Length of the point facing inward (toward the center) in px.
Side Length	20 (0–200)	Length of the two sideways points (px).
Pinch	60% (0–100%)	Pinch of the star. Higher values curve the edges inward for a sharper star.
Color	☐	Color of the stars.

Progression

Vary the stars along the ring.

Parameter	Default (slider range)	Description
Start Angle	0°	Where on the ring the Progression starts.
End Opacity	100% (0–100%)	Opacity at the end point. The start is 100%.
End Scale	100% (0–200%)	Size at the end point.
Color Shift	OFF	Turn on to shift the color toward End Color along the ring.
End Color	☐	Color at the end point.
Twist	0°	How far the stars rotate by the end point.
Curve	Linear (Linear / Ease In / Ease Out / Ease In & Out)	How the change is eased: Linear (constant), Ease In, Ease Out or Ease In & Out.
Reverse	OFF	Turn on to reverse the direction of the change.

TIPS

- Set Alternate Scale around 50% to alternate large and small stars for a nice rhythm.
- Add the expression ``time*30`` to Rotation and set End Opacity to 0% for a flowing ring of sparkles.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

Manga Bubble

Manga speech bubbles in 12 styles. Just pick one from the gallery.

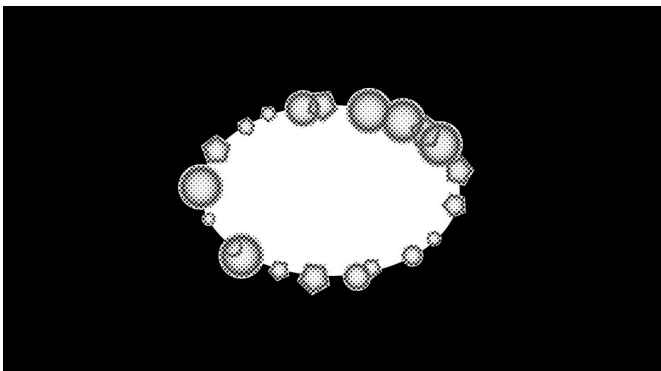
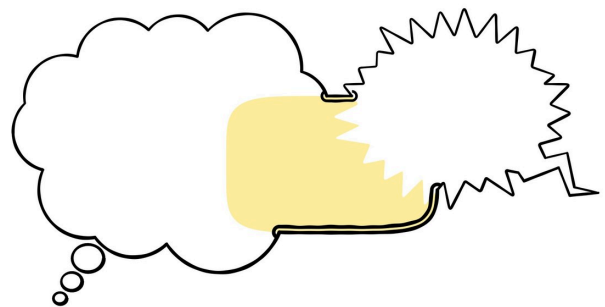
Draws speech bubbles in 12 styles (round, box, polygon, cloud, spiky, explosion, flash, shaky, pinched, fuzzy, splash and happy) with solid, double, dashed, dotted or ticked lines, and pointed, lightning or thought-bubble tails. Just click a picture in the gallery at the top of the effect to switch styles. Applied to a text layer, the bubble is drawn behind the text and sized to fit it (Fit Timing locks the size while the text is typing on); applied to a solid, it's sized manually. Roundness takes any style from square to round, and the spiky styles let you round the tips and valleys separately. You can add a long shadow too. Stack several on the same layer and they all show; those with Merge with Others turned on join into one body, with the line running only around the outside.

APPLY TO

Directly on a text layer, or on a solid with manual sizing. Duplicate it for as many bubbles as you like on the same layer.

USE IT FOR

- Dialogue in manga and anime-style music videos
- Bubbles for different emotions: shouting (Explosion), ideas (Flash), inner thoughts (Cloud) and more
- Comic-style titles and captions



Happy / Merge with Others: Cloud, Round (Roundness 40%) and Spiky (Outer Roundness 35%) become one shape

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Bubble

Style, line and tail type, and merging with other bubbles. You can also pick by clicking a picture in the gallery.

Parameter	Default (slider range)	Description
Style gallery	panel	Pictures of the 12 styles. Click one to set Style, Line Style and Tail to that preset.
Style	Round (Round / Box / Polygon / Cloud / Spiky / Explosion / Flash / Shaky / Pinched / Fuzzy / Splash / Happy)	Shape of the bubble: Round, Box, Polygon, Cloud, Spiky, Explosion, Flash, Shaky, Pinched, Fuzzy, Splash or Happy (round puffs like halftone dots).
Line Style	Solid (Solid / Double / Dashed / Dotted / Ticked / None)	Type of line: Solid, Double, Dashed, Dotted, Ticked (tick marks) or None.
Tail	Pointed (None / Pointed / Lightning / Bubbles)	Type of tail: None, Pointed, Lightning or Bubbles (thought bubbles).
Merge with Others	ON	Merges with the other Manga Bubbles on the same layer. Bubbles with this on join into one body, with the line only around the combined outside (each section of the line uses that bubble's width, color and line style). Turn it off and the bubble doesn't merge; it simply sits on top.

Size

Fit to the text, or set the size manually.

Parameter	Default (slider range)	Description
Fit to Text	ON	On fits the bubble to the text size (when applied to a text layer). Off uses manual sizing.
Fit Timing	Every Frame (Every Frame / Lock at Last Frame / Lock at Frame)	Every Frame: remeasures every frame. Lock at Last Frame: measures at the last frame and locks. Lock at Frame: measures at Lock Frame and locks.
Lock Frame	0 (0–300)	The frame to measure at when using Lock at Frame.
Follow Layer Transform	ON	On follows the text layer's Transform (rotation and scale). Off keeps the bubble always upright.
Padding X	40 (0–300)	Horizontal padding from the text to the edge of the bubble (px).
Padding Y	30 (0–300)	Vertical padding (px).
Position	50%, 50%	With manual sizing, where the bubble's Anchor is placed.
Anchor X	50% (0–100%)	Which point of the bubble lands on Position (horizontally): 0% left edge, 50% center, 100% right edge. Width extends from here, and Rotation pivots around it.
Anchor Y	50% (0–100%)	Same, vertically: 0% top edge, 100% bottom edge.
Width	600 (0–2000)	Width with manual sizing (px).

Parameter	Default (slider range)	Description
Height	360 (0–1500)	Height with manual sizing (px).
Rotation	0°	Rotation of the bubble.

Shape Fine-tuning of the shape for each style (unused items are grayed out).

Parameter	Default (slider range)	Description
Puff Shape	Mixed (Circle / Pentagon / Mixed)	Shape of the puffs in Happy: Circle, Pentagon or Mixed.
Density	100% (25–200%)	Number of spikes, cloud bumps, explosion points and so on, as a percentage of each style's default amount.
Depth	100% (0–200%)	Depth of the spikes and bumps (how far they stick out). For Splash, how rough the edge is.
Randomness	100% (0–200%)	Variation in the shape. 0% is perfectly regular.
Seed	0 (0–1000)	Random seed for the shape. It also changes the zigzag of the lightning tail.
Roundness	100% (0–100%)	Roundness. 0% is square, 100% is round. For Round, Cloud, Spiky and the like, the base shape goes from rectangle to ellipse; for Box, Polygon and Pinched, it rounds the corners.
Outer Roundness	0% (0–100%)	Roundness of the tips (outward points) in Spiky, Explosion and Fuzzy. 0% is sharp; higher values round them off.
Inner Roundness	0% (0–100%)	Roundness of the valleys (inward notches) in Spiky, Explosion and Fuzzy, and of the dips between bumps in Cloud.
Sides	8 (3–12)	Number of sides for Polygon.

Tail Direction, length and shape of the tail.

Parameter	Default (slider range)	Description
Tail Mode	Follow Bubble (Follow Bubble / Point at Tip)	Follow Bubble: the tail moves with the bubble (direction and length set by Tail Angle and Tail Length). Point at Tip: the tail points at the single point Tail Tip (for pointing at the speaker).
Tail Angle	200°	Direction of the tail in Follow Bubble mode.
Tail Length	120 (0–400)	Length of the tail in Follow Bubble mode (px).
Tail Tip	42%, 72%	The point the tail points at in Point at Tip mode.
Tail Width	40 (0–300)	Width of the tail at its base (px).
Bend	40% (-100–100%)	How much the tail curves.

Fill Interior color and pattern.

Parameter	Default (slider range)	Description
Fill Color	☐	Interior color.

Parameter	Default (slider range)	Description
Fill Opacity	100% (0–100%)	Interior opacity.
Pattern	None (None / Dots / Stripes / Edge Dots)	Interior pattern: None, Dots (halftone dots), Stripes or Edge Dots (halftone dots that get denser toward the edge).
Pattern Color		Color of the pattern.
Pattern Opacity	30% (0–100%)	Opacity of the pattern.
Pattern Size	12 (2–60)	Spacing of the pattern (px).
Pattern Amount	50% (0–100%)	Density of the pattern (dot size, stripe width).
Pattern Angle	45°	Angle of the pattern.

