

About the "After Effects Plugin Match Name" spreadsheet

This series of sheets contains After Effects match name data for stock plugins and 3rd party plugins. What is the difference? Stock plugins are the effects plugins that ship with After Effects when you purchase it. 3rd party plugins are plugins that you purchase separately from After Effects and have to install separately as well.

These sheets are updated randomly as new information is received from contributors like yourself or found by me (David Torno), the creator of this collection. When viewing these sheets, please take note of the "Updated" header in the absolute top left of each sheet. This will inform you as to how recently that particular sheet was updated.

For organizational purposes, the stock plugins for each version of After Effects are broken out into their own sheets, and then 3rd party plugins have their own sheet based on the developer company name. For single or very small released plugin collections, they have been gathered into one sheet called "Misc". This was in an effort to conserve space.

How do I contribute to this collection?

Well you can certainly help me out. I am only one person and just simply cannot have access to every single plugin ever created for After Effects. If you would like to contribute to this collection, please download this ZIP file.

www.sydefxink.com/myPluginMatchNames.zip

When you open the zip file, you'll see two files, One is a script that will gather the plugin match names for all installed plugins for the version of After Effects you are currently running. The script creates a .txt file on your Desktop with all of the match name information. If running AE CC 2014 or newer, it will also gather the plugin version number as well. Simply email that txt file to the address in the directions. If it's easier, you can copy and paste the resulting text into an email as well. You must make sure to include all of the text though.

What information does the script gather?: When you run the script in After Effects it will check your application to verify it has permission to read/write so it can create the txt document. This is a preference in After Effects that you will need to turn on to run this script. The script will then access the ExtendScript ".effects" attribute of the Application object. This returns a list of all installed plugins in After Effects only. This includes native and 3rd party effects. This also includes any psuedo plugins, also known as Custom Effects, that you may have installed. Once the script has gone through all of the effects, it will gather the effect plugin Name, MatchName, and Version (CC2014 or newer). Other than those three bits of information, the script will also get the After Effects version number, as well as the OS platform version that is running. This info will be included in the header of the txt document.

COMMON QUESTIONS AND TROUBLE SHOOTING:

What is a match name?:

A match name is a secondary name that a developer has assigned to their plugin. This usually differs from the display name which is what the user will normally see when searching for the plugin effect in the Effects Panels. This match name is hidden from public view, but is accessible via scripting and ensures compatibility of a script across versions of After Effects that are being run in different languages. The match name is always written in english, and in some cases is not even a name, but a series of special characters. It's up to the developer as to what they want to call it. One example of why a match name is helpful, is if you had a script that loops through layers and was trying to find a match for a specific effect. We'll say you are trying to find the "Levels" plugin on a layer. Since the user has the ability to customize the effect name and call it something like "My Color Correction", we would never find a match for the name "Levels". However if we use the match name and search the plugin effects's .matchName attribute via scripting, we will indeed find a match for "ADBE Easy Levels2" since this name remains unchanged even if the user customizes the display name.

I can't find my version of After Effects:

A sheet was created for each version of After Effects that I had access to. If you have After Effects CS6 or older and would like to contribute to this collection, please follow the directions for "Contributing" above.

How come some sheets do not have the plugin version number?:

Adobe added the ".version" attribute to ExtendScript starting with After Effects CC 2014, which allowed scripting access to the plugin version number. Unfortunately older versions of After Effects before CC 2014 do not have this feature and I am unable to gather that data.

I emailed my match names data and I do not see the updates yet.:

I review each email as I receive them, and have to sort through your data to make sure I do not add duplicates. This is a manual process and can take some time. I usually can add the updates within a 2-3 day period depending on my personal schedule. Once I have made any updates, they populate to the online viewable documentation and the downloadable PDF within minutes barring any internet issues. I appreciate the valuable information you are kindly giving to me and will always do my best to make updates as fast as I can. Thank you for your patience.

What information does the script gather?:

When you run the script in After Effects it will check your application to verify it has permission to read/write so it can create the txt document. This is a preference in After Effects that you will need to turn on to run this script. The script will then access the ExtendScript ".effects" attribute of the Application object. This returns a list of all installed plugins in After Effects only. This includes native and 3rd party effects. This also includes any psuedo plugins, also known as Custom Effects, that you may have installed. Once the script has gone through all of the effects, it will gather the effect plugin Name, MatchName, and Version (CC2014 or newer). Other than those three bits of information, the script will also get the After Effects version number, as well as the OS platform version that is running. This info will be included in the header of the txt document.

| Updated: 06/05/2016 4:06pm | After Effects CC (12.0) | | |
|----------------------------|------------------------------|----------------------------|---------|
| Category | Name | Match Name | Version |
| _Obsolete | 3D Glasses (Obsolete) | ADBE 3D Glasses | |
| _Obsolete | Alpha Levels | ADBE Alpha Levels2 | |
| _Obsolete | Alpha Levels | ADBE Alpha Levels3 | |
| _Obsolete | Apply Color LUT | ADBE Apply Color LUT | |
| _Obsolete | Box Blur | ADBE Box Blur | |
| _Obsolete | Brightness & Contrast | ADBE Brightness & Contrast | |
| _Obsolete | CC PS Classic (obsolete) | CC PS Classic | |
| _Obsolete | CC PS LE Classic (obsolete) | CC PS LE Classic | |
| _Obsolete | CC Rain | CC Rain | |
| _Obsolete | CC Snow | CC Snow | |
| _Obsolete | Cineon Converter | ADBE Cineon Converter | |
| _Obsolete | Color Balance | ADBE Color Balance | |
| _Obsolete | Exposure | ADBE Exposure | |
| _Obsolete | Lens Blur | ADBE Lens Blur | |
| _Obsolete | Levels | ADBE Easy Levels | |
| _Obsolete | Levels (Individual Controls) | ADBE Pro Levels | |
| _Obsolete | LF Aperture Reflection | KNSW LF ApertureRefl | |
| _Obsolete | LF Chroma Hoop | KNSW LF ChromaHoop | |
| _Obsolete | LF ChromaFan | KNSW LF ChromaFan | |
| _Obsolete | LF Circle Spread | KNSW LF CircleSpread | |
| _Obsolete | LF Disc | KNSW LF Disc | |
| _Obsolete | LF Ellipse | KNSW LF Ellipse | |
| _Obsolete | LF Elliptical Caustic | KNSW LF EllipticalCaustic | |
| _Obsolete | LF Fadedring | KNSW LF Fadedring | |
| _Obsolete | LF Glow | KNSW LF Glow | |
| _Obsolete | LF Photon Spikeball | KNSW LF PhotonSpikeball | |
| _Obsolete | LF Poly Spikeball | KNSW LF PolySpikeball | |
| _Obsolete | LF Poly Spread | KNSW LF PolySpread | |
| _Obsolete | LF RandomFan | KNSW LF RandomFan | |
| _Obsolete | LF Single Poly | KNSW LF Single Poly | |
| _Obsolete | LF Sparkle | KNSW LF Sparkle | |
| _Obsolete | LF Spikeball | KNSW LF Spikeball | |
| _Obsolete | LF Star Caustic | KNSW LF Starcaustic | |
| _Obsolete | LF Star Filter | KNSW LF StarFilter | |
| _Obsolete | LF Stripe | KNSW LF Stripe | |
| _Obsolete | Light Factory EZ | KNSW Custom Flare EZ | |
| _Obsolete | Light Factory LE | KNSW Custom Flare LE | |
| _Obsolete | Light Factory Spectacular | KNSW Spectacular | |
| _Obsolete | Noise Alpha | ADBE Noise Alpha | |
| _Obsolete | Noise HLS | ADBE Noise HLS | |
| _Obsolete | Noise HLS Auto | ADBE Noise HLS Auto | |
| _Obsolete | Paint | ADBE Paint | |
| _Obsolete | Photo Filter | ADBE Photo Filter | |

| Updated: 06/05/2016 4:06pm After Effects CC (12.0) | | | |
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| Category | Name | Match Name | Version |
| _Obsolete | Photoshop Bevel And Emboss | ADBE PSL Bevel Emboss | |
| _Obsolete | Photoshop Drop Shadow | ADBE PSL Drop Shadow | |
| _Obsolete | Photoshop Inner Glow | ADBE PSL Inner Glow | |
| _Obsolete | Photoshop Inner Shadow | ADBE PSL Inner Shadow | |
| _Obsolete | Photoshop Outer Glow | ADBE PSL Outer Glow | |
| _Obsolete | Photoshop Solid Fill | ADBE PSL Solid Fill | |
| _Obsolete | Puppet | ADBE FreePin3 | |
| _Obsolete | Refine Matte | ADBE RefineMatte | |
| _Obsolete | Roto Brush & Refine Edge | ADBE Samurai | |
| _Obsolete | Set Matte | ADBE Set Matte2 | |
| _Obsolete | Three-Way Color Corrector | ADBE Three-Way Color Corrector | |
| _Obsolete | Threshold | ADBE Threshold | |
| _Obsolete | Transform | ADBE Geometry | |
| _Obsolete | Unsharp Mask | ADBE Unsharp Mask | |
| _Obsolete | Vector Paint | ADBE Vector Paint | |
| 3D Channel | 3D Channel Extract | ADBE AUX CHANNEL EXTRACT | |
| 3D Channel | Depth Matte | ADBE DEPTH MATTE | |
| 3D Channel | Depth of Field | ADBE DEPTH FIELD | |
| 3D Channel | EXtractoR | EXtractoR | |
| 3D Channel | Fog 3D | ADBE FOG_3D | |
| 3D Channel | ID Matte | ADBE ID MATTE | |
| 3D Channel | IDentifier | IDentifier | |
| Audio | Backwards | ADBE Aud Reverse | |
| Audio | Bass & Treble | ADBE Aud BT | |
| Audio | Delay | ADBE Aud Delay | |
| Audio | Flange & Chorus | ADBE Aud_Flange | |
| Audio | High-Low Pass | ADBE Aud HiLo | |
| Audio | Modulator | ADBE Aud Modulator | |
| Audio | Parametric EQ | ADBE Param EQ | |
| Audio | Reverb | ADBE Aud Reverb | |
| Audio | Stereo Mixer | ADBE Aud Stereo Mixer | |
| Audio | Tone | ADBE Aud Tone | |
| Blur & Sharpen | Bilateral Blur | ADBE Bilateral | |
| Blur & Sharpen | Box Blur | ADBE Box Blur2 | |
| Blur & Sharpen | Camera Lens Blur | ADBE Camera Lens Blur | |
| Blur & Sharpen | CC Cross Blur | CS CrossBlur | |
| Blur & Sharpen | CC Radial Blur | CC Radial Blur | |
| Blur & Sharpen | CC Radial Fast Blur | CC Radial Fast Blur | |
| Blur & Sharpen | CC Vector Blur | CC Vector Blur | |
| Blur & Sharpen | Channel Blur | ADBE Channel Blur | |
| Blur & Sharpen | Compound Blur | ADBE Compound Blur | |
| Blur & Sharpen | Directional Blur | ADBE Motion Blur | |
| Blur & Sharpen | Fast Blur | ADBE Fast Blur | |

| Updated: 06/05/2016 4:06pm | After Effects CC (12.0) | | |
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| Category | Name | Match Name | Version |
| Blur & Sharpen | Gaussian Blur | ADBE Gaussian Blur | |
| Blur & Sharpen | Radial Blur | ADBE Radial Blur | |
| Blur & Sharpen | Reduce Interlace Flicker | ADBE Reduce Interlace Flicker | |
| Blur & Sharpen | Sharpen | ADBE Sharpen | |
| Blur & Sharpen | Smart Blur | ADBE Smart Blur | |
| Blur & Sharpen | Unsharp Mask | ADBE Unsharp Mask2 | |
| Channel | Arithmetic | ADBE Arithmetic | |
| Channel | Blend | ADBE Blend | |
| Channel | Calculations | ADBE Calculations | |
| Channel | CC Composite | CC Composite | |
| Channel | Channel Combiner | ADBE Channel Combiner | |
| Channel | Compound Arithmetic | ADBE Compound Arithmetic | |
| Channel | Invert | ADBE Invert | |
| Channel | Minimax | ADBE Minimax | |
| Channel | Remove Color Matting | ADBE Remove Color Matting | |
| Channel | Set Channels | ADBE Set Channels | |
| Channel | Set Matte | ADBE Set Matte3 | |
| Channel | Shift Channels | ADBE Shift Channels | |
| Channel | Solid Composite | ADBE Solid Composite | |
| CINEMA 4D | CINEWARE | CINEMA 4D Effect | |
| Color Correction | Auto Color | ADBE AutoColor | |
| Color Correction | Auto Contrast | ADBE AutoContrast | |
| Color Correction | Auto Levels | ADBE AutoLevels | |
| Color Correction | Black & White | ADBE Black&White | |
| Color Correction | Brightness & Contrast | ADBE Brightness & Contrast 2 | |
| Color Correction | Broadcast Colors | ADBE Broadcast Colors | |
| Color Correction | CC Color Neutralizer | CS Color Neutralizer | |
| Color Correction | CC Color Offset | CC Color Offset | |
| Color Correction | CC Kernel | CS Kernel | |
| Color Correction | CC Toner | CC Toner | |
| Color Correction | Change Color | ADBE Change Color | |
| Color Correction | Change to Color | ADBE Change To Color | |
| Color Correction | Channel Mixer | ADBE CHANNEL MIXER | |
| Color Correction | Color Balance | ADBE Color Balance 2 | |
| Color Correction | Color Balance (HLS) | ADBE Color Balance (HLS) | |
| Color Correction | Color Link | ADBE Color Link | |
| Color Correction | Color Stabilizer | ADBE Deflicker | |
| Color Correction | Colorama | APC Colorama | |
| Color Correction | Curves | ADBE CurvesCustom | |
| Color Correction | Equalize | ADBE Equalize | |
| Color Correction | Exposure | ADBE Exposure2 | |
| Color Correction | Gamma/Pedestal/Gain | ADBE Gamma/Pedestal/Gain2 | |
| Color Correction | Hue/Saturation | ADBE HUE SATURATION | |

