

ANALEMMA LABS



— QUICK START · V1.0 · WINDOWS

ScienceFX

Quick Start

Get a first procedural ScienceFX result in Adobe After Effects in 10-15 minutes, including a minimal Audio Reactor workflow.

VERSION	PLATFORM	GOAL	HOST
v1.0	Windows only	First result	After Effects 2022+

PUBLISHED BY



ANALEMMA LABS

Contents

ScienceFX Quick Start · v1.0

01	Apply ScienceFX	2
02	Choose Pattern and Mirror	2
03	Add color and glow	3
04	Use the local Resets	3
05	Audio Reactor Quick Start	4
06	Performance tips	5

Apply ScienceFX

Goal: get a first visual result in 10-15 minutes, audio included. Before you begin, make sure you have installed **both** plug-ins (see `README_INSTALL.md`) and restarted After Effects.

01 Create or open a composition
Select a layer. A solid, an image or a video all work.

02 Apply ScienceFX
Search for **ScienceFX** in the **Effects & Presets** panel and drag it onto the layer. Alternatively use the **Effect** menu, in the category assigned at installation time.

03 Open Effect Controls
In the **Effect Controls** panel you will see the ScienceFX modules grouped by topic.

Choose Pattern and Mirror

ScienceFX organizes its motifs in two levels: first the **group**, then the pattern/mirror **bank**.

01 Choose a Pattern Group
Set **Pattern Group (auto)** to **Geometric** or **Mathematical**.

02 Select the pattern bank
With **Geometric**, try Diamonds, Hexagonal, Aperiodic Tiling (5-Fold), Voronoi Cells, Phyllotaxis or Apollonian Inversion. With **Mathematical**, try Complex Sine, Joukowski, Quasicrystal, Poincare Disk or Flowsnake Fractal.

03 Choose a Mirror Group
Set **Mirror Group (auto)** to **Classic** or **Advanced**, then select the symmetry from the corresponding popup.

04 Adjust the basic geometry
Use **Segments** and **Size** to change the density and scale of the kaleidoscope.

- TIP

Start from a Geometric Pattern plus a Classic Mirror, then experiment with the Advanced ones.

03 ADD COLOR AND GLOW

Add color and glow

01 Global Color

Open the **Global Color** topic, set **Color Mode** (for example Duotone, Heat, Electric or Solar), adjust **Color Amount** and, in Duotone, the **Color A / Color B** swatches.

02 Pyramid Glow

Enable **Enable Pyramid Glow**, choose **Glow Mode** (**Pyramid (Memory Efficient)** is lighter), then raise **Exposure** and lower **Threshold** to make brighter areas glow.

04 USE THE LOCAL RESETS

Use the local Resets

Each creative module has its own **Reset** button, such as **Reset Plasma Fields**, **Reset Cymatics**, **Reset Global Color** or **Reset Audio Reactor**.

- RESET BEHAVIOUR

Pressing a local Reset returns **only that module** to its default values, without touching the rest of the project. It is the fastest way to start over from a module you have pushed too far.

— 05 AUDIO REACTOR QUICK START

Audio Reactor Quick Start

This is the minimal workflow to make the graphics react to audio.

01 Add audio to the comp

Drag an audio track (music, voice or beat) into the same composition as the layer with ScienceFX.

02 Select the ScienceFX layer

Select the layer to which you applied ScienceFX.

03 Launch the bake

Go to **Animation > ScienceFX: Bake Audio Reactor Envelope**. The companion reads the comp's audio mix, computes the envelope and writes keyframes onto **Beat Driver**.

04 Set Mode = Driver

In the **Audio Reactor** topic, set **Audio Reactor Mode** to **Driver** so the effect reads the generated keyframes.

05 Choose the routing

Set **Audio Routing** to **All** for an immediate global reaction, or to **Custom Matrix** if you want to manually map up to 4 destinations (Map 1-4).

06 Raise Audio Amount and preview

Raise **Audio Amount** (start around mid-scale), adjust **Audio Response**, then start playback. The graphics now pulse in time with the audio.

• CUSTOM MATRIX REMINDER

If you get no reaction with **Custom Matrix**, set at least one **Map Target** other than **Off** and a **Depth** not equal to 0. With **All**, the reaction occurs even without any configured slots.

For the full workflow (bake profiles, auto-trim, two audio tracks) see [SCIENCEFX_AUDIO_REACTOR_GUIDE.md](#).

Performance tips

● PERFORMANCE NOTE

ScienceFX is **procedural and CPU-bound**: during preview and render, CPU/RAM usage is high. This is normal. At idle, CPU usage returns to a low level.

- For smoother work: temporarily reduce the preview resolution (Half/Quarter), limit the Region of Interest, or disable heavy modules you are not using.
- Enable modules (Plasma, Cymatics, Quantum, etc.) only when you need them: each enabled module adds computation.
- On complex compositions, the preview may not be completely smooth: for the final result, it is best to render.



ANALEMMA LABS

ScienceFX v1.0 · Quick Start
Procedural visual engine for Adobe After Effects