an Adobe After Effects effect plug-in
for creating Glass effect.

MB Liquid Glass

based on iyinchao/liquid-glass-studio

Guide of
Installation
& Quick Start

Before you start...

Place footage, artwork, or a background layer below MB Liquid Glass. The effect needs pixels underneath the glass to create visual effects.

Recommended Installation

The easiest way to install, update, and license MB Liquid Glass is by using the **aescripts + aeplugins** manager app.

Download the manager app here:
https://aescripts.com/learn/aescripts-aeplugins-manager-app/

Steps

1. Install the aescripts + aeplugins manager app.

2. Open the aescripts + aeplugins manager app, and sign in to your aescripts account.

3. Search for `**MB Liquid Glass**` and install.

4. Restart Adobe After Effects.

5. In After Effects, find the effect in the Effects menu.

Trial Installation

If a trial is available for MB Liquid Glass, you can install it through the **aescripts + aeplugins** manager app.

Steps

1. Install the aescripts + aeplugins manager app.

2. Open the aescripts + aeplugins manager app, and sign in to your aescripts account.

3. From the Account menu, choose Add Trial.

4. Search for `MB Liquid Glass`, add and install the trial.

5. Restart Adobe After Effects.

6. In After Effects, find the effect in the Effects menu.

Manual Installation if needed

Manual installation is only recommended if you cannot use the aescripts + aeplugins manager app.

macOS

Copy the MB Liquid Glass plug-in bundle to one of the following After Effects plug-in locations:

```
/Applications/Adobe After Effects [version]/Plug-ins/
```

or:

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

Windows

Copy the MB Liquid Glass plug-in to one of the following After Effects plug-in locations:

```
C:\Program Files\Adobe\Adobe After Effects [version]\Support Files\Plug-ins\
```

or:

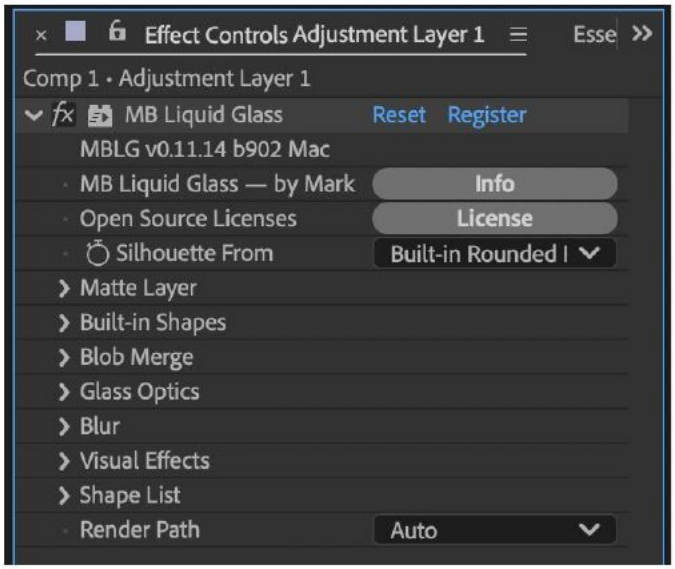
```
C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore\
```