| Updated: 06/05/2016 4:06pm After Effects CC (12.0) | | | |
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| Category | Name | Match Name | Version |
| Color Correction | Leave Color | ADBE Leave Color | |
| Color Correction | Levels | ADBE Easy Levels2 | |
| Color Correction | Levels (Individual Controls) | ADBE Pro Levels2 | |
| Color Correction | Photo Filter | ADBE PhotoFilterPS | |
| Color Correction | PS Arbitrary Map | ADBE PS Arbitrary Map | |
| Color Correction | Selective Color | ADBE SelectiveColor | |
| Color Correction | Shadow/Highlight | ADBE ShadowHighlight | |
| Color Correction | Tint | ADBE Tint | |
| Color Correction | Tritone | ADBE Tritone | |
| Color Correction | Vibrance | ADBE Vibrance | |
| Distort | Bezier Warp | ADBE BEZMESH | |
| Distort | Bulge | ADBE Bulge | |
| Distort | CC Bend It | CC Bend It | |
| Distort | CC Bender | CC Bender | |
| Distort | CC Blobbylize | CC Blobbylize | |
| Distort | CC Flo Motion | CC Flo Motion | |
| Distort | CC Griddler | CC Griddler | |
| Distort | CC Lens | CC Lens | |
| Distort | CC Page Turn | CC Page Turn | |
| Distort | CC Power Pin | CC Power Pin | |
| Distort | CC Ripple Pulse | CC Ripple Pulse | |
| Distort | CC Slant | CC Slant | |
| Distort | CC Smear | CC Smear | |
| Distort | CC Split | CC Split | |
| Distort | CC Split 2 | CC Split 2 | |
| Distort | CC Tiler | CC Tiler | |
| Distort | Corner Pin | ADBE Corner Pin | |
| Distort | Detail-preserving Upscale | ADBE Upscale | |
| Distort | Displacement Map | ADBE Displacement Map | |
| Distort | Liquify | ADBE LIQUIFY | |
| Distort | Magnify | ADBE Magnify | |
| Distort | Mesh Warp | ADBE MESH WARP | |
| Distort | Mirror | ADBE Mirror | |
| Distort | Offset | ADBE Offset | |
| Distort | Optics Compensation | ADBE Optics Compensation | |
| Distort | Polar Coordinates | ADBE Polar Coordinates | |
| Distort | Reshape | ADBE RESHAPE | |
| Distort | Ripple | ADBE Ripple | |
| Distort | Rolling Shutter Repair | ADBE Rolling Shutter | |
| Distort | Smear | ADBE SCHMEAR | |
| Distort | Spherize | ADBE Spherize | |
| Distort | Transform | ADBE Geometry2 | |
| Distort | Turbulent Displace | ADBE Turbulent Displace | |

| Updated: 06/05/2016 4:06pm After Effects CC (12.0) | | | |
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| Category | Name | Match Name | Version |
| Distort | Twirl | ADBE Twirl | |
| Distort | Warp | ADBE WRP_MESH | |
| Distort | Warp Stabilizer VFX | ADBE SubspaceStabilizer | |
| Distort | Wave Warp | ADBE Wave Warp | |
| Expression Controls | 3D Point Control | ADBE Point3D Control | |
| Expression Controls | Angle Control | ADBE Angle Control | |
| Expression Controls | Checkbox Control | ADBE Checkbox Control | |
| Expression Controls | Color Control | ADBE Color Control | |
| Expression Controls | Layer Control | ADBE Layer Control | |
| Expression Controls | Point Control | ADBE Point Control | |
| Expression Controls | Slider Control | ADBE Slider Control | |
| Generate | 4-Color Gradient | ADBE 4ColorGradient | |
| Generate | Advanced Lightning | ADBE Lightning 2 | |
| Generate | Audio Spectrum | ADBE AudSpect | |
| Generate | Audio Waveform | ADBE AudWave | |
| Generate | Beam | ADBE Laser | |
| Generate | CC Glue Gun | CC Glue Gun | |
| Generate | CC Light Burst 2.5 | CC Light Burst 2.5 | |
| Generate | CC Light Rays | CC Light Rays | |
| Generate | CC Light Sweep | CC Light Sweep | |
| Generate | CC Threads | CS Threads | |
| Generate | Cell Pattern | ADBE Cell Pattern | |
| Generate | Checkerboard | ADBE Checkerboard | |
| Generate | Circle | ADBE Circle | |
| Generate | Ellipse | ADBE ELLIPSE | |
| Generate | Eyedropper Fill | ADBE Eyedropper Fill | |
| Generate | Fill | ADBE Fill | |
| Generate | Fractal | ADBE Fractal | |
| Generate | Gradient Ramp | ADBE Ramp | |
| Generate | Grid | ADBE Grid | |
| Generate | Lens Flare | ADBE Lens Flare | |
| Generate | Paint Bucket | ADBE Paint Bucket | |
| Generate | Radio Waves | APC Radio Waves | |
| Generate | Scribble | ADBE Scribble Fill | |
| Generate | Stroke | ADBE Stroke | |
| Generate | Vegas | APC Vegas | |
| Generate | Write-on | ADBE Write-on | |
| Keying | CC Simple Wire Removal | CC Simple Wire Removal | |
| Keying | Color Difference Key | ADBE Color Difference Key | |
| Keying | Color Range | ADBE Color Range | |
| Keying | Difference Matte | ADBE Difference Matte2 | |
| Keying | Extract | ADBE Extract | |
| Keying | Inner/Outer Key | ADBE ATG Extract | |

| Updated: 06/05/2016 4:06pm | After Effects CC (12.0) | | |
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| Category | Name | Match Name | Version |
| Keying | Keylight (1.2) | Keylight 906 | |
| Keying | Linear Color Key | ADBE Linear Color Key2 | |
| Keying | Spill Suppressor | ADBE Spill Suppressor | |
| Matte | Matte Choker | ADBE Matte Choker | |
| Matte | mocha shape | ISL MochaShapelImporter | |
| Matte | Refine Hard Matte | ADBE RefineRBMatte | |
| Matte | Refine Soft Matte | ADBE RefineMatte2 | |
| Matte | Simple Choker | ADBE Simple Choker | |
| Noise & Grain | Add Grain | VISINF Grain Implant | |
| Noise & Grain | Dust & Scratches | ADBE Dust & Scratches | |
| Noise & Grain | Fractal Noise | ADBE Fractal Noise | |
| Noise & Grain | Match Grain | VISINF Grain Duplication | |
| Noise & Grain | Median | ADBE Median | |
| Noise & Grain | Noise | ADBE Noise | |
| Noise & Grain | Noise Alpha | ADBE Noise Alpha2 | |
| Noise & Grain | Noise HLS | ADBE Noise HLS2 | |
| Noise & Grain | Noise HLS Auto | ADBE Noise HLS Auto2 | |
| Noise & Grain | Remove Grain | VISINF Grain Removal | |
| Noise & Grain | Turbulent Noise | ADBE AIF Perlin Noise 3D | |
| Obsolete | Basic 3D | ADBE Basic 3D | |
| Obsolete | Basic Text | ADBE Basic Text2 | |
| Obsolete | Color Key | ADBE Color Key | |
| Obsolete | Lightning | ADBE Lightning | |
| Obsolete | Luma Key | ADBE Luma Key | |
| Obsolete | Path Text | ADBE Path Text | |
| Perspective | 3D Camera Tracker | ADBE 3D Tracker | |
| Perspective | 3D Glasses | ADBE 3D Glasses2 | |
| Perspective | Bevel Alpha | ADBE Bevel Alpha | |
| Perspective | Bevel Edges | ADBE Bevel Edges | |
| Perspective | CC Cylinder | CC Cylinder | |
| Perspective | CC Environment | CC Environment | |
| Perspective | CC Sphere | CC Sphere | |
| Perspective | CC Spotlight | CC Spotlight | |
| Perspective | Drop Shadow | ADBE Drop Shadow | |
| Perspective | Radial Shadow | ADBE Radial Shadow | |
| Simulation | Card Dance | APC CardDanceCam | |
| Simulation | Caustics | APC Caustics | |
| Simulation | CC Ball Action | CC Ball Action | |
| Simulation | CC Bubbles | CC Bubbles | |
| Simulation | CC Drizzle | CC Drizzle | |
| Simulation | CC Hair | CC Hair | |
| Simulation | CC Mr. Mercury | CC Mr. Mercury | |
| Simulation | CC Particle Systems II | CC Particle Systems II | |

| Updated: 06/05/2016 4:06pm After Effects CC (12.0) | | | |
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| Category | Name | Match Name | Version |
| Simulation | CC Particle World | CC Particle World | |
| Simulation | CC Pixel Polly | CC Pixel Polly | |
| Simulation | CC Rainfall | CSRainfall | |
| Simulation | CC Scatterize | CC Scatterize | |
| Simulation | CC Snowfall | CSSnowfall | |
| Simulation | CC Star Burst | CC Star Burst | |
| Simulation | Foam | APC Foam | |
| Simulation | Particle Playground | ADBE Playgnd | |
| Simulation | Shatter | APC Shatter | |
| Simulation | Wave World | APC Wave World | |
| Stylize | Brush Strokes | ADBE Brush Strokes | |
| Stylize | Cartoon | ADBE Cartoonify | |
| Stylize | CC Block Load | CS BlockLoad | |
| Stylize | CC Burn Film | CC Burn Film | |
| Stylize | CC Glass | CC Glass | |
| Stylize | CC Kaleida | CC Kaleida | |
| Stylize | CC Mr. Smoothie | CC Mr. Smoothie | |
| Stylize | CC Plastic | CC Plastic | |
| Stylize | CC RepeTile | CC RepeTile | |
| Stylize | CC Threshold | CC Threshold | |
| Stylize | CC Threshold RGB | CC Threshold RGB | |
| Stylize | Color Emboss | ADBE Color Emboss | |
| Stylize | Emboss | ADBE Emboss | |
| Stylize | Find Edges | ADBE Find Edges | |
| Stylize | Glow | ADBE Glo2 | |
| Stylize | Mosaic | ADBE Mosaic | |
| Stylize | Motion Tile | ADBE Tile | |
| Stylize | Posterize | ADBE Posterize | |
| Stylize | Roughen Edges | ADBE Roughen Edges | |
| Stylize | Scatter | ADBE Scatter | |
| Stylize | Strobe Light | ADBE Strobe | |
| Stylize | Texturize | ADBE Texturize | |
| Stylize | Threshold | ADBE Threshold2 | |
| Synthetic Aperture | SA Color Finesse 3 | SYNTHAP CF Color Finesse 2 | |
| Text | Numbers | ADBE Numbers2 | |
| Text | Timecode | ADBE Timecode | |
| Time | CC Force Motion Blur | CC Force Motion Blur | |
| Time | CC Time Blend | CC Time Blend | |
| Time | CC Time Blend FX | CC Time Blend FX | |
| Time | CC Wide Time | CC Wide Time | |
| Time | Echo | ADBE Echo | |
| Time | Pixel Motion Blur | ADBE OFMotionBlur | |
| Time | Posterize Time | ADBE Posterize Time | |

| Updated: 06/05/2016 4:06pm | After Effects CC (12.0) | | |
|----------------------------|---------------------------|--------------------------------|---------|
| Category | Name | Match Name | Version |
| Time | Time Difference | ADBE Difference | |
| Time | Time Displacement | ADBE Time Displacement | |
| Time | Timewarp | ADBE Timewarp | |
| Transition | Block Dissolve | ADBE Block Dissolve | |
| Transition | Card Wipe | APC CardWipeCam | |
| Transition | CC Glass Wipe | CC Glass Wipe | |
| Transition | CC Grid Wipe | CC Grid Wipe | |
| Transition | CC Image Wipe | CC Image Wipe | |
| Transition | CC Jaws | CC Jaws | |
| Transition | CC Light Wipe | CC Light Wipe | |
| Transition | CC Line Sweep | CS LineSweep | |
| Transition | CC Radial ScaleWipe | CC Radial ScaleWipe | |
| Transition | CC Scale Wipe | CC Scale Wipe | |
| Transition | CC Twister | CC Twister | |
| Transition | CC WarpoMatic | CC WarpoMatic | |
| Transition | Gradient Wipe | ADBE Gradient Wipe | |
| Transition | Iris Wipe | ADBE IRIS_WIPE | |
| Transition | Linear Wipe | ADBE Linear Wipe | |
| Transition | Radial Wipe | ADBE Radial Wipe | |
| Transition | Venetian Blinds | ADBE Venetian Blinds | |
| Utility | Apply Color LUT | ADBE Apply Color LUT2 | |
| Utility | CC Overbrights | CC Overbrights | |
| Utility | Cineon Converter | ADBE Cineon Converter2 | |
| Utility | Color Profile Converter | ADBE ProfileToProfile | |
| Utility | Grow Bounds | ADBE GROW BOUNDS | |
| Utility | HDR Compander | ADBE Compander | |
| Utility | HDR Highlight Compression | ADBE HDR ToneMap | |
| | Animated Shape Control | ADBE CM Animated Shape Control | |
| | Animated Shape Control | ADBE CM Animated Shape 3 | |
| | Autoscroll - horizontal | ADBE CM AutoscrollHorizontal | |
| | Autoscroll - vertical | ADBE CM AutoscrollVertical | |
| | Bounce | ADBE DE Bounce | |
| | Bounce At Marker | ADBE DE Bounce At Marker | |
| | Bounce On Beat | ADBE DE Bounce On Beat | |
| | Bounce Random | ADBE DE Bounce Random | |
| | Card Wipe Master Control | ADBE CM TransCard | |
| | Chaser Control | ADBE CM Animated Shape 2 | |
| | Color Swirl | ADBE Color Swirl | |
| | Corner Reveal | ADBE CM CornerReveal | |
| | Cracked Tiles | ADBE CM CrackedTiles | |
| | Crop Edges | ADBE CM CropEdges | |
| | Dissolve - unmelt | ADBE CM DissolveUnmelt | |
| | Dissolve Master Control | ADBE CM TransDissolve | |