Line

Line width, color and wobble, plus settings for each line style.

Parameter	Default (slider range)	Description
Line Width	3 (0–20)	Thickness of the line (px).
Line Color		Color of the line.
Line Variation	30% (0–100%)	Wobble in the line thickness, for a hand-drawn feel.
Double Gap	4 (0–40)	Gap between the two lines for Double (px).
Dash Length	14 (0–100)	Length of one dash for Dashed (px).
Dash Gap	9 (1–100)	Gap between dashes or dots for Dashed and Dotted (px).
Tick Length	20 (0–100)	Length of the tick marks for Ticked (px).
Tick Count	8 (1–30)	Number of tick marks for Ticked.

Line Shift

Offset just the line from the fill (misregistration look).

Parameter	Default (slider range)	Description
Shift X	0 (-100–100)	Horizontal offset of the line from the fill (px), for a misregistered, offset-print look.
Shift Y	0 (-100–100)	Vertical offset (px).
Shift Rotation	0°	Angle to rotate just the line.
Shift Scale	100% (50–150%)	Scale applied to just the line.

Long Shadow

Long shadow.

Parameter	Default (slider range)	Description
Shadow Length	0 (0–500)	Length of the long shadow (px). 0 for none.
Shadow Angle	135°	Direction of the shadow.
Shadow Color		Color of the shadow.

Text

Text visibility and color.

Parameter	Default (slider range)	Description
Show Layer	ON	Turn off to hide the text (the layer itself) and draw only the bubble.
Recolor Text	OFF	Turn on to recolor the text with Text Color.
Text Color	☐	Text color when Recolor Text is on.

TIPS

- The quickest way: pick the closest look in the gallery first, then fine-tune Density, Depth and Randomness in the Shape group.
- Round with Roundness at 20-40% gives a rounded-rectangle dialogue box. For Spiky, a little Outer Roundness softens the shout.
- Duplicate the effect (Ctrl/Cmd+D) and offset Position to get two bubbles joined into one shape. Different styles are fine too (a cloud merged with a spiky one, for example).
- With several bubbles, the Text, Follow Layer Transform and Fit Timing settings come from the bottom-most Manga Bubble (they're grayed out in the ones above).
- To point at the speaker, set Tail Mode to Point at Tip and place Tail Tip near their face. The tail keeps pointing at the same spot even when the text moves.
- A little Line Shift gives a retro feel, like the misregistration of cheap printing.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

OH_PLUGIN

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MV Bubble

A speech bubble for music videos that stretches to fit your text.

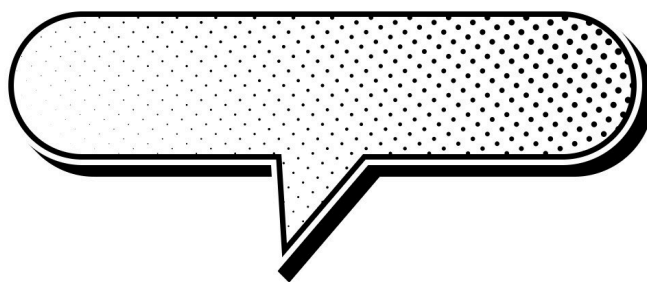
A speech bubble whose tail slides along the outline. You can add two borders, stripes or halftone dots inside, and a long shadow. Applied to a text layer, it is drawn behind the text and sized to fit it (Fit Timing can lock the size so the bubble doesn't stretch and shrink during a typing animation). Applied to a solid, you set the size by hand with Position, Anchor, Width, and Height. Put several on the same layer and all of them show; those with Merge with Others ON join their bodies into one shape, with the borders running around the outside only.

APPLY TO

Directly on a text layer, or on a solid with manual sizing. Duplicate it for as many as you like on the same layer.

USE IT FOR

- Speech bubbles for lyrics and dialogue
- Captions for quips and interjections
- Pop labels and accents



Animating Width / Height / Tail Position

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Size

Fit to the text, or set manually.

Parameter	Default (slider range)	Description
Fit to Text	ON	ON fits the bubble to the text (when applied to a text layer). OFF uses manual sizing with Position, Width, and Height.
Fit Timing	Every Frame (Every Frame / Lock at Last Frame / Lock at Frame)	Every Frame: measure again every frame. Lock at Last Frame: measure at the last frame and lock. Lock at Frame: measure at Lock Frame and lock. Lock is recommended so the bubble doesn't jump around during typing or bounce animations.
Lock Frame	0 (0–300)	For Lock at Frame, the frame to measure at.
Follow Layer Transform	ON	ON follows the text layer's Transform (rotation and scale). OFF keeps it always upright.
Padding X	60 (0–300)	Horizontal padding from the text to the bubble's edge (px).
Padding Y	40 (0–300)	Vertical padding (px).
Position	50%, 50%	With manual sizing, where the bubble's Anchor sits.
Anchor X	50% (0–100%)	Which point of the bubble sits at Position (horizontally). 0% left edge, 50% center, 100% right edge. Width extends from here.
Anchor Y	50% (0–100%)	Same, vertically. 0% top edge, 100% bottom edge.
Width	900 (0–2000)	Width with manual sizing (px).
Height	200 (0–1000)	Height with manual sizing (px).

Body

Body roundness and color, and merging with other bubbles.

Parameter	Default (slider range)	Description
Roundness	100% (0–100%)	Corner roundness. 100% is a capsule with semicircular ends; 0% is a rectangle.
Fill Color	☐	Body color.
Merge with Others	ON	Merges with other MV Bubbles on the same layer. Bubbles with this ON join their bodies, and the borders run around the outside of the whole shape only (at each spot the border uses that bubble's width and color). OFF keeps the bubble separate, simply stacked on top.

Tail

The tail.

Parameter	Default (slider range)	Description
Tail Position	0°	Where on the outline the tail attaches. One full turn of the dial goes once around the outline.

Parameter	Default (slider range)	Description
Tail Width	120 (0–500)	Width of the tail at its base (px).
Tail Length	130 (0–500)	Length of the tail (px).
Skew	-40% (-100–100%)	Tilt of the tail. Negative and positive lean it left or right.

Border

Two borders.

Parameter	Default (slider range)	Description
Border 1 Width	8 (0–50)	Width of the inner border (px). 0 for none.
Border 1 Color		Inner border color.
Border 2 Width	8 (0–50)	Width of the outer border (px). 0 for none.
Border 2 Color		Outer border color.

Pattern

Stripes or halftone dots inside.

Parameter	Default (slider range)	Description
Type	Stripes (None / Stripes / Dots)	Pattern inside: None, Stripes, or Dots (halftone).
Pattern Color		Pattern color.
Pattern Opacity	100% (0–100%)	Pattern opacity.
Spacing	20 (4–200)	Spacing of the stripes or dots (px).
Thickness	50% (0–100%)	Stripe thickness or dot size (as a percentage of the spacing).
Pattern Angle	45°	Angle of the pattern.
Dot Gradient	100% (0–100%)	How much the dots shrink toward the Pattern Angle direction. 0% keeps them all the same size.
Offset	0 (-500–500)	Shifts the pattern (px). Keyframe it to make the pattern scroll.

Long Shadow

Long shadow.

Parameter	Default (slider range)	Description
Shadow Length	0 (0–500)	Length of the long shadow (px). 0 for none.
Shadow Angle	135°	Direction of the shadow.
Shadow Color		Shadow color.

Text

Text visibility and color.

Parameter	Default (slider range)	Description
Show Layer	ON	OFF hides the text (the layer itself) and draws only the bubble.
Recolor Text	OFF	ON recolors the text with Text Color.

Parameter	Default (slider range)	Description
Text Color		Text color when Recolor Text is ON.

TIPS

- For a typing animation, set Fit Timing to Lock at Last Frame. The bubble stays at its final size while the characters type in.
- Duplicate the effect (Ctrl/Cmd+D) and shift Position to get two bubbles joined into one shape. Change Fill Color on just one to color them differently.
- Border 1 black and Border 2 white gives the classic pop outline that stands out on any background.
- With several bubbles, the Text, Follow Layer Transform, and Fit Timing settings come from the bottom-most MV Bubble (they are grayed out on the ones above it).

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

OH_PLUGIN

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Nostalgia Noise

Old home video, faded memories.

Makes your footage look like an old home video or faded film: soft, bleeding light, lifted blacks and muted whites, grain and flicker, rows that slip sideways like a worn-out tape, darkened edges and color fringing. A single Amount control strengthens or weakens everything at once.

