Glasser Installation and Quick Start

Glasser is a dockable ScriptUI panel for Adobe After Effects 23.0 or later. It creates editable glass effects from selected layers, using embedded presets and native After Effects controls.

Most users only need four steps: install Glasser, activate a license or start a trial, enable the required After Effects scripting preference, and click Apply Glasser on a selected layer.

Manual installation, apply modes, Repair rig, and troubleshooting are included as reference sections.

Compatibility

- Adobe After Effects 23.0 or later is required.
- Glasser is installed as a ScriptUI panel.
- The release package uses Glasser.jsxbin.
- Bundled presets are embedded in the panel file. Users do not need to copy, select, or manage a separate presets folder.

Recommended Installation: aescripts + aeplugins Manager

Use the aescripts + aeplugins Manager whenever possible.

Download the Manager:

```
https://aescripts.com/learn/aescripts-aeplugins-manager-app/
```

1. Open aescripts + aeplugins Manager.
2. Sign in to your aescripts account.
3. To install a trial, open Account > Add Trial, search for Glasser, and add it to the Manager.
4. Find and install Glasser.
5. Restart After Effects.
6. Open the panel from the After Effects Window menu.

If the panel does not appear in the Window menu after installation, quit After Effects completely and launch it again.

Manual Installation

Use manual installation only when installing from a standalone release package.

1. Quit After Effects.
2. Copy Glasser.jsxbin into the After Effects ScriptUI Panels folder.
3. Launch After Effects.
4. Open Window > Glasser.jsxbin.

Common ScriptUI panel folder locations:

- Windows: C:\Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\ScriptUI Panels
- macOS: /Applications/Adobe After Effects <version>/Scripts/ScriptUI Panels

Administrator permission may be required when copying files into the After Effects application folder.

Required After Effects Preference

Glasser includes bundled presets and .ffx layer-style assets. After Effects must allow scripts to write files so Glasser can prepare those assets before Apply.

After Effects must allow scripts to write files and access the network:

```
Preferences > Scripting & Expressions > Allow Scripts to Write Files and Access Network
```

If this preference is disabled, Glasser stops before changing the project and shows a setup message.

Licensing and Trial Mode

Glasser uses aescripts licensing.

To activate a license or start a trial:

1. Open Glasser in After Effects.
2. Click the ? help/license button, or click Unlock Glasser when the primary button is locked.
3. Use the aescripts licensing window to activate a license, purchase a license, or start/manage the trial.

With a valid license, Glasser can apply without the daily trial limit.

Without a full license, an active trial allows 10 applies per day. The panel shows the remaining daily trial quota below Apply Glasser. Batch mode counts each created Glasser result as one apply.

When the daily trial quota is exhausted, or when no valid license/trial is active, the primary button changes to Unlock Glasser. Clicking it opens the aescripts licensing window and does not change the project.

Quick Start

1. Open a composition in After Effects.
2. Select a supported layer in the Timeline.
3. Choose a preset in the Glasser panel.
4. Click Apply Glasser.
5. Adjust the generated controls on the resulting Glasser layer.
6. Animate the generated Ctrl - [Layer Name] null for Position, Scale, or Rotation.

Supported layer types include shape, text, solid, footage, adjustment, and precomp layers.

The generated result layer is named like:

```
[Layer Name] Glasser [Preset Name]
```

The original layer is hidden. Glasser builds a structured precomp-based glass result and exposes the main controls through Essential Properties on the result layer.

Apply Modes

Normal click: Apply Glasser to the selected visual layer or layers with Control Nulls. This is the default mode and is recommended for animated glass.

Shift-click: Batch apply the selected preset to each selected visual layer individually, with Control Nulls.

Alt-click on Windows, Option-click on macOS: Apply Simple Glass without Control Nulls. Use this for static glass where you do not need an external animation rig.

Shift + Alt-click on Windows, Shift + Option-click on macOS: Batch apply Simple Glass without Control Nulls.

Change the Look of Existing Glass

Select one or more Glasser result layers, choose another preset, and click Apply Glasser. The glass is rebuilt with the new look while its layer, timing, Control Null, and animation stay in place. Keyframes and expressions on controls that the new look shares carry over; other controls take the new look's defaults. Changing the look does not use the daily trial quota and is undone in one step.

Select either existing glass or new layers. If the selection mixes both, Glasser asks you to pick one kind.