| Updated: 06/05/2016 4:06pm After Effects CC (12.0) | | | |
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| Category | Name | Match Name | Version |
| | Drift Over Time | ADBE CM Throw | |
| | Fade In+Out - frames | ADBE CM FadeInOutFrames | |
| | Fade In+Out - msec | ADBE CM FadeInOutmsec | |
| | Fade Master Control | ADBE CM TransFade | |
| | Fly to Inset | ADBE CM FlyToInset | |
| | Follow | ADBE DE Follow | |
| | Getting Jiggy | ADBE Getting Jiggy | |
| | Grid Wipe | ADBE CM GridWipe | |
| | Inset Video - framed | ADBE CM InsetVideoFramed | |
| | Inset Video - torn edges | ADBE CM InsetVideoTorn | |
| | Iris Wipe Master Controls | ADBE CM TransIris | |
| | Jiggle | ADBE DE Jiggle | |
| | Jiggle At Marker | ADBE DE Jiggle At Marker | |
| | Jiggle On Beat | ADBE DE Jiggle On Beat | |
| | Jiggle Random | ADBE DE Jiggle Random | |
| | Light Leaks - layer markers | ADBE CM LightLeaksMarkers | |
| | Light Leaks - random | ADBE CM LightLeaksRandom | |
| | Mask Fade Controls | ADBE CM TransFadeMask | |
| | Mood Lighting - amorphous | ADBE CM MoodLightAmorph | |
| | Mood Lighting - digital | ADBE CM MoodLightDigital | |
| | Mood Lighting - streaks | ADBE CM MoodLightStreaks | |
| | Opacity Flash - layer markers | ADBE CM OpacityFlashMarkers | |
| | Opacity Flash - random | ADBE CM OpacityFlashRandom | |
| | Opacity Pulse | ADBE DE Opacity Pulse | |
| | Opacity Pulse At Marker | ADBE DE Opacity Pulse At Marker | |
| | Opacity Pulse On Beat | ADBE DE Opacity Pulse On Beat | |
| | Opacity Pulse Random | ADBE DE Opacity Pulse Random | |
| | Orbit | ADBE DE Orbit | |
| | Orbit 3D | ADBE DE Orbit 3D | |
| | Oscillate | ADBE DE Oscillate | |
| | Oscillate At Marker | ADBE DE Oscillate At Marker | |
| | Oscillate On Beat | ADBE DE Oscillate On Beat | |
| | Oscillate Random | ADBE DE Oscillate Random | |
| | Pendulum | ADBE DE Pendulum | |
| | Pendulum At Marker | ADBE DE Pendulum At Marker | |
| | Pendulum On Beat | ADBE DE Pendulum On Beat | |
| | Pendulum Random | ADBE DE Pendulum Random | |
| | Pulse | ADBE DE Pulse | |
| | Pulse At Marker | ADBE DE Pulse At Marker | |
| | Pulse On Beat | ADBE DE Pulse On Beat | |
| | Pulse Random | ADBE DE Pulse Random | |
| | Radial Wipe Master Controls | ADBE CM TransRadial | |
| | Random Fill Color | ADBE DE Random Fill Color | |

| Updated: 06/05/2016 4:06pm After Effects CC (12.0) | | | |
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| Category | Name | Match Name | Version |
| | Random Motion | ADBE DE Random Motion | |
| | Random Motion 1D | ADBE DE Random Motion 1D | |
| | Random Opacity | ADBE DE Random Opacity | |
| | Random Rotation | ADBE DE Random Rotation | |
| | Random Rotation 3D | ADBE DE Random Rotation 3D | |
| | Random Scale | ADBE DE Random Scale | |
| | Rotate Over Time | ADBE CM Spin | |
| | Sample Image | ADBE Sample Image | |
| | Scale Bounce - layer markers | ADBE CM ScaleBounceMarkers | |
| | Scale Bounce - random | ADBE CM ScaleBounceRandom | |
| | Separate XYZ Position | ADBE Separate XYZ Position | |
| | Slide - variable | ADBE CM SlideVariable | |
| | Slide Master Control | ADBE CM TransSlide | |
| | Stereo 3D Controls | ADBE Stereo 3D Controls | |
| | Stretch Master Control | ADBE CM TransStretch | |
| | Stretch Master Control (edge) | ADBE CM TransDirection | |
| | Stretch Master Control(corner) | ADBE CM TransCorner | |
| | Swarm | ADBE DE Swarm | |
| | Transition Master Control | ADBE CM TransComplete | |
| | Wiggle - gelatin | ADBE CM WiggleGelatin | |
| | Wiggle - position | ADBE CM WigglePosition | |
| | Wiggle - rotation | ADBE CM WiggleRotation | |
| | Wiggle - scale | ADBE CM WiggleScale | |
| | Wiggle - shear | ADBE CM WiggleShear | |
| | Wigglerama | ADBE CM Wigglerama | |
| | Wipe Master Control | ADBE CM TransWipe | |
| | Wipe Master Controls | ADBE CM TransWipeFeath | |
| | Wobble Bounce | ADBE DE Wobble Bounce | |
| | Wobble Bounce At Marker | ADBE DE Wobble Bounce At Marker | |
| | Wobble Bounce On Beat | ADBE DE Wobble Bounce On Beat | |
| | Wobble Bounce Random | ADBE DE Wobble Bounce Random | |
| | Z Spring | ADBE DE Z Spring | |
| | Z Spring At Marker | ADBE DE Z Spring At Marker | |
| | Zoom - 2D spin | ADBE CM Zoom2DSpin | |
| | Zoom - 3D tumble | ADBE CM Zoom3DTumble | |
| | Zoom - bubble | ADBE CM ZoomBubble | |
| | Zoom - spiral | ADBE CM ZoomSpiral | |
| | Zoom - wobble | ADBE CM ZoomWobble | |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| _Obsolete | 3D Glasses (Obsolete) | ADBE 3D Glasses | 2.0.1 |
| _Obsolete | Alpha Levels | ADBE Alpha Levels2 | 1.40 |
| _Obsolete | Alpha Levels | ADBE Alpha Levels3 | 1.40 |
| _Obsolete | Apply Color LUT | ADBE Apply Color LUT | 1.00 |
| _Obsolete | Box Blur | ADBE Box Blur | 1.00 |
| _Obsolete | Brightness & Contrast | ADBE Brightness & Contrast | 2.50 |
| _Obsolete | CC PS Classic (obsolete) | CC PS Classic | 1.60 |
| _Obsolete | CC PS LE Classic (obsolete) | CC PS LE Classic | 1.60 |
| _Obsolete | CC Rain | CC Rain | 2.10 |
| _Obsolete | CC Snow | CC Snow | 2.10 |
| _Obsolete | Cineon Converter | ADBE Cineon Converter | 1.30 |
| _Obsolete | Color Balance | ADBE Color Balance | 1.90 |
| _Obsolete | Exposure | ADBE Exposure | 1.00 |
| _Obsolete | Lens Blur | ADBE Lens Blur | 1.00 |
| _Obsolete | Levels | ADBE Easy Levels | 2.50 |
| _Obsolete | Levels (Individual Controls) | ADBE Pro Levels | 2.50 |
| _Obsolete | LF Aperture Reflection | KNSW LF ApertureRefl | 3.00 |
| _Obsolete | LF Chroma Hoop | KNSW LF ChromaHoop | 3.00 |
| _Obsolete | LF ChromaFan | KNSW LF ChromaFan | 3.00 |
| _Obsolete | LF Circle Spread | KNSW LF CircleSpread | 3.00 |
| _Obsolete | LF Disc | KNSW LF Disc | 3.00 |
| _Obsolete | LF Ellipse | KNSW LF Ellipse | 3.00 |
| _Obsolete | LF Elliptical Caustic | KNSW LF EllipticalCaustic | 3.00 |
| _Obsolete | LF Fadedring | KNSW LF Fadedring | 3.00 |
| _Obsolete | LF Glow | KNSW LF Glow | 3.00 |
| _Obsolete | LF Photon Spikeball | KNSW LF PhotonSpikeball | 3.00 |
| _Obsolete | LF Poly Spikeball | KNSW LF PolySpikeball | 3.00 |
| _Obsolete | LF Poly Spread | KNSW LF PolySpread | 3.00 |
| _Obsolete | LF RandomFan | KNSW LF RandomFan | 3.00 |
| _Obsolete | LF Single Poly | KNSW LF Single Poly | 3.00 |
| _Obsolete | LF Sparkle | KNSW LF Sparkle | 3.00 |
| _Obsolete | LF Spikeball | KNSW LF Spikeball | 3.00 |
| _Obsolete | LF Star Caustic | KNSW LF Starcaustic | 3.00 |
| _Obsolete | LF Star Filter | KNSW LF StarFilter | 3.00 |
| _Obsolete | LF Stripe | KNSW LF Stripe | 3.00 |
| _Obsolete | Light Factory EZ | KNSW Custom Flare EZ | 3.00 |
| _Obsolete | Light Factory LE | KNSW Custom Flare LE | 3.00 |
| _Obsolete | Light Factory Spectacular | KNSW Spectacular | 3.00 |
| _Obsolete | Noise Alpha | ADBE Noise Alpha | 1.10 |
| _Obsolete | Noise HLS | ADBE Noise HLS | 1.0.1 |
| _Obsolete | Noise HLS Auto | ADBE Noise HLS Auto | 1.0.1 |
| _Obsolete | Paint | ADBE Paint | 1.00 |
| _Obsolete | Photo Filter | ADBE Photo Filter | 1.00 |