APPLY TO

Footage, a precomposition or an adjustment layer.

USE IT FOR

- Flashbacks and memory scenes
- Lo-fi and emo-style music videos
- VHS and 8mm-style intros



Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Look

Overall strength, softness, fade and tint.

Parameter	Default (slider range)	Description
Amount	100% (0–100%)	Adjusts all the effects below together. 0% is the original footage, 100% is as set, and higher values push it further.
Softness	15 (0–50)	How soft and dreamy to make it (blur in px; local contrast is restored, so it doesn't get too mushy).
Fade	50% (0–100%)	Fade. Blacks lift, whites soften, and the image brightens slightly.
Saturation	80% (0–200%)	Saturation. 100% leaves it unchanged.
Tint		Color tint to apply.
Tint Amount	5% (0–100%)	Strength of the tint. It flickers along with Flicker.

Noise

Grain, flicker and tape wobble.

Parameter	Default (slider range)	Description
Noise	50% (0–100%)	Amount of grain.
Grain Size	2 (0.5–10)	Size of the grain (px).
Flicker	30% (0–100%)	Flicker of the whole image (and the Tint).
Wobble	10 (0–50)	How far rows slip sideways (px): a slow wave, plus the occasional band that jumps a long way.
Wobble Speed	100% (0–300%)	Speed of the wobble.
Seed	0 (0–1000)	Random seed for the grain and wobble.

Lens

Edge darkening and color fringing.

Parameter	Default (slider range)	Description
Vignette	50% (0–100%)	Darkness of the edges.
Chromatic Aberration	5 (0–30)	How far red and blue shift apart at the edges (px).

TIPS

- Keyframe Amount and you get a present-to-flashback transition in one move.
- Push Tint toward orange with Fade at 50–70% for the color of a sun-bleached photo.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

Note Grid

Manuscript paper, kanji practice sheets, graph paper. Notebook grids, straight from the page.

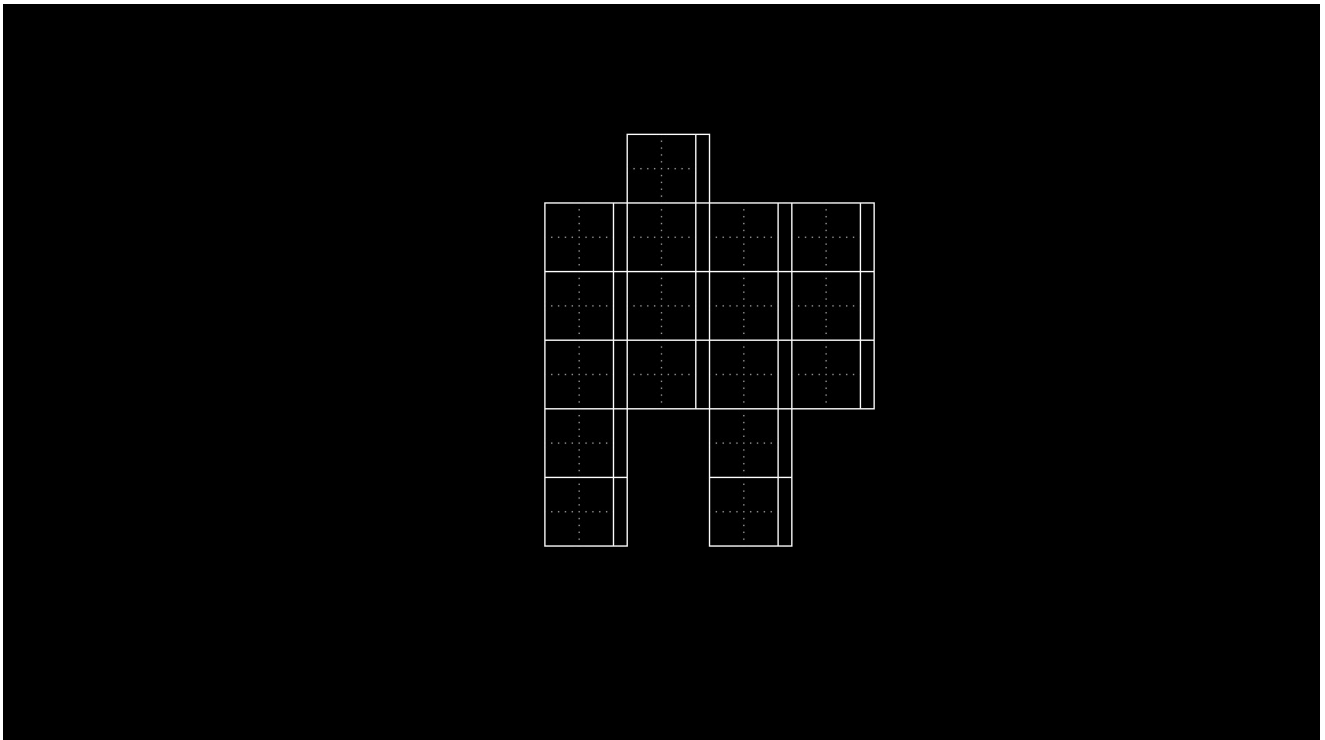
Draws 9 kinds of grid: manuscript paper (genkō yōshi), kanji practice (with cross guides), furigana, graph paper, dot grid, ruled lines, underline, English 4-line, and calligraphy. Panel places a board of Columns × Rows cells, and you can click (or drag) cells on the panel to show or hide them individually. Fill Layer covers the whole layer with cells. Shift lets you offset the cells row by row (alternate, steps, V shape, wave, random). You can also pick the type from the gallery at the top of the effect.

APPLY TO

Apply it to a solid layer.

USE IT FOR

- Lyrics that look handwritten on manuscript paper
- Japanese-learning and educational videos
- Notebook-style and handwritten-style backgrounds



Manuscript paper with Panel leaving only as many cells as there are characters

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Note

Cell type and direction.

Parameter	Default (slider range)	Description
Type gallery	panel	A gallery of the 9 types. Click one to switch Type.
Type	Manuscript (Manuscript / Kanji Practice / Furigana / Graph Paper / Dot Grid / Ruled Lines / Underline / English 4-Line / Calligraphy)	Cell type: Manuscript (genkō yōshi), Kanji Practice, Furigana, Graph Paper, Dot Grid, Ruled Lines, Underline, English 4-Line, or Calligraphy.
Direction	Vertical (Vertical / Horizontal)	Vertical (for vertical writing) or Horizontal. The panel's orientation changes too.

Grid

Board size and which cells are shown or hidden.

Parameter	Default (slider range)	Description
Layout	Panel (Panel / Fill Layer)	Panel: place a board of Columns × Rows cells and toggle each cell on or off. Fill Layer: cover the whole layer with cells.
Columns	9 (1–20)	Number of columns on the board.
Rows	9 (1–20)	Number of rows on the board.
Cell panel	panel	Show or hide the cells on the board. Click to toggle one, drag to toggle several at once.
Position	50%, 50%	Center of the board.
Cell Size	100 (10–400)	Size of one cell (px).
Line Spacing	140% (100–300%)	Spacing from one row to the next (100% = one cell).

Shift

Offset the cells row by row.

Parameter	Default (slider range)	Description
Pattern	None (None / Alternate / Steps / V Shape / Wave / Random)	How rows are offset: None, Alternate, Steps, V Shape, Wave, or Random.
Amount	0.5 (–2–2)	Offset amount (in cells). For Steps and V Shape it is the difference per row; for Alternate, Wave, and Random it is the swing.
Wave Length	4 (2–20)	For Wave, the length of the wave (in rows).
Phase	0°	Phase of the wave. Keyframe it to make the wave travel.
Seed	0 (0–1000)	Random seed for Random.

Lines

Line color, width, and style.

Parameter	Default (slider range)	Description
Line Color		Line color.
Line Width	2 (0–20)	Line width (px).
Line Style	Solid (Solid / Dashed / Dotted)	Line style: Solid, Dashed, or Dotted.
Guide Style	Dotted (None / Solid / Dashed / Dotted)	Style of the cross or diagonal guides inside the cells, and of the second line in English 4-Line. None for no guides.
Guide Width	2 (0–20)	Guide line width (px).
Guide Opacity	60% (0–100%)	Guide line opacity.
Accent Every	5 (0–20)	On graph paper, how many cells between each heavier line. 0 for none.
Accent Width	4 (0–20)	Width of the heavier lines (px).
Baseline Color		Color of the baseline in English 4-Line.

TIPS

- When placing lyrics one character per cell, match the text layer's tracking to Cell Size and they sit nicely in the cells.
- Hide cells in Panel and you get manuscript paper with exactly as many cells as characters.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

Pencil Scribble

Redraw your footage in crayon, marker, or colored pencil.