Quick Start

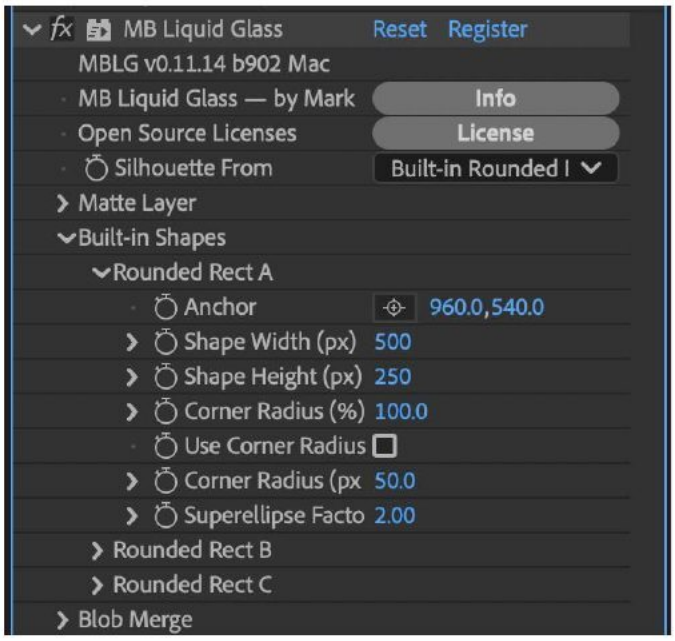
Built-in Rounded Rectangle

1. Create a composition-sized adjustment layer.

2. Apply MB Liquid Glass to the adjustment layer. Built-in Rounded Rectangle is selected by default.



3. Play with parameters in the shape menu.





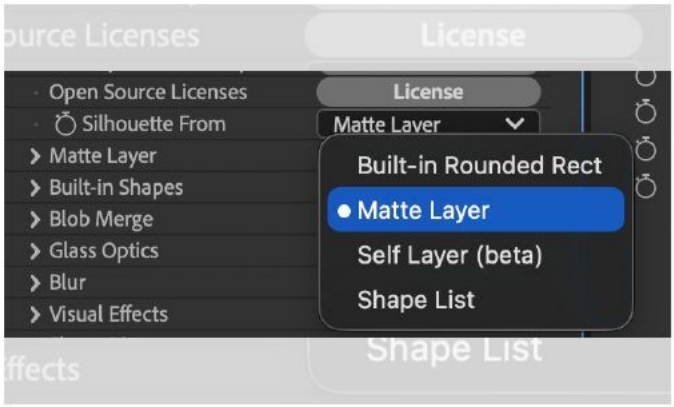
Quick Start
Matte Layer

1. Prepare a composition with clear alpha to use as the matte source.

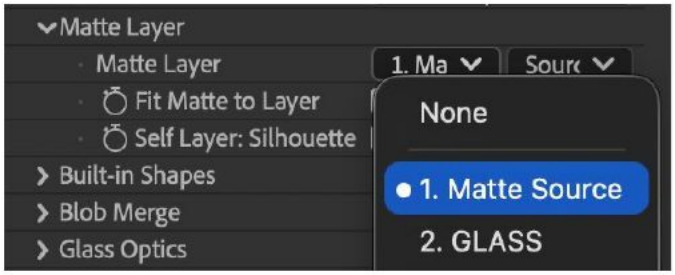


2. Create a composition-sized adjustment layer

3. Apply MB Liquid Glass to the adjustment layer, and switch to mode `Matte Layer`.



4. Choose composition created at Step 1 as matte source.





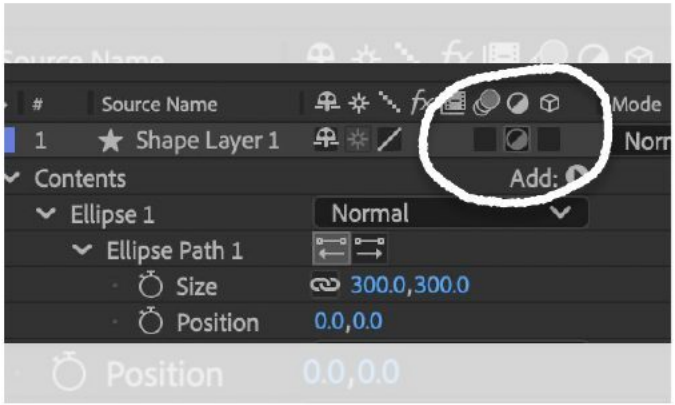
For best results, make the matte source composition the same size as the main composition.