| Updated: 06/05/2016 3:34pm After Effects CC 2014 (13.0) | | | |
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| Category | Name | Match Name | Version |
| _Obsolete | Photoshop Bevel And Emboss | ADBE PSL Bevel Emboss | 1.20 |
| _Obsolete | Photoshop Drop Shadow | ADBE PSL Drop Shadow | 1.20 |
| _Obsolete | Photoshop Inner Glow | ADBE PSL Inner Glow | 1.20 |
| _Obsolete | Photoshop Inner Shadow | ADBE PSL Inner Shadow | 1.20 |
| _Obsolete | Photoshop Outer Glow | ADBE PSL Outer Glow | 1.20 |
| _Obsolete | Photoshop Solid Fill | ADBE PSL Solid Fill | 1.20 |
| _Obsolete | Puppet | ADBE FreePin3 | 1.5x0 |
| _Obsolete | Refine Matte | ADBE RefineMatte | 1.00 |
| _Obsolete | Roto Brush & Refine Edge | ADBE Samurai | 2.00 |
| _Obsolete | Set Matte | ADBE Set Matte2 | 2.30 |
| _Obsolete | Three-Way Color Corrector | ADBE Three-Way Color Corrector | 1.0x2 |
| _Obsolete | Threshold | ADBE Threshold | 2.20 |
| _Obsolete | Transform | ADBE Geometry | 2.00 |
| _Obsolete | Unsharp Mask | ADBE Unsharp Mask | 1.20 |
| _Obsolete | Vector Paint | ADBE Vector Paint | 1.2.2 |
| 3D Channel | 3D Channel Extract | ADBE AUX CHANNEL EXTRACT | 1.5x1 |
| 3D Channel | Depth Matte | ADBE DEPTH MATTE | 1.6x1 |
| 3D Channel | Depth of Field | ADBE DEPTH FIELD | 1.6x1 |
| 3D Channel | EXtractoR | EXtractoR | 1.90 |
| 3D Channel | Fog 3D | ADBE FOG_3D | 1.5x1 |
| 3D Channel | ID Matte | ADBE ID MATTE | 1.50 |
| 3D Channel | IDentifier | IDentifier | 1.90 |
| Audio | Backwards | ADBE Aud Reverse | 1.4x0 |
| Audio | Bass & Treble | ADBE Aud BT | 1.5x1 |
| Audio | Delay | ADBE Aud Delay | 1.11x1 |
| Audio | Flange & Chorus | ADBE Aud_Flange | 1.7x1 |
| Audio | High-Low Pass | ADBE Aud HiLo | 1.5x1 |
| Audio | Modulator | ADBE Aud Modulator | 1.1x1 |
| Audio | Parametric EQ | ADBE Param EQ | 1.80 |
| Audio | Reverb | ADBE Aud Reverb | 1.6x1 |
| Audio | Stereo Mixer | ADBE Aud Stereo Mixer | 1.2x1 |
| Audio | Tone | ADBE Aud Tone | 1.7x1 |
| Blur & Sharpen | Bilateral Blur | ADBE Bilateral | 1.00 |
| Blur & Sharpen | Box Blur | ADBE Box Blur2 | 1.00 |
| Blur & Sharpen | Camera Lens Blur | ADBE Camera Lens Blur | 1.00 |
| Blur & Sharpen | CC Cross Blur | CS CrossBlur | 1.20 |
| Blur & Sharpen | CC Radial Blur | CC Radial Blur | 1.50 |
| Blur & Sharpen | CC Radial Fast Blur | CC Radial Fast Blur | 1.50 |
| Blur & Sharpen | CC Vector Blur | CC Vector Blur | 1.50 |
| Blur & Sharpen | Channel Blur | ADBE Channel Blur | 1.60 |
| Blur & Sharpen | Compound Blur | ADBE Compound Blur | 1.50 |
| Blur & Sharpen | Directional Blur | ADBE Motion Blur | 2.5.1 |
| Blur & Sharpen | Fast Blur | ADBE Fast Blur | 2.10 |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| Blur & Sharpen | Gaussian Blur | ADBE Gaussian Blur | 2.70 |
| Blur & Sharpen | Radial Blur | ADBE Radial Blur | 2.11 |
| Blur & Sharpen | Reduce Interlace Flicker | ADBE Reduce Interlace Flicker | 2.10 |
| Blur & Sharpen | Sharpen | ADBE Sharpen | 1.80 |
| Blur & Sharpen | Smart Blur | ADBE Smart Blur | 1.0x0 |
| Blur & Sharpen | Unsharp Mask | ADBE Unsharp Mask2 | 1.20 |
| Channel | Arithmetic | ADBE Arithmetic | 2.50 |
| Channel | Blend | ADBE Blend | 1.80 |
| Channel | Calculations | ADBE Calculations | 1.0x0 |
| Channel | CC Composite | CC Composite | 1.70 |
| Channel | Channel Combiner | ADBE Channel Combiner | 1.00 |
| Channel | Compound Arithmetic | ADBE Compound Arithmetic | 2.00 |
| Channel | Invert | ADBE Invert | 2.80 |
| Channel | Minimax | ADBE Minimax | 3.00 |
| Channel | Remove Color Matting | ADBE Remove Color Matting | 1.10 |
| Channel | Set Channels | ADBE Set Channels | 3.0.1 |
| Channel | Set Matte | ADBE Set Matte3 | 2.30 |
| Channel | Shift Channels | ADBE Shift Channels | 2.00 |
| Channel | Solid Composite | ADBE Solid Composite | 1.00 |
| CINEMA 4D | CINEWARE | CINEMA 4D Effect | 2.00 |
| Color Correction | Auto Color | ADBE AutoColor | 1.00 |
| Color Correction | Auto Contrast | ADBE AutoContrast | 1.00 |
| Color Correction | Auto Levels | ADBE AutoLevels | 1.00 |
| Color Correction | Black & White | ADBE Black&White | 1.00 |
| Color Correction | Brightness & Contrast | ADBE Brightness & Contrast 2 | 1.00 |
| Color Correction | Broadcast Colors | ADBE Broadcast Colors | 2.30 |
| Color Correction | Change Color | ADBE Change Color | 2.00 |
| Color Correction | Change to Color | ADBE Change To Color | 1.0.1 |
| Color Correction | Channel Mixer | ADBE CHANNEL MIXER | 2.0x1 |
| Color Correction | Color Balance (HLS) | ADBE Color Balance (HLS) | 2.40 |
| Color Correction | Color Balance | ADBE Color Balance 2 | 2.1x1 |
| Color Correction | Color Link | ADBE Color Link | 1.10 |
| Color Correction | Curves | ADBE CurvesCustom | 2.40 |
| Color Correction | Color Stabilizer | ADBE Deflicker | 1.00 |
| Color Correction | Levels | ADBE Easy Levels2 | 2.50 |
| Color Correction | Equalize | ADBE Equalize | 2.30 |
| Color Correction | Exposure | ADBE Exposure2 | 1.00 |
| Color Correction | Gamma/Pedestal/Gain | ADBE Gamma/Pedestal/Gain2 | 2.00 |
| Color Correction | Hue/Saturation | ADBE HUE SATURATION | 3.0.1 |
| Color Correction | Leave Color | ADBE Leave Color | 2.30 |
| Color Correction | Photo Filter | ADBE PhotoFilterPS | 1.00 |
| Color Correction | Levels (Individual Controls) | ADBE Pro Levels2 | 2.50 |
| Color Correction | PS Arbitrary Map | ADBE PS Arbitrary Map | 1.70 |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| Color Correction | Selective Color | ADBE SelectiveColor | 1.00 |
| Color Correction | Shadow/Highlight | ADBE ShadowHighlight | 1.00 |
| Color Correction | Tint | ADBE Tint | 2.40 |
| Color Correction | Tritone | ADBE Tritone | 1.00 |
| Color Correction | Vibrance | ADBE Vibrance | 1.00 |
| Color Correction | Colorama | APC Colorama | 1.1x1 |
| Color Correction | CC Color Offset | CC Color Offset | 1.70 |
| Color Correction | CC Toner | CC Toner | 1.50 |
| Color Correction | CC Color Neutralizer | CS Color Neutralizer | 1.10 |
| Color Correction | CC Kernel | CS Kernel | 1.00 |
| Distort | Bezier Warp | ADBE BEZMESH | 2.0x0 |
| Distort | Bulge | ADBE Bulge | 2.10 |
| Distort | CC Bend It | CC Bend It | 1.40 |
| Distort | CC Bender | CC Bender | 1.40 |
| Distort | CC Blobbylize | CC Blobbylize | 1.70 |
| Distort | CC Flo Motion | CC Flo Motion | 1.80 |
| Distort | CC Griddler | CC Griddler | 2.10 |
| Distort | CC Lens | CC Lens | 2.00 |
| Distort | CC Page Turn | CC Page Turn | 2.10 |
| Distort | CC Power Pin | CC Power Pin | 1.90 |
| Distort | CC Ripple Pulse | CC Ripple Pulse | 1.60 |
| Distort | CC Slant | CC Slant | 2.00 |
| Distort | CC Smear | CC Smear | 1.80 |
| Distort | CC Split | CC Split | 1.40 |
| Distort | CC Split 2 | CC Split 2 | 1.50 |
| Distort | CC Tiler | CC Tiler | 1.70 |
| Distort | Corner Pin | ADBE Corner Pin | 2.00 |
| Distort | Detail-preserving Upscale | ADBE Upscale | 1.10 |
| Distort | Displacement Map | ADBE Displacement Map | 2.60 |
| Distort | Liquify | ADBE LIQUIFY | 3.0x0 |
| Distort | Magnify | ADBE Magnify | 1.10 |
| Distort | Mesh Warp | ADBE MESH WARP | 2.0x0 |
| Distort | Mirror | ADBE Mirror | 2.40 |
| Distort | Offset | ADBE Offset | 2.20 |
| Distort | Optics Compensation | ADBE Optics Compensation | 1.10 |
| Distort | Polar Coordinates | ADBE Polar Coordinates | 2.30 |
| Distort | Reshape | ADBE RESHAPE | 3.0x0 |
| Distort | Ripple | ADBE Ripple | 2.40 |
| Distort | Rolling Shutter Repair | ADBE Rolling Shutter | 1.0x0 |
| Distort | Smear | ADBE SCHMEAR | 3.0x0 |
| Distort | Spherize | ADBE Spherize | 2.30 |
| Distort | Transform | ADBE Geometry2 | 2.00 |
| Distort | Turbulent Displace | ADBE Turbulent Displace | 1.10 |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| Distort | Twirl | ADBE Twirl | 2.40 |
| Distort | Warp | ADBE WRPMESH | 1.0x0 |
| Distort | Warp Stabilizer VFX | ADBE SubspaceStabilizer | 1.10 |
| Distort | Wave Warp | ADBE Wave Warp | 2.7.1 |
| Expression Controls | 3D Point Control | ADBE Point3D Control | 1.00 |
| Expression Controls | Angle Control | ADBE Angle Control | 1.00 |
| Expression Controls | Checkbox Control | ADBE Checkbox Control | 1.00 |
| Expression Controls | Color Control | ADBE Color Control | 1.00 |
| Expression Controls | Layer Control | ADBE Layer Control | 1.00 |
| Expression Controls | Point Control | ADBE Point Control | 1.00 |
| Expression Controls | Slider Control | ADBE Slider Control | 1.00 |
| Generate | 4-Color Gradient | ADBE 4ColorGradient | 1.10 |
| Generate | Advanced Lightning | ADBE Lightning 2 | 1.10 |
| Generate | Audio Spectrum | ADBE AudSpect | 2.6x2 |
| Generate | Audio Waveform | ADBE AudWave | 2.6x3 |
| Generate | Beam | ADBE Laser | 1.8x0 |
| Generate | CC Glue Gun | CC Glue Gun | 1.70 |
| Generate | CC Light Burst 2.5 | CC Light Burst 2.5 | 3.30 |
| Generate | CC Light Rays | CC Light Rays | 1.80 |
| Generate | CC Light Sweep | CC Light Sweep | 1.60 |
| Generate | CC Threads | CS Threads | 1.00 |
| Generate | Cell Pattern | ADBE Cell Pattern | 1.10 |
| Generate | Checkerboard | ADBE Checkerboard | 1.00 |
| Generate | Circle | ADBE Circle | 1.10 |
| Generate | Ellipse | ADBE ELLIPSE | 1.0x1 |
| Generate | Eyedropper Fill | ADBE Eyedropper Fill | 1.0.1 |
| Generate | Fill | ADBE Fill | 1.8x0 |
| Generate | Fractal | ADBE Fractal | 2.00 |
| Generate | Gradient Ramp | ADBE Ramp | 3.20 |
| Generate | Grid | ADBE Grid | 1.10 |
| Generate | Lens Flare | ADBE Lens Flare | 1.00 |
| Generate | Paint Bucket | ADBE Paint Bucket | 1.10 |
| Generate | Radio Waves | APC Radio Waves | 1.1x1 |
| Generate | Scribble | ADBE Scribble Fill | 1.0x0 |
| Generate | Stroke | ADBE Stroke | 1.6x0 |
| Generate | Vegas | APC Vegas | 1.1x1 |
| Generate | Write-on | ADBE Write-on | 1.50 |
| Keying | Advanced Spill Suppressor | ADBE Spill2 | 1.00 |
| Keying | CC Simple Wire Removal | CC Simple Wire Removal | 1.80 |
| Keying | Color Difference Key | ADBE Color Difference Key | 2.12 |
| Keying | Color Range | ADBE Color Range | 1.13 |
| Keying | Difference Matte | ADBE Difference Matte2 | 2.00 |
| Keying | Extract | ADBE Extract | 1.80 |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| Keying | Inner/Outer Key | ADBE ATG Extract | 1.30 |
| Keying | Key Cleaner | ADBE KeyCleaner | 1.00 |
| Keying | Keylight (1.2) | Keylight 906 | 1.20 |
| Keying | Linear Color Key | ADBE Linear Color Key2 | 3.50 |
| Matte | Matte Choker | ADBE Matte Choker | 2.00 |
| Matte | mocha shape | ISL MochaShapelImporter | 1.0x1 |
| Matte | Refine Hard Matte | ADBE RefineRBMatte | 1.10 |
| Matte | Refine Soft Matte | ADBE RefineMatte2 | 1.00 |
| Matte | Simple Choker | ADBE Simple Choker | 2.00 |
| Noise & Grain | Add Grain | VISINF Grain Implant | 3.00 |
| Noise & Grain | Dust & Scratches | ADBE Dust & Scratches | 1.0x0 |
| Noise & Grain | Fractal Noise | ADBE Fractal Noise | 1.00 |
| Noise & Grain | Match Grain | VISINF Grain Duplication | 3.00 |
| Noise & Grain | Median | ADBE Median | 2.20 |
| Noise & Grain | Noise | ADBE Noise | 2.60 |
| Noise & Grain | Noise Alpha | ADBE Noise Alpha2 | 1.10 |
| Noise & Grain | Noise HLS | ADBE Noise HLS2 | 1.0.1 |
| Noise & Grain | Noise HLS Auto | ADBE Noise HLS Auto2 | 1.0.1 |
| Noise & Grain | Remove Grain | VISINF Grain Removal | 3.00 |
| Noise & Grain | Turbulent Noise | ADBE AIF Perlin Noise 3D | 1.00 |
| Obsolete | Basic 3D | ADBE Basic 3D | 4.00 |
| Obsolete | Basic Text | ADBE Basic Text2 | 5.20 |
| Obsolete | Color Key | ADBE Color Key | 2.40 |
| Obsolete | Lightning | ADBE Lightning | 1.12 |
| Obsolete | Luma Key | ADBE Luma Key | 2.40 |
| Obsolete | Path Text | ADBE Path Text | 4.7x13 |
| Obsolete | Spill Suppressor | ADBE Spill Suppressor | 1.40 |
| Perspective | 3D Glasses | ADBE 3D Glasses2 | 2.0.1 |
| Perspective | 3D Camera Tracker | ADBE 3D Tracker | 1.10 |
| Perspective | Bevel Alpha | ADBE Bevel Alpha | 1.70 |
| Perspective | Bevel Edges | ADBE Bevel Edges | 1.80 |
| Perspective | Drop Shadow | ADBE Drop Shadow | 2.80 |
| Perspective | Radial Shadow | ADBE Radial Shadow | 1.10 |
| Perspective | CC Cylinder | CC Cylinder | 1.50 |
| Perspective | CC Environment | CC Environment | 1.40 |
| Perspective | CC Sphere | CC Sphere | 2.20 |
| Perspective | CC Spotlight | CC Spotlight | 1.80 |
| Simulation | Card Dance | APC CardDanceCam | 1.1x1 |
| Simulation | Caustics | APC Caustics | 1.1x1 |
| Simulation | CC Ball Action | CC Ball Action | 2.00 |
| Simulation | CC Bubbles | CC Bubbles | 2.20 |
| Simulation | CC Drizzle | CC Drizzle | 1.60 |
| Simulation | CC Hair | CC Hair | 1.50 |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| Simulation | CC Mr. Mercury | CC Mr. Mercury | 1.90 |
| Simulation | CC Particle Systems II | CC Particle Systems II | 2.00 |
| Simulation | CC Particle World | CC Particle World | 1.9.2 |
| Simulation | CC Pixel Polly | CC Pixel Polly | 1.80 |
| Simulation | CC Rainfall | CSRainfall | 1.10 |
| Simulation | CC Scatterize | CC Scatterize | 1.80 |
| Simulation | CC Snowfall | CSSnowfall | 1.10 |
| Simulation | CC Star Burst | CC Star Burst | 2.10 |
| Simulation | Foam | APC Foam | 1.1x1 |
| Simulation | Particle Playground | ADBE Playgnd | 3.13 |
| Simulation | Shatter | APC Shatter | 1.1x1 |
| Simulation | Wave World | APC Wave World | 1.1x1 |
| Stylize | Brush Strokes | ADBE Brush Strokes | 2.30 |
| Stylize | Cartoon | ADBE Cartoonify | 1.00 |
| Stylize | CC Block Load | CS BlockLoad | 1.10 |
| Stylize | CC Burn Film | CC Burn Film | 1.60 |
| Stylize | CC Glass | CC Glass | 1.70 |
| Stylize | CC Kaleida | CC Kaleida | 1.80 |
| Stylize | CC Mr. Smoothie | CC Mr. Smoothie | 1.40 |
| Stylize | CC Plastic | CC Plastic | 1.30 |
| Stylize | CC RepeTile | CC RepeTile | 1.80 |
| Stylize | CC Threshold | CC Threshold | 1.60 |
| Stylize | CC Threshold RGB | CC Threshold RGB | 1.60 |
| Stylize | Color Emboss | ADBE Color Emboss | 2.00 |
| Stylize | Emboss | ADBE Emboss | 2.30 |
| Stylize | Find Edges | ADBE Find Edges | 1.50 |
| Stylize | Glow | ADBE Glo2 | 2.50 |
| Stylize | Mosaic | ADBE Mosaic | 1.70 |
| Stylize | Motion Tile | ADBE Tile | 1.90 |
| Stylize | Posterize | ADBE Posterize | 2.0x1 |
| Stylize | Roughen Edges | ADBE Roughen Edges | 1.0.1 |
| Stylize | Scatter | ADBE Scatter | 2.30 |
| Stylize | Strobe Light | ADBE Strobe | 1.10 |
| Stylize | Texturize | ADBE Texturize | 2.20 |
| Stylize | Threshold | ADBE Threshold2 | 2.20 |
| Synthetic Aperture | SA Color Finesse 3 | SYNTHAP CF Color Finesse 2 | 3.0.10 |
| Text | Numbers | ADBE Numbers2 | 3.15 |
| Text | Timecode | ADBE Timecode | 2.50 |
| Time | CC Force Motion Blur | CC Force Motion Blur | 1.80 |
| Time | CC Time Blend | CC Time Blend | 1.50 |
| Time | CC Time Blend FX | CC Time Blend FX | 1.50 |
| Time | CC Wide Time | CC Wide Time | 1.70 |
| Time | Echo | ADBE Echo | 2.50 |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| Time | Pixel Motion Blur | ADBE OFMotionBlur | 1.0x0 |
| Time | Posterize Time | ADBE Posterize Time | 1.50 |
| Time | Time Difference | ADBE Difference | 1.10 |
| Time | Time Displacement | ADBE Time Displacement | 1.6.1 |
| Time | Timewarp | ADBE Timewarp | 1.0x0 |
| Transition | Block Dissolve | ADBE Block Dissolve | 2.50 |
| Transition | Card Wipe | APC CardWipeCam | 1.1x1 |
| Transition | CC Glass Wipe | CC Glass Wipe | 1.90 |
| Transition | CC Grid Wipe | CC Grid Wipe | 1.50 |
| Transition | CC Image Wipe | CC Image Wipe | 1.60 |
| Transition | CC Jaws | CC Jaws | 1.50 |
| Transition | CC Light Wipe | CC Light Wipe | 1.50 |
| Transition | CC Line Sweep | CS LineSweep | 1.00 |
| Transition | CC Radial ScaleWipe | CC Radial ScaleWipe | 1.80 |
| Transition | CC Scale Wipe | CC Scale Wipe | 1.60 |
| Transition | CC Twister | CC Twister | 1.60 |
| Transition | CC WarpoMatic | CC WarpoMatic | 1.30 |
| Transition | Gradient Wipe | ADBE Gradient Wipe | 1.60 |
| Transition | Iris Wipe | ADBE IRIS_WIPE | 1.4x0 |
| Transition | Linear Wipe | ADBE Linear Wipe | 2.20 |
| Transition | Radial Wipe | ADBE Radial Wipe | 2.30 |
| Transition | Venetian Blinds | ADBE Venetian Blinds | 2.30 |
| Utility | Apply Color LUT | ADBE Apply Color LUT2 | 1.10 |
| Utility | CC Overbrights | CC Overbrights | 1.00 |
| Utility | Cineon Converter | ADBE Cineon Converter2 | 1.30 |
| Utility | Color Profile Converter | ADBE ProfileToProfile | 1.00 |
| Utility | Grow Bounds | ADBE GROW BOUNDS | 1.1x1 |
| Utility | HDR Compander | ADBE Compander | 1.00 |
| Utility | HDR Highlight Compression | ADBE HDR ToneMap | 1.00 |
| | Color Swirl | ADBE Color Swirl | 0.0x0 |
| | Animated Shape Control | ADBE CM Animated Shape Control | 0.0x0 |
| | Animated Shape Control | ADBE CM Animated Shape 3 | 0.0x0 |
| | Autoscroll - horizontal | ADBE CM AutoscrollHorizontal | 0.0x0 |
| | Autoscroll - vertical | ADBE CM AutoscrollVertical | 0.0x0 |
| | Bounce | ADBE DE Bounce | 0.0x0 |
| | Bounce At Marker | ADBE DE Bounce At Marker | 0.0x0 |
| | Bounce On Beat | ADBE DE Bounce On Beat | 0.0x0 |
| | Bounce Random | ADBE DE Bounce Random | 0.0x0 |
| | Card Wipe Master Control | ADBE CM TransCard | 0.0x0 |
| | Chaser Control | ADBE CM Animated Shape 2 | 0.0x0 |
| | Corner Reveal | ADBE CM CornerReveal | 0.0x0 |
| | Cracked Tiles | ADBE CM CrackedTiles | 0.0x0 |
| | Crop Edges | ADBE CM CropEdges | 0.0x0 |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| | Dissolve - unmelt | ADBE CM DissolveUnmelt | 0.0x0 |
| | Dissolve Master Control | ADBE CM TransDissolve | 0.0x0 |
| | Drift Over Time | ADBE CM Throw | 0.0x0 |
| | Fade In+Out - frames | ADBE CM FadeInOutFrames | 0.0x0 |
| | Fade In+Out - msec | ADBE CM FadeInOutmsec | 0.0x0 |
| | Fade Master Control | ADBE CM TransFade | 0.0x0 |
| | Fly to Inset | ADBE CM FlyToInset | 0.0x0 |
| | Follow | ADBE DE Follow | 0.0x0 |
| | Getting Jiggy | ADBE Getting Jiggy | 0.0x0 |
| | Grid Wipe | ADBE CM GridWipe | 0.0x0 |
| | Inset Video - framed | ADBE CM InsetVideoFramed | 0.0x0 |
| | Inset Video - torn edges | ADBE CM InsetVideoTorn | 0.0x0 |
| | Iris Wipe Master Controls | ADBE CM TransIris | 0.0x0 |
| | Jiggle | ADBE DE Jiggle | 0.0x0 |
| | Jiggle At Marker | ADBE DE Jiggle At Marker | 0.0x0 |
| | Jiggle On Beat | ADBE DE Jiggle On Beat | 0.0x0 |
| | Jiggle Random | ADBE DE Jiggle Random | 0.0x0 |
| | Light Leaks - layer markers | ADBE CM LightLeaksMarkers | 0.0x0 |
| | Light Leaks - random | ADBE CM LightLeaksRandom | 0.0x0 |
| | Mask Fade Controls | ADBE CM TransFadeMask | 0.0x0 |
| | Mood Lighting - amorphous | ADBE CM MoodLightAmorph | 0.0x0 |
| | Mood Lighting - digital | ADBE CM MoodLightDigital | 0.0x0 |
| | Mood Lighting - streaks | ADBE CM MoodLightStreaks | 0.0x0 |
| | Opacity Flash - layer markers | ADBE CM OpacityFlashMarkers | 0.0x0 |
| | Opacity Flash - random | ADBE CM OpacityFlashRandom | 0.0x0 |
| | Opacity Pulse | ADBE DE Opacity Pulse | 0.0x0 |
| | Opacity Pulse At Marker | ADBE DE Opacity Pulse At Marker | 0.0x0 |
| | Opacity Pulse On Beat | ADBE DE Opacity Pulse On Beat | 0.0x0 |
| | Opacity Pulse Random | ADBE DE Opacity Pulse Random | 0.0x0 |
| | Orbit | ADBE DE Orbit | 0.0x0 |
| | Orbit 3D | ADBE DE Orbit 3D | 0.0x0 |
| | Oscillate | ADBE DE Oscillate | 0.0x0 |
| | Oscillate At Marker | ADBE DE Oscillate At Marker | 0.0x0 |
| | Oscillate On Beat | ADBE DE Oscillate On Beat | 0.0x0 |
| | Oscillate Random | ADBE DE Oscillate Random | 0.0x0 |
| | Pendulum | ADBE DE Pendulum | 0.0x0 |
| | Pendulum At Marker | ADBE DE Pendulum At Marker | 0.0x0 |
| | Pendulum On Beat | ADBE DE Pendulum On Beat | 0.0x0 |
| | Pendulum Random | ADBE DE Pendulum Random | 0.0x0 |
| | Pulse | ADBE DE Pulse | 0.0x0 |
| | Pulse At Marker | ADBE DE Pulse At Marker | 0.0x0 |
| | Pulse On Beat | ADBE DE Pulse On Beat | 0.0x0 |
| | Pulse Random | ADBE DE Pulse Random | 0.0x0 |