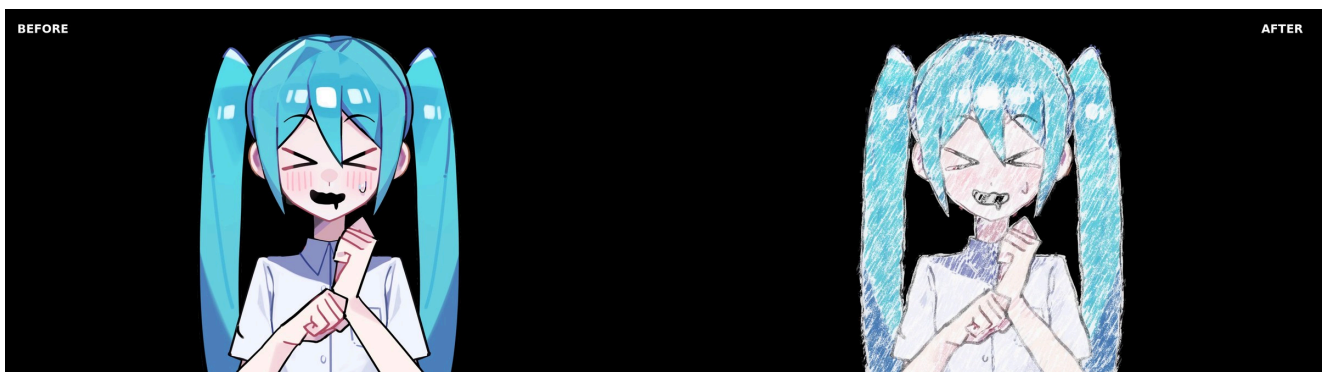
Converts the layer's image so it looks redrawn by hand. Choose a medium (crayon, highlighter marker, or colored pencil) and the colored areas are filled with strokes of that medium, while the outlines are traced in the same medium. Shapes wobble a little and are redrawn every few frames, so they "boil" like hand-drawn animation.

APPLY TO

Footage, precomps, illustrations, or an adjustment layer.

USE IT FOR

- Hand-drawn and picture-book style music videos
- Doodle treatments for illustrations and photos
- Rough-sketch style openings



Colored Pencil

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Draw

Medium and how it fills.

Parameter	Default (slider range)	Description
Medium	Crayon (Crayon / Marker / Colored Pencil)	The medium: Crayon, Marker, or Colored Pencil.
Stroke Scale	100% (25–300%)	Stroke thickness. 100% is the medium's natural thickness.
Fill	85% (0–100%)	How fully the colored areas are filled in. Lower it to leave more gaps.
Stroke Angle	60°	Direction of the strokes.
Messiness	10% (0–100%)	How often strokes head off in a different direction, stop short, or stray outside the lines.

Wobble

Hand wobble and boil.

Parameter	Default (slider range)	Description
Wobble	6 (0–30)	Amount of hand wobble (px).
Wobble Size	80 (10–300)	Wavelength of the wobble (px). Longer gives a slower, looser wobble.
Boil Rate	8 (0–24)	How many times per second it is redrawn. 0 holds still.
Seed	0 (0–1000)	Random seed for the drawing.

Outline

How outlines are traced.

Parameter	Default (slider range)	Description
Outline	70% (0–100%)	Outline strength. 0% for no outline.
Outline Width	4 (1–20)	Outline width (px).
Outline Color	Darker Colors (Darker Colors / Custom)	Darker Colors: trace with a darker version of the local color. Custom: trace with Custom Color.
Custom Color		Outline color when set to Custom.

TIPS

- A Boil Rate of 8 to 12 gives hand-drawn-animation movement. For something calmer, try around 4.
- Marker with Fill at 100% gives a flat, poppy picture; Colored Pencil with Fill at 60% gives a rough sketch.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

OH_PLUGIN

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QR Code

A random QR-code-style pattern. For decoration.

Draws a decorative QR code that cannot be scanned. It has the three finder patterns (squares), timing lines, and an alignment square, and you can change the density, size, and random seed of the modules (dots). You can add a background too.

APPLY TO

Apply it to a solid layer.

USE IT FOR

- Cyber and tech-style accents
- Packaging and ticket-style designs
- Props for glitch effects



Density from 0 to 100%

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Code

Code position, size, density, and color.

Parameter	Default (slider range)	Description
Center	50%, 50%	Center of the code.
Size	740 (0–2000)	Overall size of the code (px).
Grid Count	25 (21–177)	Modules per side (21 to 177). More gives a finer code.
Density	50% (0–100%)	Proportion of dark modules.
Dot Size	100% (0–100%)	Size of each module. At 100% they touch their neighbors; smaller turns them into dots.
Seed	0 (0–1000)	Random seed for the module layout.
Color		Module color.

Background

Background display.

Parameter	Default (slider range)	Description
Show Background	OFF	ON shows the background.
Background Color		Background color.
Margin	4 (0–10)	Background margin (in modules).

TIPS

- Put the expression ``Math.floor(time*8)`` on Seed for a flickering, hacker-style look.
- If you need a code that actually scans, use a real QR image. This one is decoration only.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

OH_PLUGIN

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Radial Line

Manga radial lines. Switch thick, thin, and halftone lines ON/OFF individually.

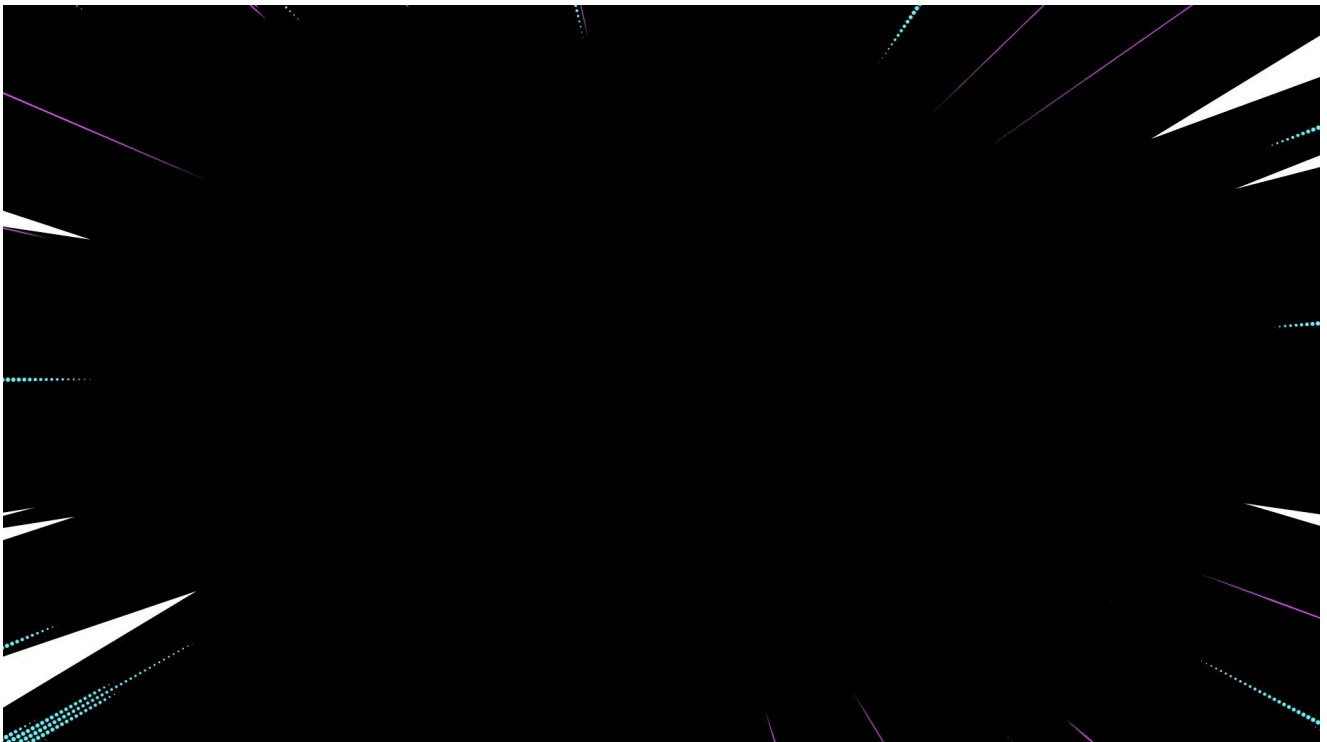
Draws manga-style radial lines radiating outward from Center. The three kinds of line, main lines (thick wedges), thin lines, and halftone lines (made of halftone dots), can each be switched ON/OFF individually, and their color can be a gradient. The lines are redrawn as many times per second as Update Rate sets, so they flicker like a manga flash. An elliptical opening of Inner Size is left in the middle.