Working With the Generated Result

Glasser creates a precomp-based result so blur, refraction, rim light, and shadow stay aligned.

For normal Apply, Glasser creates a Control Null named like:

```
Ctrl - [Layer Name]
```

Animate this Control Null for external motion. This is the safest way to move the generated glass result.

To edit the source content after Apply, open the generated Glasser precomp and work with the Edit Me layer.

Use the exposed controls on the result layer to adjust the look. Available controls depend on the selected preset.

The first Apply of a look at a composition size and frame rate takes about two seconds. Glasser then keeps a locked reference copy of that look in the Glasser/Templates project folder, so later Apply and Reapply of the same look take a fraction of a second. Do not edit these compositions; an edited or unlocked copy is rebuilt automatically. Deleting the Templates folder is safe: the next Apply simply builds the look again.

Repair rig

Renaming the composition or the Control Null is safe: After Effects updates the rig links itself. Use Repair rig if the glass stops following its Control Null after you move the complete glass and Control Null pair into another composition or project, or to update glass made with Glasser 1.0 so that it also follows renames. You do not need to apply the preset again.

1. Open the composition containing the glass and its Ctrl - [Layer Name] null. You do not need to select any layers.
2. Click the square circular-arrow button to the right of Apply Glasser. Its tooltip is Repair rig.
3. Check the message, then scrub the timeline to confirm that the glass follows its Control Null again.

Repair refreshes existing rig links in the active composition and its nested compositions. It does not add controls or change animation keyframes. One Undo reverses the repair.

After you duplicate a composition that contains glass, the copy's Control Null still drives the original. Open the copy and click Repair rig: the copy gets its own glass composition and Control Null, and the original stays as it was.

Repair does not use the daily trial quota. It requires a valid license or an active trial, but an active trial can still repair after its daily apply quota has run out. The Repair button is hidden when neither a license nor a trial is active.

The message says what happened: Rig links refreshed, Rig links are up to date, Control Null missing (its null was deleted; Undo the deletion), or No Glasser rig in this composition (open the composition that contains both the glass and its null).

Keep the glass and its Control Null together when reorganizing a project. If Repair reports duplicate names or an ambiguous rig, resolve the conflict named in the message and try again. Repair cannot rebuild deleted rig layers or fix every visual change caused by nesting, time remapping, or render order. It does not change Collapse Transformations.

Included Presets

Glasser 1.0 includes four embedded presets:

Frost: Milky frosted glass for soft UI with creamy blur, clear rims, and gentle depth on bright interface scenes.

Lucid: Clean transparent glass for apps with crisp refraction, subtle lift, and a light minimal tint for polished UI.

Onyx: Deep dark glass for night UI with warm rims, muted depth, and dense high-contrast dashboard polish.

Vapor: Airy misted glass for light scenes with pale fill, soft highlights, and floating delicate panels and overlays.

Troubleshooting

Panel is not visible in the Window menu: Restart After Effects after installing or copying the panel file. Confirm that Glasser.jsxbin is inside the correct ScriptUI Panels folder.

Apply asks for a composition or layer selection: Open a composition and select at least one supported visual layer in its Timeline.

The button says Unlock Glasser: Activate a license or start a trial. If your trial's daily quota has run out, activate a license or wait for the quota to reset.

Apply is disabled: Check that you are using After Effects 23.0 or later.

Glasser asks for file/network access: Enable Preferences > Scripting & Expressions > Allow Scripts to Write Files and Access Network, then try Apply again.

Trial quota is exhausted: Trial mode allows 10 applies per day. Activate a license to remove the daily limit, or wait until the daily quota resets.

Batch apply does not run in trial mode: Make sure the remaining trial quota is enough for every selected visual target. Each created Glasser result counts as one apply. An Apply that fails after creating part of a result can also use quota.

The generated glass does not move as expected: Animate the generated Ctrl - [Layer Name] null instead of the result layer. This keeps the internal refraction and displacement stack aligned.

The glass stops following after a move to another composition or project: Open the composition containing the glass and its Control Null, then click Repair rig next to Apply Glasser. See the Repair rig section for limits.

The result needs source edits: Open the generated Glasser precomp and edit the Edit Me layer.

Warnings appear after Apply: Read the warning message, undo if the result is not usable, and confirm that the selected layer type and After Effects version are supported.

Product Link

Glasser product page:

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https://aescripts.com/glasser
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