| Updated: 06/05/2016 3:34pm | After Effects CC 2014 (13.0) | | |
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| Category | Name | Match Name | Version |
| | Radial Wipe Master Controls | ADBE CM TransRadial | 0.0x0 |
| | Random Fill Color | ADBE DE Random Fill Color | 0.0x0 |
| | Random Motion | ADBE DE Random Motion | 0.0x0 |
| | Random Motion 1D | ADBE DE Random Motion 1D | 0.0x0 |
| | Random Opacity | ADBE DE Random Opacity | 0.0x0 |
| | Random Rotation | ADBE DE Random Rotation | 0.0x0 |
| | Random Rotation 3D | ADBE DE Random Rotation 3D | 0.0x0 |
| | Random Scale | ADBE DE Random Scale | 0.0x0 |
| | Rotate Over Time | ADBE CM Spin | 0.0x0 |
| | Sample Image | ADBE Sample Image | 0.0x0 |
| | Scale Bounce - layer markers | ADBE CM ScaleBounceMarkers | 0.0x0 |
| | Scale Bounce - random | ADBE CM ScaleBounceRandom | 0.0x0 |
| | Separate XYZ Position | ADBE Separate XYZ Position | 0.0x0 |
| | Slide - variable | ADBE CM SlideVariable | 0.0x0 |
| | Slide Master Control | ADBE CM TransSlide | 0.0x0 |
| | Stereo 3D Controls | ADBE Stereo 3D Controls | 0.0x0 |
| | Stretch Master Control | ADBE CM TransStretch | 0.0x0 |
| | Stretch Master Control (edge) | ADBE CM TransDirection | 0.0x0 |
| | Stretch Master Control(corner) | ADBE CM TransCorner | 0.0x0 |
| | Swarm | ADBE DE Swarm | 0.0x0 |
| | Transition Master Control | ADBE CM TransComplete | 0.0x0 |
| | Wiggle - gelatin | ADBE CM WiggleGelatin | 0.0x0 |
| | Wiggle - position | ADBE CM WigglePosition | 0.0x0 |
| | Wiggle - rotation | ADBE CM WiggleRotation | 0.0x0 |
| | Wiggle - scale | ADBE CM WiggleScale | 0.0x0 |
| | Wiggle - shear | ADBE CM WiggleShear | 0.0x0 |
| | Wigglerama | ADBE CM Wigglerama | 0.0x0 |
| | Wipe Master Control | ADBE CM TransWipe | 0.0x0 |
| | Wipe Master Controls | ADBE CM TransWipeFeath | 0.0x0 |
| | Wobble Bounce | ADBE DE Wobble Bounce | 0.0x0 |
| | Wobble Bounce At Marker | ADBE DE Wobble Bounce At Marker | 0.0x0 |
| | Wobble Bounce On Beat | ADBE DE Wobble Bounce On Beat | 0.0x0 |
| | Wobble Bounce Random | ADBE DE Wobble Bounce Random | 0.0x0 |
| | Z Spring | ADBE DE Z Spring | 0.0x0 |
| | Z Spring At Marker | ADBE DE Z Spring At Marker | 0.0x0 |
| | Zoom - 2D spin | ADBE CM Zoom2DSpin | 0.0x0 |
| | Zoom - 3D tumble | ADBE CM Zoom3DTumble | 0.0x0 |
| | Zoom - bubble | ADBE CM ZoomBubble | 0.0x0 |
| | Zoom - spiral | ADBE CM ZoomSpiral | 0.0x0 |
| | Zoom - wobble | ADBE CM ZoomWobble | 0.0x0 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| _Obsolete | 3D Glasses (Obsolete) | ADBE 3D Glasses | 2.0.1 |
| _Obsolete | Alpha Levels | ADBE Alpha Levels2 | 1.40 |
| _Obsolete | Alpha Levels | ADBE Alpha Levels3 | 1.40 |
| _Obsolete | Apply Color LUT | ADBE Apply Color LUT | 1.00 |
| _Obsolete | Box Blur | ADBE Box Blur | 1.00 |
| _Obsolete | Brightness & Contrast | ADBE Brightness & Contrast | 2.50 |
| _Obsolete | CC PS Classic (obsolete) | CC PS Classic | 1.60 |
| _Obsolete | CC PS LE Classic (obsolete) | CC PS LE Classic | 1.60 |
| _Obsolete | CC Rain | CC Rain | 2.10 |
| _Obsolete | CC Snow | CC Snow | 2.10 |
| _Obsolete | CC Time Blend | CC Time Blend | 1.50 |
| _Obsolete | CC Time Blend FX | CC Time Blend FX | 1.50 |
| _Obsolete | Cineon Converter | ADBE Cineon Converter | 1.30 |
| _Obsolete | Color Balance | ADBE Color Balance | 1.90 |
| _Obsolete | Exposure | ADBE Exposure | 1.00 |
| _Obsolete | Lens Blur | ADBE Lens Blur | 1.00 |
| _Obsolete | Levels | ADBE Easy Levels | 2.50 |
| _Obsolete | Levels (Individual Controls) | ADBE Pro Levels | 2.50 |
| _Obsolete | Noise Alpha | ADBE Noise Alpha | 1.10 |
| _Obsolete | Noise HLS | ADBE Noise HLS | 1.0.1 |
| _Obsolete | Noise HLS Auto | ADBE Noise HLS Auto | 1.0.1 |
| _Obsolete | Paint | ADBE Paint | 1.00 |
| _Obsolete | Photo Filter | ADBE Photo Filter | 1.00 |
| _Obsolete | Photoshop Bevel And Emboss | ADBE PSL Bevel Emboss | 1.20 |
| _Obsolete | Photoshop Drop Shadow | ADBE PSL Drop Shadow | 1.20 |
| _Obsolete | Photoshop Inner Glow | ADBE PSL Inner Glow | 1.20 |
| _Obsolete | Photoshop Inner Shadow | ADBE PSL Inner Shadow | 1.20 |
| _Obsolete | Photoshop Outer Glow | ADBE PSL Outer Glow | 1.20 |
| _Obsolete | Photoshop Solid Fill | ADBE PSL Solid Fill | 1.20 |
| _Obsolete | Puppet | ADBE FreePin3 | 1.5x0 |
| _Obsolete | Refine Matte | ADBE RefineMatte | 1.00 |
| _Obsolete | Roto Brush & Refine Edge | ADBE Samurai | 2.00 |
| _Obsolete | Set Matte | ADBE Set Matte2 | 2.30 |
| _Obsolete | Three-Way Color Corrector | ADBE Three-Way Color Corrector | 1.0x2 |
| _Obsolete | Threshold | ADBE Threshold | 2.20 |
| _Obsolete | Transform | ADBE Geometry | 2.00 |
| _Obsolete | Unsharp Mask | ADBE Unsharp Mask | 1.20 |
| _Obsolete | Vector Paint | ADBE Vector Paint | 1.2.2 |
| 3D Channel | 3D Channel Extract | ADBE AUX CHANNEL EXTRACT | 1.5x1 |
| 3D Channel | Depth Matte | ADBE DEPTH MATTE | 1.6x1 |
| 3D Channel | Depth of Field | ADBE DEPTH FIELD | 1.6x1 |
| 3D Channel | EXtractoR | EXtractoR | 1.90 |
| 3D Channel | Fog 3D | ADBE FOG_3D | 1.5x1 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| 3D Channel | ID Matte | ADBE ID MATTE | 1.50 |
| 3D Channel | IDentifier | IDentifier | 1.90 |
| Audio | Backwards | ADBE Aud Reverse | 1.4x0 |
| Audio | Bass & Treble | ADBE Aud BT | 1.5x1 |
| Audio | Delay | ADBE Aud Delay | 1.11x1 |
| Audio | Flange & Chorus | ADBE Aud_Flange | 1.7x1 |
| Audio | High-Low Pass | ADBE Aud HiLo | 1.5x1 |
| Audio | Modulator | ADBE Aud Modulator | 1.1x1 |
| Audio | Parametric EQ | ADBE Param EQ | 1.80 |
| Audio | Reverb | ADBE Aud Reverb | 1.6x1 |
| Audio | Stereo Mixer | ADBE Aud Stereo Mixer | 1.2x1 |
| Audio | Tone | ADBE Aud Tone | 1.7x1 |
| Blur & Sharpen | Bilateral Blur | ADBE Bilateral | 1.00 |
| Blur & Sharpen | Box Blur | ADBE Box Blur2 | 1.00 |
| Blur & Sharpen | Camera Lens Blur | ADBE Camera Lens Blur | 1.00 |
| Blur & Sharpen | CC Cross Blur | CS CrossBlur | 1.20 |
| Blur & Sharpen | CC Radial Blur | CC Radial Blur | 1.50 |
| Blur & Sharpen | CC Radial Fast Blur | CC Radial Fast Blur | 1.50 |
| Blur & Sharpen | CC Vector Blur | CC Vector Blur | 1.50 |
| Blur & Sharpen | Channel Blur | ADBE Channel Blur | 1.60 |
| Blur & Sharpen | Compound Blur | ADBE Compound Blur | 1.50 |
| Blur & Sharpen | Directional Blur | ADBE Motion Blur | 2.5.1 |
| Blur & Sharpen | Fast Blur | ADBE Fast Blur | 2.10 |
| Blur & Sharpen | Gaussian Blur | ADBE Gaussian Blur | 2.70 |
| Blur & Sharpen | Radial Blur | ADBE Radial Blur | 2.11 |
| Blur & Sharpen | Reduce Interlace Flicker | ADBE Reduce Interlace Flicker | 2.10 |
| Blur & Sharpen | Sharpen | ADBE Sharpen | 1.80 |
| Blur & Sharpen | Smart Blur | ADBE Smart Blur | 1.0x0 |
| Blur & Sharpen | Unsharp Mask | ADBE Unsharp Mask2 | 1.20 |
| Channel | Arithmetic | ADBE Arithmetic | 2.50 |
| Channel | Blend | ADBE Blend | 1.80 |
| Channel | Calculations | ADBE Calculations | 1.0x0 |
| Channel | CC Composite | CC Composite | 1.70 |
| Channel | Channel Combiner | ADBE Channel Combiner | 1.00 |
| Channel | Compound Arithmetic | ADBE Compound Arithmetic | 2.00 |
| Channel | Invert | ADBE Invert | 2.80 |
| Channel | Minimax | ADBE Minimax | 3.00 |
| Channel | Remove Color Matting | ADBE Remove Color Matting | 1.10 |
| Channel | Set Channels | ADBE Set Channels | 3.0.1 |
| Channel | Set Matte | ADBE Set Matte3 | 2.30 |
| Channel | Shift Channels | ADBE Shift Channels | 2.00 |
| Channel | Solid Composite | ADBE Solid Composite | 1.00 |
| CINEMA 4D | CINEWARE | CINEMA 4D Effect | 3.00 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| Color Correction | Auto Color | ADBE AutoColor | 1.00 |
| Color Correction | Auto Contrast | ADBE AutoContrast | 1.00 |
| Color Correction | Auto Levels | ADBE AutoLevels | 1.00 |
| Color Correction | Black & White | ADBE Black&White | 1.00 |
| Color Correction | Brightness & Contrast | ADBE Brightness & Contrast 2 | 1.00 |
| Color Correction | Broadcast Colors | ADBE Broadcast Colors | 2.30 |
| Color Correction | CC Color Neutralizer | CS Color Neutralizer | 1.10 |
| Color Correction | CC Color Offset | CC Color Offset | 1.70 |
| Color Correction | CC Kernel | CS Kernel | 1.00 |
| Color Correction | CC Toner | CC Toner | 1.50 |
| Color Correction | Change Color | ADBE Change Color | 2.00 |
| Color Correction | Change to Color | ADBE Change To Color | 1.0.1 |
| Color Correction | Channel Mixer | ADBE CHANNEL MIXER | 2.0x1 |
| Color Correction | Color Balance | ADBE Color Balance 2 | 2.1x1 |
| Color Correction | Color Balance (HLS) | ADBE Color Balance (HLS) | 2.40 |
| Color Correction | Color Link | ADBE Color Link | 1.10 |
| Color Correction | Color Stabilizer | ADBE Deflicker | 1.00 |
| Color Correction | Colorama | APC Colorama | 1.1x1 |
| Color Correction | Curves | ADBE CurvesCustom | 2.40 |
| Color Correction | Equalize | ADBE Equalize | 2.30 |
| Color Correction | Exposure | ADBE Exposure2 | 1.00 |
| Color Correction | Gamma/Pedestal/Gain | ADBE Gamma/Pedestal/Gain2 | 2.00 |
| Color Correction | Hue/Saturation | ADBE HUE SATURATION | 3.0.1 |
| Color Correction | Leave Color | ADBE Leave Color | 2.30 |
| Color Correction | Levels | ADBE Easy Levels2 | 2.50 |
| Color Correction | Levels (Individual Controls) | ADBE Pro Levels2 | 2.50 |
| Color Correction | Photo Filter | ADBE PhotoFilterPS | 1.00 |
| Color Correction | PS Arbitrary Map | ADBE PS Arbitrary Map | 1.70 |
| Color Correction | Selective Color | ADBE SelectiveColor | 1.00 |
| Color Correction | Shadow/Highlight | ADBE ShadowHighlight | 1.00 |
| Color Correction | Tint | ADBE Tint | 2.40 |
| Color Correction | Tritone | ADBE Tritone | 1.00 |
| Color Correction | Vibrance | ADBE Vibrance | 1.00 |
| Distort | Bezier Warp | ADBE BEZMESH | 2.0x0 |
| Distort | Bulge | ADBE Bulge | 2.10 |
| Distort | CC Bend It | CC Bend It | 1.40 |
| Distort | CC Bender | CC Bender | 1.40 |
| Distort | CC Blobbylize | CC Blobbylize | 1.70 |
| Distort | CC Flo Motion | CC Flo Motion | 1.80 |
| Distort | CC Griddler | CC Griddler | 2.10 |
| Distort | CC Lens | CC Lens | 2.00 |
| Distort | CC Page Turn | CC Page Turn | 2.10 |
| Distort | CC Power Pin | CC Power Pin | 1.90 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| Distort | CC Ripple Pulse | CC Ripple Pulse | 1.60 |
| Distort | CC Slant | CC Slant | 2.00 |
| Distort | CC Smear | CC Smear | 1.80 |
| Distort | CC Split | CC Split | 1.40 |
| Distort | CC Split 2 | CC Split 2 | 1.60 |
| Distort | CC Tiler | CC Tiler | 1.70 |
| Distort | Corner Pin | ADBE Corner Pin | 2.00 |
| Distort | Detail-preserving Upscale | ADBE Upscale | 1.10 |
| Distort | Displacement Map | ADBE Displacement Map | 2.60 |
| Distort | Liquify | ADBE LIQUIFY | 3.0x0 |
| Distort | Magnify | ADBE Magnify | 1.10 |
| Distort | Mesh Warp | ADBE MESH WARP | 2.0x0 |
| Distort | Mirror | ADBE Mirror | 2.40 |
| Distort | Offset | ADBE Offset | 2.20 |
| Distort | Optics Compensation | ADBE Optics Compensation | 1.10 |
| Distort | Polar Coordinates | ADBE Polar Coordinates | 2.30 |