APPLY TO

Apply it to a solid layer.

USE IT FOR

- Radial lines for surprise and emphasis shots
- A flash when the chorus hits
- A staple accent for manga and anime-style music videos



Update Rate 12: different lines every frame

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Layout

Center, rotation, the opening in the middle, and variation.

Parameter	Default (slider range)	Description
Center	50%, 50%	The center the lines converge on.
Rotation	0°	Overall rotation.
Inner Size	85% (0–100%)	Height of the opening (ellipse) in the middle. 100% = half the frame height.
Inner Random	100% (0–100%)	How far beyond Inner Size the line starts are scattered outward.
Aspect	150% (50–300%)	Aspect ratio of the opening in the middle (width ÷ height).
Spacing Random	100% (0–100%)	Variation in line spacing. 0% for even spacing.

Main Lines

Thick wedge-shaped lines.

Parameter	Default (slider range)	Description
Enable	ON	Draw the main lines (thick wedge-shaped lines).
Count	30 (0–300)	Number of main lines.
Thickness	250 (0–500)	Thickness of the main lines at the base (px).
Thickness Random	70% (0–100%)	Variation in thickness.
Color	☐	Main line color.
Gradient	OFF	ON shifts the color from the base toward Tip Color at the tip.
Tip Color		Color at the tip.

Thin Lines

Thin lines.

Parameter	Default (slider range)	Description
Enable	ON	Draw the thin lines.
Count	25 (0–300)	Number of thin lines.
Thickness	2 (0–10)	Thickness of the thin lines (px).
Thickness Random	50% (0–100%)	Variation in thickness.
Tip	Flat (Round / Taper / Flat)	Shape of the tip: Round, Taper, or Flat.
Taper Length	60% (0–100%)	For Taper, how much of the line tapers (as a percentage of the line length).
Color	☐	Thin line color.
Gradient	OFF	ON shifts the color toward Tip Color at the tip.

Parameter	Default (slider range)	Description
Tip Color		Color at the tip.

Halftone Lines Lines made of halftone dots.

Parameter	Default (slider range)	Description
Enable	ON	Draw the halftone lines (wedge-shaped lines made of halftone dots).
Count	30 (0–300)	Number of halftone lines.
Thickness	200 (0–500)	Thickness at the base (px).
Thickness Random	70% (0–100%)	Variation in thickness.
Dot Spacing	8 (2–40)	Spacing of the halftone dots (px).
Dot Size	80% (0–100%)	Size of the halftone dots (as a percentage of the spacing).
Color	☐	Halftone line color.
Gradient	OFF	ON shifts the color toward Tip Color at the tip.
Tip Color		Color at the tip.

Animation How fast the lines are redrawn, and the random seed.

Parameter	Default (slider range)	Description
Update Rate	12 (0–30)	How many times per second the line layout is redrawn. 0 holds still. Gives a flicker like a manga flash.
Time Offset	0 (-100–100)	Time offset. Use it when several layers share the same settings but should get different layouts.
Seed	0 (0–1000)	Random seed for the line layout.

TIPS

- Set Update Rate to 0 for static radial lines.
- A large Inner Size with a small Inner Random gives a cleanly open center, like radial lines around a speech bubble.
- When placing it over a background, set the layer's blend mode to Screen or Multiply so it blends in.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

OH_PLUGIN

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Rain Drop

GPU (Metal / CUDA)

Raindrops on a window. Simulated: they land, merge, and run.

Simulates water droplets on a window. Rain hits and splashes, drops merge, and heavy drops run down, sweeping up other drops and leaving wet trails. Put it on an adjustment layer (or footage) and the image beneath appears through wet glass. Each drop gets its own refraction, highlight, and rim. It can also output for other effects: a map for Displacer Pro or After Effects' displacement map, plus the drops' shading, height, normals, and matte. A Map layer lets you specify where drops form. Rendering is on the GPU, with Metal on Mac and NVIDIA CUDA on Windows (the simulation runs on the CPU; per-pixel rendering on the GPU).

APPLY TO

An adjustment layer (affects everything beneath), or directly on footage.

USE IT FOR

- Rainy-day scenes through a window
- Rain for emotional music videos
- Condensation, spray, and water-bead textures



Map Layer sets where the rain goes: rain on the white areas, none on the black

MAP

Where the rain goes is set by Map Layer in the Map group: rain lands on the white areas and not on the black ones (Map Channel picks luminance or alpha, Invert Map flips it). The map layer is stretched to fill this layer whatever its size.

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Output

What to output, and refraction strength.

Parameter	Default (slider range)	Description
Output	Rain on Layer (Rain on Layer / Displacement Map / Drops Only / Height / Normal / Matte)	Rain on Layer: the image beneath, seen through wet glass. Displacement Map: a distortion map for Displacer Pro and similar. Drops Only: just the drops' shading. Height: a height map. Normal: a normal map. Matte: a matte of the drops.
Refraction	100% (0–200%)	How strongly the drops distort the image. For Displacement Map, 100% passes through exactly the amount set in Displacer Pro.
Flip Direction	OFF	Flips the image inside the drops (or, for tools that read the map in the opposite direction).
Blur Behind	0 (0–100)	For Rain on Layer, how much to blur everything except the drops (px). Looks like the glass is in focus and the outside is out of focus.

Drops

Rain type, and the amount and size of drops.

Parameter	Default (slider range)	Description
Type	Window Rain (Window Rain / Light Rain / Heavy Rain / Condensation / Spray / Beads)	Type of rain: Window Rain, Light Rain, Heavy Rain, Condensation, Spray, or Beads.
Spray Center	50%, 50%	For Spray, the center of the spray.
Spray Scale	100% (10–300%)	How far the spray spreads.
Amount	100% (0–200%)	Amount of drops.
Drop Scale	100% (20–300%)	Size of the drops.
Irregularity	100% (0–200%)	How far the large drops deviate from round.
Mist	100% (0–200%)	Amount of fine droplets between the large drops.
Seed	0 (0–1000)	Random seed for drop placement.

Motion

How rain falls and how drops run.

Parameter	Default (slider range)	Description
Rain Rate	100% (0–300%)	How much rain hits (for Condensation, how fast it fogs up).
Runners	100% (0–300%)	How readily heavy drops start to run. At 0 they never run.
Run Speed	100% (0–300%)	How fast they run.
Trail	100% (0–200%)	Water left behind by running drops: wet streaks and the small drops left in them.

Parameter	Default (slider range)	Description
Time Offset	0 (0–60)	Seconds added to the layer's time. Use it to start from a different moment in the same rain.

Map

Where drops form.

Parameter	Default (slider range)	Description
Map Layer	None	A layer that decides where drops form. Drops form on white areas and not on black. If its size differs, it is stretched to fill this layer.
Map Channel	Luminance (Luminance / Alpha)	How the map is read: Luminance or Alpha.
Invert Map	OFF	Inverts the map.
Clumping	0% (0–100%)	How much the drops form in clusters.
Clump Scale	100% (20–300%)	Size of the clusters.

Shading

How the drops catch the light.

Parameter	Default (slider range)	Description
Light Angle	–45°	Direction of the light.
Highlight	100% (0–200%)	Highlight strength.
Rim	100% (0–200%)	Strength of the drops' rim.
Haze	0% (0–100%)	White haze inside the drops. For fogged-up glass.

TIPS

- An adjustment layer is the usual place for it. Set Blur Behind to 10 to 20 and it looks like a camera focused on the window.
- Set a text or shape layer as Map Layer and raindrops form only in that shape (using Map switches rendering to the CPU).
- Displacement Map output plus Displacer Pro lets you apply the same rain distortion to other layers.
- The first frame is the moment rain starts falling. To start with an already wet window, give Time Offset a few seconds.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

OH_PLUGIN

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Scribble Stroke

A boiling outline, traced with a hand-drawn pen.

