Glassary

User Guide

Liquid glass for Adobe After Effects



Installation, six shape buttons, controls, and workflow

1. Installation

The easiest way to install and license Glassary is by using the **aescripts + aeplugins manager**. To install a trial, select **Add Trial** from the **Account** menu.

Close After Effects before copying the files. Replace **<version>** with the installed After Effects version, for example **2024**, **2025**, or **2026**.

macOS

Copy	Install in
Glassary.plugin	`/Applications/Adobe After Effects <version>/Plug-ins/Made by mor/Glassary/`
Glassary.jsxbin	`/Applications/Adobe After Effects <version>/Scripts/ScriptUI Panels/`

Windows

Copy	Install in
Glassary.aex	`C:\Program Files\Adobe\Adobe After Effects <version>\Support Files\Plug-ins\Made by mor\Glassary\`
Glassary.jsxbin	`C:\Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\ScriptUI Panels\`

Open the panel

Start After Effects, then choose **Window > Glassary**.

2. Glassary and the six buttons

Glassary creates an editable Shape Layer that samples the live composition beneath it. The first four buttons create new parametric shapes. The last two work with Bezier or selected Shape Layer geometry.



Button	Creates	Editable geometry
	Square glass	Size, Position, Roundness, and layer transforms
	Circular glass	Size, Position, and layer transforms
	Rounded triangle glass	Points, Position, Rotation, Outer Radius, Outer Roundness, and transforms
	Wide rectangular glass	Size, Position, Roundness, and layer transforms
	Glass from a closed Bezier Path	Original Bezier vertices, handles, and layer transforms
	Glass on the selected Shape Layer	Keeps supported Rectangle, Ellipse, Polystar, or closed Bezier geometry editable

Edit the shape from the Shape Layer

Open **Contents > Glass Shape**. Use the shape's Size, Position, Roundness, Points, Radius, and Rotation properties where available. Use the layer Transform controls for overall Position, Scale, Rotation, and Opacity.

3. Light controls

Glassary draws two opposing highlight segments on the glass rim. They rotate together and stay independent from Depth, so changing the lens depth does not change the light length.

Control	Range / default	What it controls	Practical guidance
Angle	-180 to 180 Default: -45	Rotates both highlight segments around the edge.	Match the direction of the main light in the composition.
Intensity	0 to 100 Default: 80	Controls highlight brightness.	Lower for subtle glass; raise for a clearer rim on busy footage.
Stroke Width	0 to 100 Default: 50	Controls the visible thickness of the light line.	Higher values produce a thicker, stronger line.
Light Length	0 to 100 Default: 100	Controls both highlight segments together from hidden to full length.	100 is the maximum designed length; reduce toward 0 to shorten both segments.

Scale-safe light

The light is generated by the Glassary effect, so it remains visible when the Shape Layer is resized or scaled. Use Stroke Width and Light Length to tune its appearance after resizing.

4. Optical controls

Control	Range / default	What it controls	Practical guidance
Refraction	0 to 100 Default: 80	Controls how strongly the live background bends through the glass.	Use lower values for subtle UI glass and higher values for a stronger lens.
Depth	0 to 100 Default: 72	Controls the perceived thickness and curvature of the glass.	Balance with Refraction; Depth does not control the light segments.
Dispersion	0 to 100 Default: 35	Adds spectral color separation near refracted edges.	Keep low for realistic glass; raise for a stylized chromatic edge.
Frost	0 to 100 Default: 14	Applies an internal background blur inside the glass.	0 is clear; higher values create progressively frosted glass.
Splay	0 to 100 Default: 56	Spreads and reshapes the optical displacement.	Lower for a calm lens; higher for a wider liquid refraction pattern.
Noise Amount	0 to 100 Default: 0	Adds fine static texture inside the glass.	Use small values for natural grain and higher values for a stylized surface.

Recommended order

Start with Frost, then set Refraction and Depth. Add Dispersion, Splay, and Noise only as needed. Finish with Light.

5. Color, workflow & support

Control	Range / default	What it controls	Practical guidance
Glass Color	Color picker Default: light gray	Chooses the tint mixed into the glass body.	Choose a color that belongs to the scene.
Color Opacity	0 to 100 Default: 20	Controls tint strength without changing layer opacity.	Use 0 for untinted glass and raise gradually.

Quick workflow

1. Create or apply a glass shape and edit its geometry.
2. Set Frost, Refraction, and Depth.
3. Add Dispersion, Splay, Noise, and Color only when needed.
4. Match Light Angle, then set Intensity, Stroke Width, and Light Length.

Precompositions

When a precomposed Glassary layer must refract the live parent-composition background, enable **Collapse Transformations** on the outer precomp layer. This keeps the glass silhouette and optical result aligned.

> **Performance note**
>
> Frost is the most calculation-heavy control. For faster interaction, temporarily reduce Frost or use a lower preview resolution, then restore the final value before export.

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