| Distort | Reshape | ADBE RESHAPE | 3.0x0 |
| Distort | Ripple | ADBE Ripple | 2.40 |
| Distort | Rolling Shutter Repair | ADBE Rolling Shutter | 1.0x0 |
| Distort | Smear | ADBE SCHMEAR | 3.0x0 |
| Distort | Spherize | ADBE Spherize | 2.30 |
| Distort | Transform | ADBE Geometry2 | 2.00 |
| Distort | Turbulent Displace | ADBE Turbulent Displace | 1.10 |
| Distort | Twirl | ADBE Twirl | 2.40 |
| Distort | Warp | ADBE WRPMESH | 1.0x0 |
| Distort | Warp Stabilizer VFX | ADBE SubspaceStabilizer | 1.10 |
| Distort | Wave Warp | ADBE Wave Warp | 2.7.1 |
| Expression Controls | 3D Point Control | ADBE Point3D Control | 1.00 |
| Expression Controls | Angle Control | ADBE Angle Control | 1.00 |
| Expression Controls | Checkbox Control | ADBE Checkbox Control | 1.00 |
| Expression Controls | Color Control | ADBE Color Control | 1.00 |
| Expression Controls | Layer Control | ADBE Layer Control | 1.00 |
| Expression Controls | Point Control | ADBE Point Control | 1.00 |
| Expression Controls | Slider Control | ADBE Slider Control | 1.00 |
| Generate | 4-Color Gradient | ADBE 4ColorGradient | 1.10 |
| Generate | Advanced Lightning | ADBE Lightning 2 | 1.10 |
| Generate | Audio Spectrum | ADBE AudSpect | 2.6x2 |
| Generate | Audio Waveform | ADBE AudWave | 2.6x3 |
| Generate | Beam | ADBE Laser | 1.8x0 |
| Generate | CC Glue Gun | CC Glue Gun | 1.70 |
| Generate | CC Light Burst 2.5 | CC Light Burst 2.5 | 3.30 |
| Generate | CC Light Rays | CC Light Rays | 1.80 |
| Generate | CC Light Sweep | CC Light Sweep | 1.60 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| Generate | CC Threads | CS Threads | 1.00 |
| Generate | Cell Pattern | ADBE Cell Pattern | 1.10 |
| Generate | Checkerboard | ADBE Checkerboard | 1.00 |
| Generate | Circle | ADBE Circle | 1.10 |
| Generate | Ellipse | ADBE ELLIPSE | 1.0x1 |
| Generate | Eyedropper Fill | ADBE Eyedropper Fill | 1.0.1 |
| Generate | Fill | ADBE Fill | 1.8x0 |
| Generate | Fractal | ADBE Fractal | 2.00 |
| Generate | Gradient Ramp | ADBE Ramp | 3.20 |
| Generate | Grid | ADBE Grid | 1.10 |
| Generate | Lens Flare | ADBE Lens Flare | 1.00 |
| Generate | Paint Bucket | ADBE Paint Bucket | 1.10 |
| Generate | Radio Waves | APC Radio Waves | 1.1x1 |
| Generate | Scribble | ADBE Scribble Fill | 1.0x0 |
| Generate | Stroke | ADBE Stroke | 1.6x0 |
| Generate | Vegas | APC Vegas | 1.1x1 |
| Generate | Write-on | ADBE Write-on | 1.50 |
| Keying | Advanced Spill Suppressor | ADBE Spill2 | 1.00 |
| Keying | CC Simple Wire Removal | CC Simple Wire Removal | 1.80 |
| Keying | Color Difference Key | ADBE Color Difference Key | 2.12 |
| Keying | Color Range | ADBE Color Range | 1.13 |
| Keying | Difference Matte | ADBE Difference Matte2 | 2.00 |
| Keying | Extract | ADBE Extract | 1.80 |
| Keying | Inner/Outer Key | ADBE ATG Extract | 1.30 |
| Keying | Key Cleaner | ADBE KeyCleaner | 1.00 |
| Keying | Keylight (1.2) | Keylight 906 | 1.20 |
| Keying | Linear Color Key | ADBE Linear Color Key2 | 3.50 |
| Matte | Matte Choker | ADBE Matte Choker | 2.00 |
| Matte | mocha shape | ISL MochaShapelImporter | 1.0x1 |
| Matte | Refine Hard Matte | ADBE RefineRBMatte | 1.10 |
| Matte | Refine Soft Matte | ADBE RefineMatte2 | 1.00 |
| Matte | Simple Choker | ADBE Simple Choker | 2.00 |
| Noise & Grain | Add Grain | VISINF Grain Implant | 3.00 |
| Noise & Grain | Dust & Scratches | ADBE Dust & Scratches | 1.0x0 |
| Noise & Grain | Fractal Noise | ADBE Fractal Noise | 1.00 |
| Noise & Grain | Match Grain | VISINF Grain Duplication | 3.00 |
| Noise & Grain | Median | ADBE Median | 2.20 |
| Noise & Grain | Noise | ADBE Noise | 2.60 |
| Noise & Grain | Noise Alpha | ADBE Noise Alpha2 | 1.10 |
| Noise & Grain | Noise HLS | ADBE Noise HLS2 | 1.0.1 |
| Noise & Grain | Noise HLS Auto | ADBE Noise HLS Auto2 | 1.0.1 |
| Noise & Grain | Remove Grain | VISINF Grain Removal | 3.00 |
| Noise & Grain | Turbulent Noise | ADBE AIF Perlin Noise 3D | 1.00 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| Obsolete | Basic 3D | ADBE Basic 3D | 4.00 |
| Obsolete | Basic Text | ADBE Basic Text2 | 5.20 |
| Obsolete | Color Key | ADBE Color Key | 2.40 |
| Obsolete | Lightning | ADBE Lightning | 1.12 |
| Obsolete | Luma Key | ADBE Luma Key | 2.40 |
| Obsolete | Path Text | ADBE Path Text | 4.7x13 |
| Obsolete | Spill Suppressor | ADBE Spill Suppressor | 1.40 |
| Perspective | 3D Camera Tracker | ADBE 3D Tracker | 1.10 |
| Perspective | 3D Glasses | ADBE 3D Glasses2 | 2.0.1 |
| Perspective | Bevel Alpha | ADBE Bevel Alpha | 1.70 |
| Perspective | Bevel Edges | ADBE Bevel Edges | 1.80 |
| Perspective | CC Cylinder | CC Cylinder | 1.60 |
| Perspective | CC Environment | CC Environment | 1.40 |
| Perspective | CC Sphere | CC Sphere | 2.20 |
| Perspective | CC Spotlight | CC Spotlight | 1.80 |
| Perspective | Drop Shadow | ADBE Drop Shadow | 2.80 |
| Perspective | Radial Shadow | ADBE Radial Shadow | 1.10 |
| Simulation | Card Dance | APC CardDanceCam | 1.1x1 |
| Simulation | Caustics | APC Caustics | 1.1x1 |
| Simulation | CC Ball Action | CC Ball Action | 2.00 |
| Simulation | CC Bubbles | CC Bubbles | 2.20 |
| Simulation | CC Drizzle | CC Drizzle | 1.60 |
| Simulation | CC Hair | CC Hair | 1.50 |
| Simulation | CC Mr. Mercury | CC Mr. Mercury | 1.90 |
| Simulation | CC Particle Systems II | CC Particle Systems II | 2.00 |
| Simulation | CC Particle World | CC Particle World | 1.9.3 |
| Simulation | CC Pixel Polly | CC Pixel Polly | 1.80 |
| Simulation | CC Rainfall | CSRainfall | 1.10 |
| Simulation | CC Scatterize | CC Scatterize | 1.80 |
| Simulation | CC Snowfall | CSSnowfall | 1.10 |
| Simulation | CC Star Burst | CC Star Burst | 2.10 |
| Simulation | Foam | APC Foam | 1.1x1 |
| Simulation | Particle Playground | ADBE Playgnd | 3.13 |
| Simulation | Shatter | APC Shatter | 1.1x1 |
| Simulation | Wave World | APC Wave World | 1.1x1 |
| Stylize | Brush Strokes | ADBE Brush Strokes | 2.30 |
| Stylize | Cartoon | ADBE Cartoonify | 1.00 |
| Stylize | CC Block Load | CS BlockLoad | 1.10 |
| Stylize | CC Burn Film | CC Burn Film | 1.60 |
| Stylize | CC Glass | CC Glass | 1.70 |
| Stylize | CC HexTile | CS HexTile | 1.00 |
| Stylize | CC Kaleida | CC Kaleida | 1.80 |
| Stylize | CC Mr. Smoothie | CC Mr. Smoothie | 1.40 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| Stylize | CC Plastic | CC Plastic | 1.30 |
| Stylize | CC RepeTile | CC RepeTile | 1.80 |
| Stylize | CC Threshold | CC Threshold | 1.60 |
| Stylize | CC Threshold RGB | CC Threshold RGB | 1.60 |
| Stylize | CC Vignette | CS Vignette | 1.00 |
| Stylize | Color Emboss | ADBE Color Emboss | 2.00 |
| Stylize | Emboss | ADBE Emboss | 2.30 |
| Stylize | Find Edges | ADBE Find Edges | 1.50 |
| Stylize | Glow | ADBE Glo2 | 2.50 |
| Stylize | Mosaic | ADBE Mosaic | 1.70 |
| Stylize | Motion Tile | ADBE Tile | 1.90 |
| Stylize | Posterize | ADBE Posterize | 2.0x1 |
| Stylize | Roughen Edges | ADBE Roughen Edges | 1.0.1 |
| Stylize | Scatter | ADBE Scatter | 2.30 |
| Stylize | Strobe Light | ADBE Strobe | 1.10 |
| Stylize | Texturize | ADBE Texturize | 2.20 |
| Stylize | Threshold | ADBE Threshold2 | 2.20 |
| Synthetic Aperture | SA Color Finesse 3 | SYNTHAP CF Color Finesse 2 | 3.0.14 |
| Text | Numbers | ADBE Numbers2 | 3.15 |
| Text | Timecode | ADBE Timecode | 2.50 |
| Time | CC Force Motion Blur | CC Force Motion Blur | 1.80 |
| Time | CC Wide Time | CC Wide Time | 1.70 |
| Time | Echo | ADBE Echo | 2.50 |
| Time | Pixel Motion Blur | ADBE OFMotionBlur | 1.0x0 |
| Time | Posterize Time | ADBE Posterize Time | 1.50 |
| Time | Time Difference | ADBE Difference | 1.10 |
| Time | Time Displacement | ADBE Time Displacement | 1.6.1 |
| Time | Timewarp | ADBE Timewarp | 1.0x0 |
| Transition | Block Dissolve | ADBE Block Dissolve | 2.50 |
| Transition | Card Wipe | APC CardWipeCam | 1.1x1 |
| Transition | CC Glass Wipe | CC Glass Wipe | 1.90 |
| Transition | CC Grid Wipe | CC Grid Wipe | 1.50 |
| Transition | CC Image Wipe | CC Image Wipe | 1.60 |
| Transition | CC Jaws | CC Jaws | 1.50 |
| Transition | CC Light Wipe | CC Light Wipe | 1.50 |
| Transition | CC Line Sweep | CS LineSweep | 1.00 |
| Transition | CC Radial ScaleWipe | CC Radial ScaleWipe | 1.80 |
| Transition | CC Scale Wipe | CC Scale Wipe | 1.60 |
| Transition | CC Twister | CC Twister | 1.60 |
| Transition | CC WarpoMatic | CC WarpoMatic | 1.30 |
| Transition | Gradient Wipe | ADBE Gradient Wipe | 1.60 |
| Transition | Iris Wipe | ADBE IRIS_WIPE | 1.4x0 |
| Transition | Linear Wipe | ADBE Linear Wipe | 2.20 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| Transition | Radial Wipe | ADBE Radial Wipe | 2.30 |
| Transition | Venetian Blinds | ADBE Venetian Blinds | 2.30 |
| Trapcode | 3D Stroke | tc 3DStrokePath | 2.6.7 |
| Trapcode | Echospace | tc Echospace | 1.1.6 |
| Trapcode | Form | tc Form | 2.10 |
| Trapcode | Horizon | tc Trapcode Horizon | 1.1.7 |
| Trapcode | Lux | tc Lux | 1.3.5 |
| Trapcode | Mir | tc Mir | 2.00 |
| Trapcode | Particular | tc Particular | 2.5.1 |
| Trapcode | Shine | tc Shine | 2.00 |
| Trapcode | Sound Keys | tc Sound Keys | 1.30 |
| Trapcode | Starglow | tc Starglow | 1.70 |
| Trapcode | Tao | tc Tao | 1.0.1 |
| Utility | Apply Color LUT | ADBE Apply Color LUT2 | 1.10 |
| Utility | CC Overbrights | CC Overbrights | 1.00 |
| Utility | Cineon Converter | ADBE Cineon Converter2 | 1.30 |
| Utility | Color Profile Converter | ADBE ProfileToProfile | 1.00 |
| Utility | Grow Bounds | ADBE GROW BOUNDS | 1.1x1 |
| Utility | HDR Compander | ADBE Compander | 1.00 |
| Utility | HDR Highlight Compression | ADBE HDR ToneMap | 1.00 |
| Utility | Lumetri Color | ADBE Lumetri | 3.0x0 |
| | Animated Shape Control | ADBE CM Animated Shape Control | 0.0x0 |
| | Animated Shape Control | ADBE CM Animated Shape 3 | 0.0x0 |
| | Autoscroll - horizontal | ADBE CM AutoscrollHorizontal | 0.0x0 |
| | Autoscroll - vertical | ADBE CM AutoscrollVertical | 0.0x0 |
| | Bounce | ADBE DE Bounce | 0.0x0 |
| | Bounce At Marker | ADBE DE Bounce At Marker | 0.0x0 |
| | Bounce On Beat | ADBE DE Bounce On Beat | 0.0x0 |
| | Bounce Random | ADBE DE Bounce Random | 0.0x0 |
| | Card Wipe Master Control | ADBE CM TransCard | 0.0x0 |
| | Chaser Control | ADBE CM Animated Shape 2 | 0.0x0 |
| | Color Swirl | ADBE Color Swirl | 0.0x0 |
| | Corner Reveal | ADBE CM CornerReveal | 0.0x0 |
| | Cracked Tiles | ADBE CM CrackedTiles | 0.0x0 |
| | Crop Edges | ADBE CM CropEdges | 0.0x0 |
| | Dissolve - unmelt | ADBE CM DissolveUnmelt | 0.0x0 |
| | Dissolve Master Control | ADBE CM TransDissolve | 0.0x0 |
| | Drift Over Time | ADBE CM Throw | 0.0x0 |
| | Face Measurements | Pseudo/ADBE Animal Head14 | 0.0x0 |
| | Face Track Points | Pseudo/ADBE Animal Head66 | 0.0x0 |
| | Fade In+Out - frames | ADBE CM FadeInOutFrames | 0.0x0 |
| | Fade In+Out - msec | ADBE CM FadeInOutmsec | 0.0x0 |
| | Fade Master Control | ADBE CM TransFade | 0.0x0 |