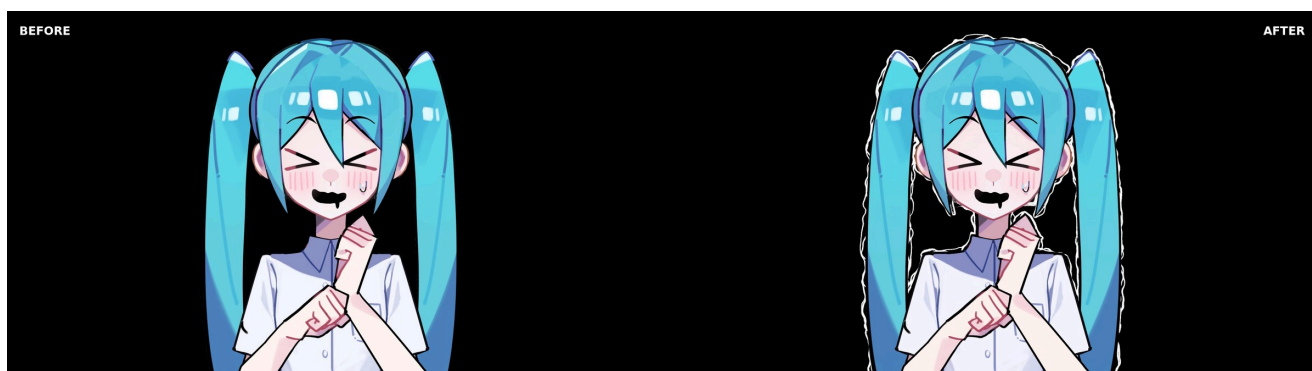
Draws a wobbly, hand-drawn pen line along the layer's outline. Your text or shapes stay as they are; only the line is added. The line is redrawn as many times per second as Boil Rate sets, so it "boils" like hand-drawn animation. You can also set a sketchy look as if traced several times (Passes), variation in line width, roughness, and gaps in the pen.

APPLY TO

Text layers, shape layers, or footage with alpha.

USE IT FOR

- Hand-drawn lyric captions
- Logos with a rough outline added
- Doodle-style animation



On the outline of an illustration

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Line

Line color, width, and placement.

Parameter	Default (slider range)	Description
Color		Line color.
Opacity	100% (0–100%)	Line opacity.
Width	4 (0–30)	Line width (px).
Offset	4 (-20–60)	Distance from the outline to the line (px). Positive is outside, negative is inside.
Placement	Behind Layer (Behind Layer / Over Layer)	Behind Layer: draw behind the layer. Over Layer: draw on top of the layer.
Show Layer	ON	OFF hides the layer itself and draws only the line.

Boil

Wobble and redrawing.

Parameter	Default (slider range)	Description
Wobble	3 (0–20)	Amount of wobble in the line (px).
Wobble Size	40 (5–200)	Wavelength of the wobble (px). Longer gives a slower, looser wobble.
Boil Rate	8 (0–24)	How many times per second it is redrawn. 0 holds still.
Seed	0 (0–1000)	Random seed for the drawing.

Pen

Number of passes and pen texture.

Parameter	Default (slider range)	Description
Passes	2 (1–4)	Number of times the line is traced. 2 or more overlaps the lines for a sketchy look.
Pass Spread	2 (0–20)	Offset between the traced lines (px).
Width Variation	40% (0–100%)	Variation in line width.
Roughness	0.5 (0–5)	Roughness of the line's edges.
Gaps	0% (0–100%)	How much the pen skips.

TIPS

- Turn Show Layer OFF for outline-only text.
- Boil Rate 8, Wobble 3, Passes 2 is the standard hand-drawn-animation look. For a calmer line, use a Boil Rate of 0 to 4.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

Speed Line

Speed lines sweeping in from both sides of the frame. Coverage sets how far they come in.

Draws speed lines sweeping in from two sides of the frame (top and bottom by default) toward Center. Direction changes which sides. Coverage works in the same direction as Completion in CC Jaws: 0% for no lines, 100% for the whole frame. Keyframe it to animate the lines sweeping in. Main lines, thin lines, and halftone lines can each be switched ON/OFF, and Update Rate redraws them so they flicker.

APPLY TO

Apply it to a solid layer.

USE IT FOR

- Shots with a sense of speed
- Lines sweeping in on the beat
- Anime-style speed effects



Animating Coverage

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Layout

Center, direction, coverage, length, and variation.

Parameter	Default (slider range)	Description
Center	50%, 50%	The center the lines head toward.
Direction	90°	Direction of the lines. 90° comes in from top and bottom, 0° from left and right.
Coverage	50% (0–100%)	How far the lines have come in from both sides of the frame. 0% for none, 100% for the whole frame (same direction as Completion in CC Jaws).
Edge Roughness	30% (0–100%)	Variation at the inner ends of the lines. 0% stops them all on the same line.
Length	200% (0–1000%)	Line length. 100% = the frame width.
Length Random	60% (0–100%)	Variation in length.
Spacing Random	100% (0–100%)	Variation in line spacing. 0% for even spacing.

Main Lines

Thick wedge-shaped lines.

Parameter	Default (slider range)	Description
Enable	ON	Draw the main lines (thick wedge-shaped lines).
Count	30 (0–300)	Number of main lines.
Thickness	40 (0–500)	Thickness of the main lines at the base (px).
Thickness Random	70% (0–100%)	Variation in thickness.
Color	☐	Main line color.
Gradient	OFF	ON shifts the color from the base toward Tip Color at the tip.
Tip Color		Color at the tip.

Thin Lines

Thin lines.

Parameter	Default (slider range)	Description
Enable	ON	Draw the thin lines.
Count	40 (0–300)	Number of thin lines.
Thickness	2 (0–10)	Thickness of the thin lines (px).
Thickness Random	50% (0–100%)	Variation in thickness.
Tip	Flat (Round / Taper / Flat)	Shape of the tip: Round, Taper, or Flat.
Taper Length	60% (0–100%)	For Taper, how much of the line tapers (as a percentage of the line length).

Parameter	Default (slider range)	Description
Color	☐	Thin line color.
Gradient	OFF	ON shifts the color toward Tip Color at the tip.
Tip Color		Color at the tip.

Halftone Lines

Lines made of halftone dots.

Parameter	Default (slider range)	Description
Enable	ON	Draw the halftone lines (wedge-shaped lines made of halftone dots).
Count	20 (0–300)	Number of halftone lines.
Thickness	70 (0–500)	Thickness at the base (px).
Thickness Random	70% (0–100%)	Variation in thickness.
Dot Spacing	8 (2–40)	Spacing of the halftone dots (px).
Dot Size	80% (0–100%)	Size of the halftone dots (as a percentage of the spacing).
Color	☐	Halftone line color.
Gradient	OFF	ON shifts the color toward Tip Color at the tip.
Tip Color		Color at the tip.

Animation

How fast the lines are redrawn, and the random seed.

Parameter	Default (slider range)	Description
Update Rate	12 (0–30)	How many times per second the line layout is redrawn. 0 holds still. Gives a flicker like a manga flash.
Time Offset	0 (-100–100)	Time offset. Use it when several layers share the same settings but should get different layouts.
Seed	0 (0–1000)	Random seed for the line layout.

TIPS

- Keyframe Coverage from 0% to 60% over 3 to 4 frames and the lines snap in.
- Change Direction and Center to bring them in from the sides or diagonally.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

OH_PLUGIN

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Spiral Wipe

A transition where a thick line spirals out from the center to fill the screen.

A thick line spirals outward from Center, filling the screen as it goes. Four modes: erase the layer (Hide Layer), show the layer only inside the line (Reveal Layer), draw a solid or gradient line over the layer (Color Over Layer), or draw only the line (Color Only). The spiral can be a circle, square, hexagon, triangle, or heart, with adjustable aspect ratio and wobble, and the gradient takes any number of colors and can be keyframed.

APPLY TO

Directly on the layer you want to hide or reveal, or on a solid (Color Only).

USE IT FOR

- Retro and psychedelic scene changes
- Logo and title ins and outs
- A gradient spiral used as a background



Color Only + Along Path gradient

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Transition

Progress and mode.

Parameter	Default (slider range)	Description
Completion	0% (0–100%)	Progress, as the line's length from 0% to 100%. At 100% the whole screen is filled.
Mode	Hide Layer (Hide Layer / Reveal Layer / Color Over Layer / Color Only)	Hide Layer: erase the layer where the line is. Reveal Layer: show the layer only where the line is. Color Over Layer: draw a colored line over the layer. Color Only: just the colored line.

Spiral

Shape of the spiral.

Parameter	Default (slider range)	Description
Center	50%, 50%	Center of the spiral.
Spacing	160 (10–600)	Spacing between turns of the spiral (px).
Line Width	100% (0–100%)	Line width, as a percentage of Spacing. At 100% it touches the next turn and the gaps close.
Start Angle	0°	Angle where the spiral starts.
Direction	Clockwise (Clockwise / Counterclockwise)	Winding direction: Clockwise or Counterclockwise.
Shape	Circle (Circle / Square / Hexagon / Triangle / Heart)	Shape of the spiral: Circle, Square, Hexagon, Triangle, or Heart.
Aspect	100% (25–400%)	Aspect ratio of the spiral.

Wobble

Wobble in the line.

Parameter	Default (slider range)	Description
Wobble	0% (0–100%)	Amount of wobble in the line.
Wobble Detail	3 (1–12)	Fineness of the wobble.
Seed	0 (0–1000)	Random seed for the wobble.

Trim & Tip

Line start, offset, and tip.