Quick Start

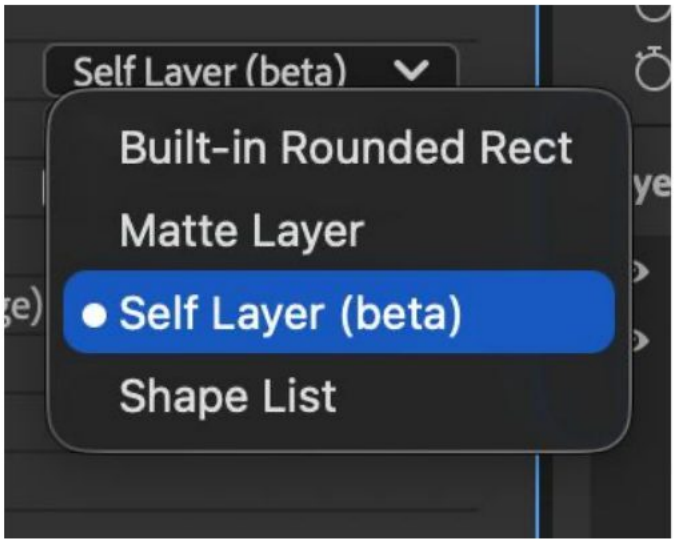
Self Layer*

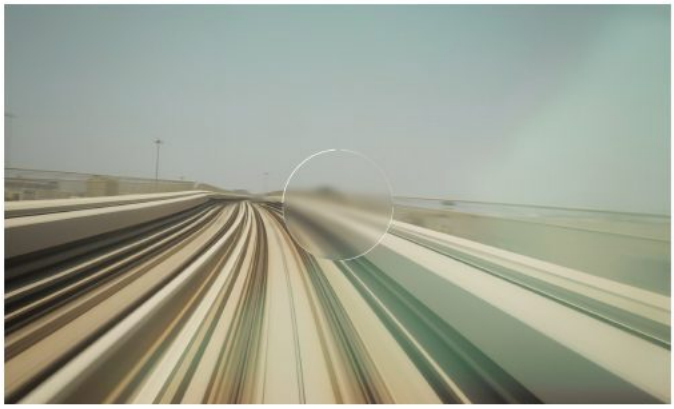
1. Create a shape layer with a circle or rounded rectangle path, or a text layer.

2. Enable the Adjustment Layer switch.



3. Apply MB Liquid Glass to the layer, and switch to mode `Self Layer`.



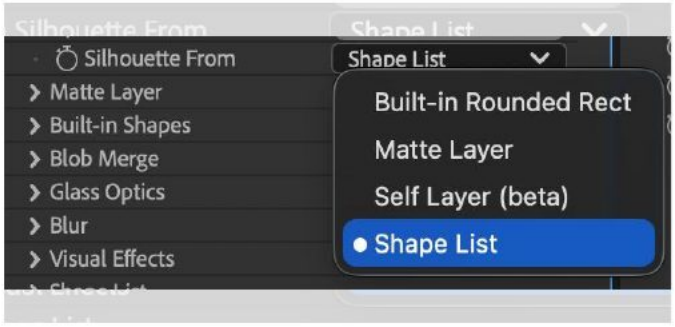


*Self Layer is beta and may not be stable.

Quick Start
Shape List

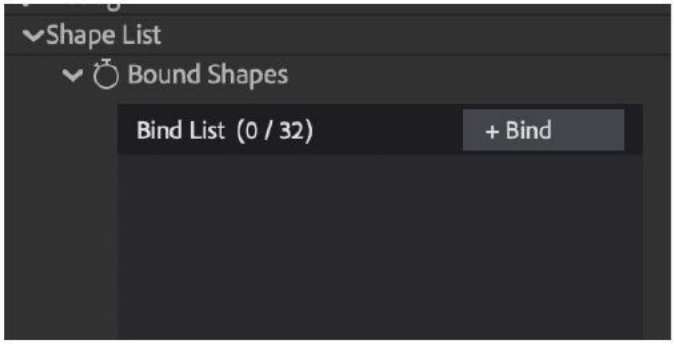
1. Create a composition-sized adjustment layer.