| Updated: 06/05/2016 4:08pm | After Effects CC 2015 (13.5) | | |
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| Category | Name | Match Name | Version |
| | Fly to Inset | ADBE CM FlyToInset | 0.0x0 |
| | Follow | ADBE DE Follow | 0.0x0 |
| | Getting Jiggy | ADBE Getting Jiggy | 0.0x0 |
| | Grid Wipe | ADBE CM GridWipe | 0.0x0 |
| | Inset Video - framed | ADBE CM InsetVideoFramed | 0.0x0 |
| | Inset Video - torn edges | ADBE CM InsetVideoTorn | 0.0x0 |
| | Iris Wipe Master Controls | ADBE CM TransIris | 0.0x0 |
| | Jiggle | ADBE DE Jiggle | 0.0x0 |
| | Jiggle At Marker | ADBE DE Jiggle At Marker | 0.0x0 |
| | Jiggle On Beat | ADBE DE Jiggle On Beat | 0.0x0 |
| | Jiggle Random | ADBE DE Jiggle Random | 0.0x0 |
| | Light Leaks - layer markers | ADBE CM LightLeaksMarkers | 0.0x0 |
| | Light Leaks - random | ADBE CM LightLeaksRandom | 0.0x0 |
| | Mask Fade Controls | ADBE CM TransFadeMask | 0.0x0 |
| | Mood Lighting - amorphous | ADBE CM MoodLightAmorph | 0.0x0 |
| | Mood Lighting - digital | ADBE CM MoodLightDigital | 0.0x0 |
| | Mood Lighting - streaks | ADBE CM MoodLightStreaks | 0.0x0 |
| | Opacity Flash - layer markers | ADBE CM OpacityFlashMarkers | 0.0x0 |
| | Opacity Flash - random | ADBE CM OpacityFlashRandom | 0.0x0 |
| | Opacity Pulse | ADBE DE Opacity Pulse | 0.0x0 |
| | Opacity Pulse At Marker | ADBE DE Opacity Pulse At Marker | 0.0x0 |
| | Opacity Pulse On Beat | ADBE DE Opacity Pulse On Beat | 0.0x0 |
| | Opacity Pulse Random | ADBE DE Opacity Pulse Random | 0.0x0 |
| | Orbit | ADBE DE Orbit | 0.0x0 |
| | Orbit 3D | ADBE DE Orbit 3D | 0.0x0 |
| | Oscillate | ADBE DE Oscillate | 0.0x0 |
| | Oscillate At Marker | ADBE DE Oscillate At Marker | 0.0x0 |
| | Oscillate On Beat | ADBE DE Oscillate On Beat | 0.0x0 |
| | Oscillate Random | ADBE DE Oscillate Random | 0.0x0 |
| | Pendulum | ADBE DE Pendulum | 0.0x0 |
| | Pendulum At Marker | ADBE DE Pendulum At Marker | 0.0x0 |
| | Pendulum On Beat | ADBE DE Pendulum On Beat | 0.0x0 |
| | Pendulum Random | ADBE DE Pendulum Random | 0.0x0 |
| | Pulse | ADBE DE Pulse | 0.0x0 |
| | Pulse At Marker | ADBE DE Pulse At Marker | 0.0x0 |
| | Pulse On Beat | ADBE DE Pulse On Beat | 0.0x0 |
| | Pulse Random | ADBE DE Pulse Random | 0.0x0 |
| | Radial Wipe Master Controls | ADBE CM TransRadial | 0.0x0 |
| | Random Fill Color | ADBE DE Random Fill Color | 0.0x0 |
| | Random Motion | ADBE DE Random Motion | 0.0x0 |
| | Random Motion 1D | ADBE DE Random Motion 1D | 0.0x0 |
| | Random Opacity | ADBE DE Random Opacity | 0.0x0 |
| | Random Rotation | ADBE DE Random Rotation | 0.0x0 |