Parameter	Default (slider range)	Description
Trim Start	0% (0–100%)	How much to trim from the start of the line. Lets you erase it from the center outward.
Offset	0% (-100–100%)	Shifts the whole line along the spiral.
Tip	Round (Round / Flat / Taper)	Shape of the tip: Round, Flat, or Taper.
Taper Length	300 (0–2000)	For Taper, the length of the taper (px).

Color

Line color and gradient.

Parameter	Default (slider range)	Description
Gradient	None (None / Along Path / Across Line / Center to Edge)	None: a single color from Color. Along Path: along the spiral. Across Line: across the width of the line. Center to Edge: from the center outward.
Color	—	Line color when Gradient is None.
Color Gradient	gradient bar	The gradient bar. Drag a swatch to move it, click it to change its color, click the bar to add a color, and drag a swatch up or down away from the bar or Alt / Option-click to delete it. The stopwatch keyframes the whole gradient.
Blend	Smooth (Smooth / Hard)	How the colors blend: Smooth or Hard.
Repeat	1 (1–20)	How many times the gradient repeats.
Mirror	OFF	ON mirrors each repeat.
Color Offset	0% (-100–100%)	Shifts the gradient. Keyframe it to make the colors flow.

TIPS

- Hide Layer with Completion going from 0 to 100% is a transition out; Reveal Layer makes it a transition in.
- Color Only with Completion at 100% and the expression ``time*50`` on Color Offset gives a spiral background with endlessly flowing color.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

Spot Light

A real spotlight. Bright where it lands, dark everywhere else.

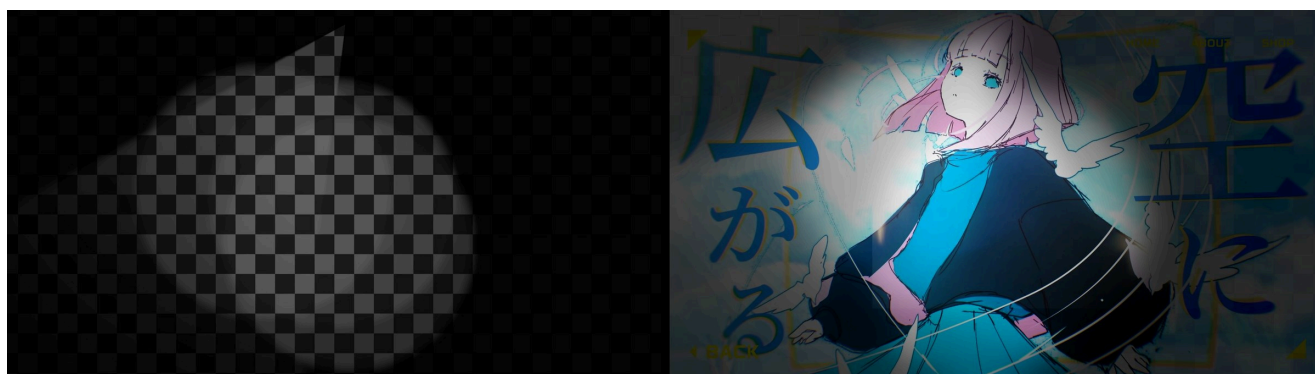
Shines a spotlight on the layer. Outside the light it goes dark; inside is lit. Round looks like light falling onto the layer from a lamp hung in front of it: a circle when aimed straight on, stretching into an egg shape when aimed away from the lamp. Beam (Side View) is the cone of light seen from the side, glowing in haze. Colors deepen where light turns to shadow, and a gobo (window, blinds, leaves, breakup, or any layer) casts a shadow pattern into the light. Stack several Spot Lights on the same layer and they add together, like lighting one room with several lights.

APPLY TO

Footage, precomps, or an adjustment layer.

USE IT FOR

- Stage and live-show lighting
- A single shaft of light into a dark room
- Cinematic looks with window or blind shadows



Animating Spot Position / Cast on an illustration (only the light's motion, applied to the picture)

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Spot

Shape, position, and size of the light.

Parameter	Default (slider range)	Description
Shape	Round (Round / Beam (Side View))	Round: a circular light falling on the layer. Beam (Side View): the cone of light seen from the side.
Spot Position	50%, 50%	Center of the light (for Beam, a point the light passes through).
Radius	360 (0–1000)	Radius of the light when the lamp faces straight on (px). For Beam, half the width of the light at Spot Position.
Edge Softness	50 (0–300)	Softness of the light's edge (px).

Light

Brightness, color, and darkness outside the light.

Parameter	Default (slider range)	Description
Intensity	100% (0–200%)	Brightness. At 100% the center of the light is about as bright as the original image.
Light Color	☐	Color of the light.
Darkness	80% (0–100%)	Darkness outside the light. 100% is pure black. With several Spot Lights stacked, the first one's value is used.
Edge Saturation	50% (0–100%)	How much colors deepen where light turns to shadow. 100% doubles the saturation.
Light Only	OFF	ON outputs only the light (on transparency). For layering with Add or Screen.

Lamp

Lamp position and light falloff.

Parameter	Default (slider range)	Description
Lamp Position	50%, 50%	Round: the point the lamp hangs from. Move Spot Position away from here and the light stretches.
Lamp Distance	1000 (100–5000)	Round: distance from the lamp to the layer (px). The closer it is, the more the light stretches when aimed away.
Beam Start	50%, 0%	Beam: the lamp's position. Light shines from here toward Spot Position.
Beam Length	1500 (0–5000)	Beam: distance from Beam Start to where the light dies out (px).
End Fade	50% (0–100%)	Beam: how much of Beam Length the light takes to fade out. 0% cuts off abruptly; 100% fades all the way from the lamp.
Haze	50% (0–100%)	Beam: how visible the shaft of light is in the air.

Parameter	Default (slider range)	Description
Falloff	100% (0–100%)	How much the light weakens with distance. 100% matches real light; 0% has no falloff.

Gobo Shadow pattern cast into the light.

Parameter	Default (slider range)	Description
Gobo	None (None / Window / Blinds / Leaves / Breakup / Layer)	Shadow pattern: None, Window, Blinds, Leaves, Breakup, or Layer (the pattern from Gobo Layer).
Gobo Layer	None	For Layer, the layer used as the pattern. Light passes through white areas and is blocked by black. It is stretched to fill the circle of light.
Gobo Scale	100% (10–300%)	Size of the pattern. 100% is the same size as the light.
Gobo Rotation	0°	Rotation of the pattern.
Gobo Softness	10% (0–100%)	Defocus of the pattern. Softens the shadow edges.
Gobo Seed	0 (0–1000)	Random seed for the Leaves and Breakup layouts.

TIPS

- Keyframe Spot Position and the light sweeps around as if searching the stage. Leave Lamp Position fixed.
- Gobo set to Blinds with Gobo Softness around 20% gives film-noir light through blinds.
- Light Only with the Add blend mode lets you layer just the light over other layers.

SUPPORT

Support: support@ohey.studio / News: x.com/ohey_official /
Product page: sonickitten.booth.pm

SYSTEM

Adobe After Effects 2026 or later. Mac (Apple Silicon / Intel),
Windows (x64 / ARM64). See the included ReadMe for
installation.

Text Style

Layer styles made for text, that follow text animators.

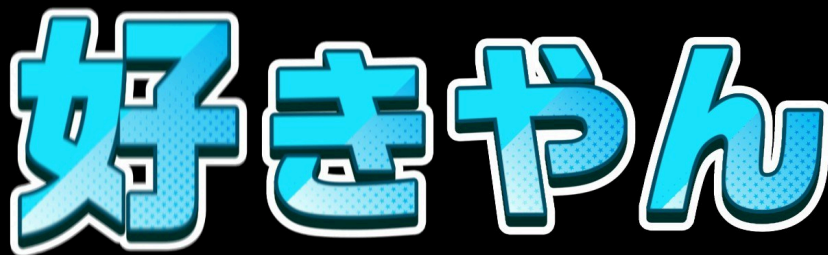
A full set of layer styles for text. Per-character gradients, highlights, and patterns (halftone dots, stars, hearts, stripes, and more printed inside the characters, which can be wiped away from 1 to 5 directions like a halftone wipe), up to 4 strokes, drop shadow and long shadow, outer and inner glow, bevel, and inner shadow. Per-character textures stick to the characters, so they follow along when text animators move, rotate, or scale them (Lock Texture). Overlapping characters stack front to back, each keeping its own strokes and shadows (Overlap: Stack), and with the layer's motion blur ON everything drawn blurs together with the text. Nothing is ON to begin with; only what you check gets drawn.

APPLY TO

Apply it directly to a text layer.