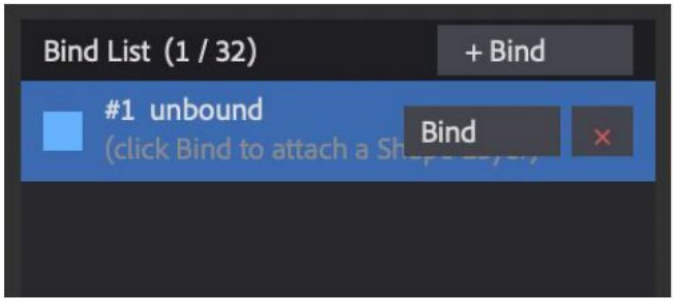
2. Apply MB Liquid Glass to the adjustment layer, and switch to mode `Shape List`.

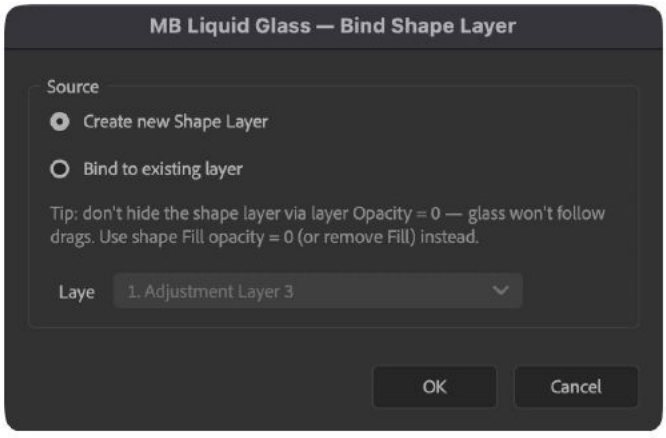


3. At the bottom of the effect panel, expand Shape List menu, click `Bind` button, and create a new shape.

or link to an existing shape layer.*





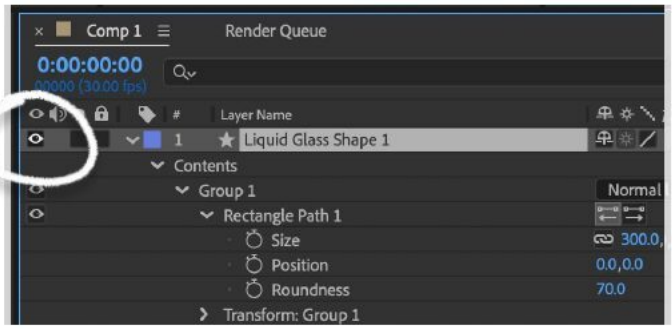


*Only the first rectangle path in the shape layer can be detected

Quick Start

Shape List

4. Make sure the bound shape layer is visible: the `Eye` switch must be on. Remove Fill if you do not want the guide shape itself to show.







Main Controls

Top Controls
- Build Info, Info
- Open Source Licenses
- Silhouette From Chooses where the glass shape comes from.
  - Built-in Rounded Rect
  - Matte Layer
  - Self Layer (beta)
  - Shape List

Matte Layer Uses another layer or pre-comp as the glass silhouette.
- Matte Layer Source
- Fit Matte to Layer

Built-in Shapes Creates glass shapes directly inside the effect.
- Rounded Rect A
  - Anchor, Shape Width (px), Shape Height (px), Corner Radius (% or px), Super-ellipse Factor
- Rounded Rect B, Rounded Rect C...

Blob Merge Blends nearby built-in shapes into one continuous glass surface.

Glass Optics Controls the core refraction and color separation of the glass.
- Refraction Thickness (px), Index of Refraction, Spectral Split

Blur Controls softness inside the glass.
- Refraction Thickness (px), Index of Refraction, Spectral Split

Visual Effects Adds surface highlights, tint, and shadow on top of the glass.
- Fresnel Adds edge brightness around the glass surface.
- Glare Adds a directional highlight along the glass edge.
- Tint, Shadow

Shape List Binds shape layers and uses them as editable glass silhouettes.

Render Path

Support

Contact

For bugs, issues, suggestions, or corrections, email:

feedback@markview.work

Credits

MB Liquid Glass is inspired by @iyinchao's MIT-licensed liquid-glass-studio project:

iyinchao/liquid-glass-studio - 🔮 The Ultimate Apple Liquid Glass UI — Recreated for the Web, powered by WebGL2 & WebGPU