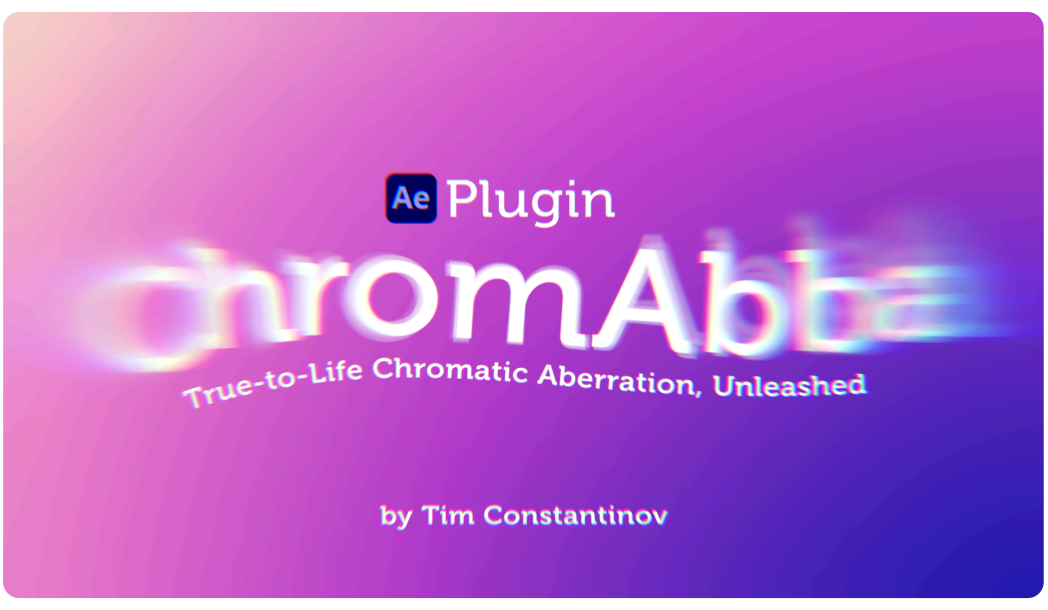



# Quickstart

> Recommended: Install via aescripts + aeplugins manager app for automatic installation and updates.

### After Effects / Premiere Pro

### macOS

Place the `.plugin` file in the plug-in folder:

```
/Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore/
```

### Windows

Place the `.aex` file in the plug-in folder:

```
C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore\
```

The effect appears under **Effect > TiM > Chromabba**.

### DaVinci Resolve (OFX)

### macOS

Place the `.ofx.bundle` folder in the OFX plug-in folder:

```
/Library/OFX/Plugins/
```

### Windows

Place the `.ofx.bundle` folder (containing `Contents/Win64/Chromabba.ofx`) in:

```
C:\Program Files\Common Files\OFX\Plugins\
```

# Parameters

- **Samples** (1-64) - number of color channel samples for the aberration. Higher values produce smoother gradients but cost more performance.
- **Strength** (0-500) - intensity of the chromatic split. Controls how far apart the color channels are displaced.
- **Separation** (0-100) - controls how much the color channels are separated. 0 = no separation, 100 = full chromatic split.
- **Direction** - direction of chromatic displacement: Both (inward and outward), Inward only, or Outward only.
- **Edge Attraction Power** (1-8) - how strongly the aberration concentrates towards the edges of the frame. Higher values push the effect further from center.
- **Edge Mode** - how the effect handles pixels at the image border:
  - *Transparency* - edges fade to transparent
  - *Mirror Repeat* - pixels are mirrored at the boundary
  - *Clamp to Edge* - border pixels are stretched
  - *Repeat* - the image tiles

# How it works

Chromabba splits the image into color channels and displaces them radially from the center, simulating optical chromatic aberration found in real camera lenses. The displacement is modulated by distance from center and shaped by the Edge Attraction Power curve.

The effect runs in a single GPU pass using WebGPU, making it fast even at high sample counts.

> Tip: Chromabba runs entirely on the GPU via WebGPU. It supports Multi-Frame Rendering in After Effects and works with 8-bit, 16-bit, and 32-bit color.

# System requirements

- **macOS** 10.15+ (Intel & Apple Silicon)
- **Windows** 10+
- **After Effects** 2022+ / **Premiere Pro** 2022+
- **DaVinci Resolve** 18+ (OFX)
- GPU with WebGPU support (Metal on macOS, Vulkan/D3D12 on Windows)

# Support

Questions or feature requests? Visit timomentum.com/plugins

# Privacy

This plugin collects anonymous usage analytics to improve stability. See the full Privacy Policy for details and opt-out instructions.