USE IT FOR

- Outlines, shadows, and gradients for lyric captions
- Styles that hold together on text moved by animators
- Pop headlines with halftone dots or stars inside the characters



One text layer + OH_Text Style, nothing else

1 LAYER

This text is a single text layer with OH_Text Style on it. The gradient fill, the double white-and-blue stroke and the shadow all come from one effect — no precomposing, no duplicate layers. When a text animator moves the characters, the style follows them.

Parameters

In the order of the Effect Controls panel. Each group ends with a Reset button.

Fill

Fill: a solid color or a gradient.

Parameter	Default (slider range)	Description
Fill	OFF	Turns the fill ON.
Fill Type	Gradient (Color / Gradient)	Color (solid) or Gradient.
Fill Color	☐	The color for a solid fill.
Color Gradient	gradient bar	The gradient bar. Drag a swatch to move it, click it to change its color, click the bar to add a color, and drag a swatch up or down away from the bar or Alt / Option-click to delete it. The stopwatch keyframes it.
Blend	Smooth (Smooth / Hard)	How the colors blend: Smooth or Hard.
Repeat	1 (1–20)	How many times the gradient repeats.
Mirror	OFF	ON mirrors each repeat.
Color Offset	0% (-100–100%)	Shifts the gradient. Keyframe it to make the colors flow.
Gradient Angle	45°	Which side the gradient starts from. 0° from the top, 90° from the right.
Based On	Characters (Characters / Lines / All Text)	The extent of the gradient, highlight, and pattern: Characters (per character), Lines (per line), or All Text (one across the whole text).

Highlight

A highlight across one side of the characters.

Parameter	Default (slider range)	Description
Highlight	OFF	Turns the highlight ON.
Highlight Color	☐	Highlight color.
Highlight Angle	315°	Which side the highlight falls on.
Highlight Size	50% (0–100%)	How much of the character it covers. 100% covers all of it.
Highlight Softness	0 (0–50)	Softness of the highlight's edge (px). 0 is a clean straight cut.

Pattern

A pattern printed inside the characters, and how it wipes away.

Parameter	Default (slider range)	Description
Pattern	OFF	Turns the pattern ON.
Pattern Shape	Dot (Dot / Square / Diamond / Hexagon / Triangle / Star / Heart / Plus / Stripe)	Shape of the pattern: Dot, Square, Diamond, Hexagon, Triangle, Star, Heart, Plus, or Stripe.
Pattern Color		Pattern color.
Pattern Opacity	100% (0–100%)	Pattern opacity.
Pattern Blend	Normal (Normal / Add / Multiply / Screen / Overlay / Soft Light)	How the pattern color blends with the color beneath: Normal, Add, Multiply, Screen, Overlay, or Soft Light.
Pattern Size	12 (4–60)	Spacing of the pattern (px).
Pattern Amount	50% (0–100%)	How much of the area the pattern fills. 100% fills all of it.
Pattern Fade	0% (0–100%)	How far the pattern has been wiped away. 0% is all there, 100% is all gone. It disappears from the far side first, and the Fade Directions side is the last to go.
Fade Width	50% (0–100%)	The width over which each shape shrinks away (same as Transition Width in OH_Halftone Wipe).
Fade Directions	1 (1 / 2 / 3 / 4 / 5)	How many directions the wipe comes from, spaced evenly starting from Fade Angle. 2 is two opposite sides; 3 is every 120°.
Fade Angle	0°	Angle of the side that remains longest.
Screen Angle	45°	Rotation of the pattern grid.
Over Highlight	ON	ON prints the pattern over the highlight too. OFF lets the highlight cover the pattern.

Stroke

Up to 4 strokes. Stroke 1 is the innermost.

Parameter	Default (slider range)	Description
Stroke 1	OFF	Turns Stroke 1 (the innermost) ON.
Stroke 1 Color		Stroke 1 color.
Stroke 1 Width	8 (0–50)	Stroke 1 width (px).
Stroke 2	OFF	Turns Stroke 2 ON. It is drawn around the inner stroke.
Stroke 2 Color		Stroke 2 color.
Stroke 2 Width	8 (0–50)	Stroke 2 width (px).
Stroke 3	OFF	Turns Stroke 3 ON.
Stroke 3 Color		Stroke 3 color.
Stroke 3 Width	8 (0–50)	Stroke 3 width (px).

Parameter	Default (slider range)	Description
Stroke 4	OFF	Turns Stroke 4 (the outermost) ON.
Stroke 4 Color		Stroke 4 color.
Stroke 4 Width	8 (0–50)	Stroke 4 width (px).

Shadow Drop shadow and long shadow.

Parameter	Default (slider range)	Description
Drop Shadow	OFF	Turns the drop shadow ON.
Shadow Color		Shadow color.
Shadow Opacity	75% (0–100%)	Shadow opacity.
Shadow Angle	135°	Direction of the shadow.
Shadow Distance	10 (0–100)	Shadow distance (px).
Shadow Spread	0% (0–100%)	Same as Spread in layer styles. This percentage of Size thickens the shadow first; the rest blurs it.
Shadow Size	10 (0–100)	Shadow blur (px).
Shadow Position	Outside All (Outside All / After Text / After Stroke 1 / After Stroke 2 / After Stroke 3)	Where the shadow sits among the strokes: Outside All (outside everything), After Text (just outside the characters; later strokes wrap around the shadow too), or After Stroke 1 to 3.
Long Shadow	OFF	Turns the long shadow ON. A shadow like a solid block behind the characters, as if extruded at an angle.
Long Shadow Color		Long shadow color.
Long Shadow Opacity	100% (0–100%)	Long shadow opacity.
Long Shadow Angle	135°	Direction of the long shadow.
Long Shadow Length	30 (0–200)	Length of the long shadow (px).
Long Shadow Position	Outside All (Outside All / After Text / After Stroke 1 / After Stroke 2 / After Stroke 3)	Where the long shadow sits among the strokes.

Glow Outer and inner glow.

Parameter	Default (slider range)	Description
Outer Glow	OFF	Turns the outer glow ON.
Glow Color		Outer glow color.
Glow Size	20 (0–100)	Spread of the outer glow (px).
Glow Opacity	100% (0–100%)	Outer glow opacity.
Inner Glow	OFF	Turns the inner glow ON.

Parameter	Default (slider range)	Description
Inner Glow Color		Inner glow color.
Inner Glow Size	10 (0–100)	Spread of the inner glow (px).
Inner Glow Opacity	100% (0–100%)	Inner glow opacity.

Bevel

Bevel (a 3D look).

Parameter	Default (slider range)	Description
Bevel	OFF	Turns the bevel ON.
Bevel Size	10 (0–50)	Bevel width (px).
Bevel Depth	100% (0–200%)	Bevel depth (strength of the shading).
Light Angle	315°	Direction of the bevel's light.
Bright Side	75% (0–100%)	Strength of the lit side.
Dark Side	75% (0–100%)	Strength of the shaded side.

Inner Shadow

A shadow cast inside the characters.

Parameter	Default (slider range)	Description
Inner Shadow	OFF	Turns the inner shadow ON.
Inner Shadow Color		Inner shadow color.
Inner Shadow Opacity	75% (0–100%)	Inner shadow opacity.
Inner Shadow Angle	135°	Direction of the inner shadow.
Inner Shadow Distance	5 (0–50)	Inner shadow distance (px).
Inner Shadow Size	5 (0–50)	Inner shadow blur (px).

Animation

How it works with text animators.

Parameter	Default (slider range)	Description
Overlap	Stack (Stack / Merge)	What happens when characters overlap. Stack: each keeps its own strokes and shadows, with later characters on top. Merge: outlines them together as one shape.
Scale with Text	ON	ON: stroke, shadow, glow, and bevel sizes scale with the layer's Scale and the animator's per-character Scale (the set values apply at 100%). OFF: always the set sizes.
Lock Texture	At Last Frame (Off / At Last Frame / At Lock Frame)	Locks the per-character textures (fill, highlight, pattern) to how they look at a moment when the text is at rest, so they move with the characters. Off: not locked. At Last Frame: lock at the last frame. At Lock Frame: lock at Lock Frame.
Lock Frame	0 (0–300)	For At Lock Frame, the frame to lock at.

TIPS

- If you're moving characters individually with text animators, leave Lock Texture at At Last Frame. Gradients and halftone dots stay stuck to the characters and move with them.
- For the classic white-plus-black edge, set Stroke 1 to white and Stroke 2 to black. Set the Drop Shadow's Shadow Position to After Stroke 2 and the shadow falls outside the edges.
- Keyframe Pattern Fade from 0% to 100% and the halftone dots inside the characters wipe away like a halftone wipe.
- If the layer's Scale is not 100% and the widths don't come out at the numbers you set, turn Scale with Text OFF.

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