| Updated: 06/05/2016 4:08pm After Effects CC 2015 (13.5) | | | |
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| Category | Name | Match Name | Version |
| | Random Rotation 3D | ADBE DE Random Rotation 3D | 0.0x0 |
| | Random Scale | ADBE DE Random Scale | 0.0x0 |
| | Rotate Over Time | ADBE CM Spin | 0.0x0 |
| | Sample Image | ADBE Sample Image | 0.0x0 |
| | Scale Bounce - layer markers | ADBE CM ScaleBounceMarkers | 0.0x0 |
| | Scale Bounce - random | ADBE CM ScaleBounceRandom | 0.0x0 |
| | Separate XYZ Position | ADBE Separate XYZ Position | 0.0x0 |
| | Slide - variable | ADBE CM SlideVariable | 0.0x0 |
| | Slide Master Control | ADBE CM TransSlide | 0.0x0 |
| | Stereo 3D Controls | ADBE Stereo 3D Controls | 0.0x0 |
| | Stretch Master Control | ADBE CM TransStretch | 0.0x0 |
| | Stretch Master Control (edge) | ADBE CM TransDirection | 0.0x0 |
| | Stretch Master Control(corner) | ADBE CM TransCorner | 0.0x0 |
| | Swarm | ADBE DE Swarm | 0.0x0 |
| | Transition Master Control | ADBE CM TransComplete | 0.0x0 |
| | Wiggle - gelatin | ADBE CM WiggleGelatin | 0.0x0 |
| | Wiggle - position | ADBE CM WigglePosition | 0.0x0 |
| | Wiggle - rotation | ADBE CM WiggleRotation | 0.0x0 |
| | Wiggle - scale | ADBE CM WiggleScale | 0.0x0 |
| | Wiggle - shear | ADBE CM WiggleShear | 0.0x0 |
| | Wigglerama | ADBE CM Wigglerama | 0.0x0 |
| | Wipe Master Control | ADBE CM TransWipe | 0.0x0 |
| | Wipe Master Controls | ADBE CM TransWipeFeath | 0.0x0 |
| | Wobble Bounce | ADBE DE Wobble Bounce | 0.0x0 |
| | Wobble Bounce At Marker | ADBE DE Wobble Bounce At Marker | 0.0x0 |
| | Wobble Bounce On Beat | ADBE DE Wobble Bounce On Beat | 0.0x0 |
| | Wobble Bounce Random | ADBE DE Wobble Bounce Random | 0.0x0 |
| | Z Spring | ADBE DE Z Spring | 0.0x0 |
| | Z Spring At Marker | ADBE DE Z Spring At Marker | 0.0x0 |
| | Zoom - 2D spin | ADBE CM Zoom2DSpin | 0.0x0 |
| | Zoom - 3D tumble | ADBE CM Zoom3DTumble | 0.0x0 |
| | Zoom - bubble | ADBE CM ZoomBubble | 0.0x0 |
| | Zoom - spiral | ADBE CM ZoomSpiral | 0.0x0 |
| | Zoom - wobble | ADBE CM ZoomWobble | 0.0x0 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| _Obsolete | Paint | ADBE Paint | 1 |
| _Obsolete | Roto Brush & Refine Edge | ADBE Samurai | 2 |
| _Obsolete | Puppet | ADBE FreePin3 | 1.5x0 |
| _Obsolete | Refine Matte | ADBE RefineMatte | 1 |
| _Obsolete | 3D Glasses (Obsolete) | ADBE 3D Glasses | 2.0.1 |
| _Obsolete | Alpha Levels | ADBE Alpha Levels2 | 1.4 |
| _Obsolete | Alpha Levels | ADBE Alpha Levels3 | 1.4 |
| _Obsolete | Apply Color LUT | ADBE Apply Color LUT | 1 |
| _Obsolete | Brightness & Contrast | ADBE Brightness & Contrast | 2.5 |
| _Obsolete | Box Blur | ADBE Box Blur | 1 |
| _Obsolete | Cineon Converter | ADBE Cineon Converter | 1.3 |
| _Obsolete | Color Balance | ADBE Color Balance | 1.9 |
| _Obsolete | CC PS Classic (obsolete) | CC PS Classic | 1.6 |
| _Obsolete | CC PS LE Classic (obsolete) | CC PS LE Classic | 1.6 |
| _Obsolete | CC Rain | CC Rain | 2.1 |
| _Obsolete | CC Snow | CC Snow | 2.1 |
| _Obsolete | CC Time Blend | CC Time Blend | 1.5 |
| _Obsolete | CC Time Blend FX | CC Time Blend FX | 1.5 |
| _Obsolete | Exposure | ADBE Exposure | 1 |
| _Obsolete | Lens Blur | ADBE Lens Blur | 1 |
| _Obsolete | Levels | ADBE Easy Levels | 2.5 |
| _Obsolete | Levels (Individual Controls) | ADBE Pro Levels | 2.5 |
| _Obsolete | Noise Alpha | ADBE Noise Alpha | 1.1 |
| _Obsolete | Noise HLS | ADBE Noise HLS | 1.0.1 |
| _Obsolete | Noise HLS Auto | ADBE Noise HLS Auto | 1.0.1 |
| _Obsolete | Photo Filter | ADBE Photo Filter | 1 |
| _Obsolete | Photoshop Bevel And Emboss | ADBE PSL Bevel Emboss | 1.2 |
| _Obsolete | Photoshop Drop Shadow | ADBE PSL Drop Shadow | 1.2 |
| _Obsolete | Photoshop Inner Glow | ADBE PSL Inner Glow | 1.2 |
| _Obsolete | Photoshop Inner Shadow | ADBE PSL Inner Shadow | 1.2 |
| _Obsolete | Photoshop Outer Glow | ADBE PSL Outer Glow | 1.2 |
| _Obsolete | Photoshop Solid Fill | ADBE PSL Solid Fill | 1.2 |
| _Obsolete | Set Matte | ADBE Set Matte2 | 2.3 |
| _Obsolete | Three-Way Color Corrector | ADBE Three-Way Color Corrector | 1.0x2 |
| _Obsolete | Threshold | ADBE Threshold | 2.2 |
| _Obsolete | Transform | ADBE Geometry | 2 |
| _Obsolete | Unsharp Mask | ADBE Unsharp Mask | 1.2 |
| _Obsolete | Vector Paint | ADBE Vector Paint | 1.2.2 |
| 3D Channel | 3D Channel Extract | ADBE AUX CHANNEL EXTRACT | 1.5x1 |
| 3D Channel | Depth Matte | ADBE DEPTH MATTE | 1.6x1 |
| 3D Channel | Depth of Field | ADBE DEPTH FIELD | 1.6x1 |
| 3D Channel | EXtractoR | EXtractoR | 1.9 |
| 3D Channel | Fog 3D | ADBE FOG_3D | 1.5x1 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| 3D Channel | ID Matte | ADBE ID MATTE | 1.5 |
| 3D Channel | IDentifier | IDentifier | 1.9 |
| Audio | Backwards | ADBE Aud Reverse | 1.4x0 |
| Audio | Bass & Treble | ADBE Aud BT | 1.5x1 |
| Audio | Delay | ADBE Aud Delay | 1.11x1 |
| Audio | Flange & Chorus | ADBE Aud_Flange | 1.7x1 |
| Audio | High-Low Pass | ADBE Aud HiLo | 1.5x1 |
| Audio | Modulator | ADBE Aud Modulator | 1.1x1 |
| Audio | Parametric EQ | ADBE Param EQ | 1.8 |
| Audio | Reverb | ADBE Aud Reverb | 1.6x1 |
| Audio | Stereo Mixer | ADBE Aud Stereo Mixer | 1.2x1 |
| Audio | Tone | ADBE Aud Tone | 1.7x1 |
| Blur & Sharpen | Gaussian Blur | ADBE Gaussian Blur 2 | 1.00 |
| Blur & Sharpen | Bilateral Blur | ADBE Bilateral | 1 |
| Blur & Sharpen | Box Blur | ADBE Box Blur2 | 1 |
| Blur & Sharpen | Camera Lens Blur | ADBE Camera Lens Blur | 1 |
| Blur & Sharpen | CC Cross Blur | CS CrossBlur | 1.2 |
| Blur & Sharpen | CC Radial Blur | CC Radial Blur | 1.5 |
| Blur & Sharpen | CC Radial Fast Blur | CC Radial Fast Blur | 1.5 |
| Blur & Sharpen | CC Vector Blur | CC Vector Blur | 1.5 |
| Blur & Sharpen | Channel Blur | ADBE Channel Blur | 1.6 |
| Blur & Sharpen | Compound Blur | ADBE Compound Blur | 1.5 |
| Blur & Sharpen | Directional Blur | ADBE Motion Blur | 2.5.1 |
| Blur & Sharpen | Radial Blur | ADBE Radial Blur | 2.11 |
| Blur & Sharpen | Sharpen | ADBE Sharpen | 1.8 |
| Blur & Sharpen | Smart Blur | ADBE Smart Blur | 1.0x0 |
| Blur & Sharpen | Unsharp Mask | ADBE Unsharp Mask2 | 1.2 |
| Channel | Arithmetic | ADBE Arithmetic | 2.5 |
| Channel | Blend | ADBE Blend | 1.8 |
| Channel | Calculations | ADBE Calculations | 1.0x0 |
| Channel | CC Composite | CC Composite | 1.7 |
| Channel | Channel Combiner | ADBE Channel Combiner | 1 |
| Channel | Compound Arithmetic | ADBE Compound Arithmetic | 2 |
| Channel | Invert | ADBE Invert | 2.8 |
| Channel | Minimax | ADBE Minimax | 3 |
| Channel | Remove Color Matting | ADBE Remove Color Matting | 1.1 |
| Channel | Set Channels | ADBE Set Channels | 3.0.1 |
| Channel | Set Matte | ADBE Set Matte3 | 2.3 |
| Channel | Shift Channels | ADBE Shift Channels | 2 |
| Channel | Solid Composite | ADBE Solid Composite | 1 |
| CINEMA 4D | CINEWARE | CINEMA 4D Effect | 3.1 |
| Color Correction | Auto Color | ADBE AutoColor | 1 |
| Color Correction | Auto Contrast | ADBE AutoContrast | 1 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| Color Correction | Auto Levels | ADBE AutoLevels | 1 |
| Color Correction | Black & White | ADBE Black&White | 1 |
| Color Correction | Brightness & Contrast | ADBE Brightness & Contrast 2 | 1 |
| Color Correction | Broadcast Colors | ADBE Broadcast Colors | 2.3 |
| Color Correction | CC Color Neutralizer | CS Color Neutralizer | 1.1 |
| Color Correction | CC Color Offset | CC Color Offset | 1.7 |
| Color Correction | CC Kernel | CS Kernel | 1 |
| Color Correction | CC Toner | CC Toner | 1.5 |
| Color Correction | Change Color | ADBE Change Color | 2 |
| Color Correction | Change to Color | ADBE Change To Color | 1.0.1 |
| Color Correction | Channel Mixer | ADBE CHANNEL MIXER | 2.0x1 |
| Color Correction | Color Balance | ADBE Color Balance 2 | 2.1x1 |
| Color Correction | Color Balance (HLS) | ADBE Color Balance (HLS) | 2.4 |
| Color Correction | Color Link | ADBE Color Link | 1.1 |
| Color Correction | Color Stabilizer | ADBE Deflicker | 1 |
| Color Correction | Colorama | APC Colorama | 1.1x1 |
| Color Correction | Curves | ADBE CurvesCustom | 2.4 |
| Color Correction | Equalize | ADBE Equalize | 2.3 |
| Color Correction | Exposure | ADBE Exposure2 | 1 |
| Color Correction | Gamma/Pedestal/Gain | ADBE Gamma/Pedestal/Gain2 | 2 |
| Color Correction | Hue/Saturation | ADBE HUE SATURATION | 3.0.1 |
| Color Correction | Leave Color | ADBE Leave Color | 2.3 |
| Color Correction | Levels | ADBE Easy Levels2 | 2.5 |
| Color Correction | Levels (Individual Controls) | ADBE Pro Levels2 | 2.5 |
| Color Correction | Lumetri Color | ADBE Lumetri | 3.0x0 |
| Color Correction | Photo Filter | ADBE PhotoFilterPS | 1 |
| Color Correction | PS Arbitrary Map | ADBE PS Arbitrary Map | 1.7 |
| Color Correction | Selective Color | ADBE SelectiveColor | 1 |
| Color Correction | Shadow/Highlight | ADBE ShadowHighlight | 1 |
| Color Correction | Tint | ADBE Tint | 2.4 |
| Color Correction | Tritone | ADBE Tritone | 1 |
| Color Correction | Vibrance | ADBE Vibrance | 1 |
| Distort | Bezier Warp | ADBE BEZMESH | 2.0x0 |
| Distort | Bulge | ADBE Bulge | 2.1 |
| Distort | CC Bend It | CC Bend It | 1.4 |
| Distort | CC Bender | CC Bender | 1.4 |
| Distort | CC Blobbylize | CC Blobbylize | 1.7 |
| Distort | CC Flo Motion | CC Flo Motion | 1.8 |
| Distort | CC Griddler | CC Griddler | 2.1 |
| Distort | CC Lens | CC Lens | 2 |
| Distort | CC Page Turn | CC Page Turn | 2.1 |
| Distort | CC Power Pin | CC Power Pin | 1.9 |
| Distort | CC Ripple Pulse | CC Ripple Pulse | 1.6 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| Distort | CC Slant | CC Slant | 2 |
| Distort | CC Smear | CC Smear | 1.8 |
| Distort | CC Split | CC Split | 1.4 |
| Distort | CC Split 2 | CC Split 2 | 1.6 |
| Distort | CC Tiler | CC Tiler | 1.7 |
| Distort | Corner Pin | ADBE Corner Pin | 2 |
| Distort | Detail-preserving Upscale | ADBE Upscale | 1.1 |
| Distort | Displacement Map | ADBE Displacement Map | 2.6 |
| Distort | Liquify | ADBE LIQUIFY | 3.0x0 |
| Distort | Magnify | ADBE Magnify | 1.1 |
| Distort | Mesh Warp | ADBE MESH WARP | 2.0x0 |
| Distort | Mirror | ADBE Mirror | 2.4 |
| Distort | Offset | ADBE Offset | 2.2 |
| Distort | Optics Compensation | ADBE Optics Compensation | 1.1 |
| Distort | Polar Coordinates | ADBE Polar Coordinates | 2.3 |
| Distort | Reshape | ADBE RESHAPE | 3.0x0 |
| Distort | Ripple | ADBE Ripple | 2.4 |
| Distort | Rolling Shutter Repair | ADBE Rolling Shutter | 1.0x0 |
| Distort | Smear | ADBE SCHMEAR | 3.0x0 |
| Distort | Spherize | ADBE Spherize | 2.3 |
| Distort | Transform | ADBE Geometry2 | 2 |
| Distort | Turbulent Displace | ADBE Turbulent Displace | 1.1 |
| Distort | Twirl | ADBE Twirl | 2.4 |
| Distort | Warp | ADBE WRPMESH | 1.0x0 |
| Distort | Warp Stabilizer VFX | ADBE SubspaceStabilizer | 1.1 |
| Distort | Wave Warp | ADBE Wave Warp | 2.7.1 |
| Expression Controls | 3D Point Control | ADBE Point3D Control | 1 |
| Expression Controls | Angle Control | ADBE Angle Control | 1 |
| Expression Controls | Checkbox Control | ADBE Checkbox Control | 1 |
| Expression Controls | Color Control | ADBE Color Control | 1 |
| Expression Controls | Layer Control | ADBE Layer Control | 1 |
| Expression Controls | Point Control | ADBE Point Control | 1 |
| Expression Controls | Slider Control | ADBE Slider Control | 1 |
| Generate | 4-Color Gradient | ADBE 4ColorGradient | 1.1 |
| Generate | Advanced Lightning | ADBE Lightning 2 | 1.1 |
| Generate | Audio Spectrum | ADBE AudSpect | 2.6x2 |
| Generate | Audio Waveform | ADBE AudWave | 2.6x3 |
| Generate | Beam | ADBE Laser | 1.8x0 |
| Generate | CC Glue Gun | CC Glue Gun | 1.7 |
| Generate | CC Light Burst 2.5 | CC Light Burst 2.5 | 3.3 |
| Generate | CC Light Rays | CC Light Rays | 1.8 |
| Generate | CC Light Sweep | CC Light Sweep | 1.6 |
| Generate | CC Threads | CS Threads | 1 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| Generate | Cell Pattern | ADBE Cell Pattern | 1.1 |
| Generate | Checkerboard | ADBE Checkerboard | 1 |
| Generate | Circle | ADBE Circle | 1.1 |
| Generate | Ellipse | ADBE ELLIPSE | 1.0x1 |
| Generate | Eyedropper Fill | ADBE Eyedropper Fill | 1.0.1 |
| Generate | Fill | ADBE Fill | 1.8x0 |
| Generate | Fractal | ADBE Fractal | 2 |
| Generate | Gradient Ramp | ADBE Ramp | 3.2 |
| Generate | Grid | ADBE Grid | 1.1 |
| Generate | Lens Flare | ADBE Lens Flare | 1 |
| Generate | Paint Bucket | ADBE Paint Bucket | 1.1 |
| Generate | Radio Waves | APC Radio Waves | 1.1x1 |
| Generate | Scribble | ADBE Scribble Fill | 1.0x0 |
| Generate | Stroke | ADBE Stroke | 1.6x0 |
| Generate | Vegas | APC Vegas | 1.1x1 |
| Generate | Write-on | ADBE Write-on | 1.5 |
| Keying | Advanced Spill Suppressor | ADBE Spill2 | 1 |
| Keying | CC Simple Wire Removal | CC Simple Wire Removal | 1.8 |
| Keying | Color Difference Key | ADBE Color Difference Key | 2.12 |
| Keying | Color Range | ADBE Color Range | 1.13 |
| Keying | Difference Matte | ADBE Difference Matte2 | 2 |
| Keying | Extract | ADBE Extract | 1.8 |
| Keying | Inner/Outer Key | ADBE ATG Extract | 1.3 |
| Keying | Key Cleaner | ADBE KeyCleaner | 1 |
| Keying | Keylight (1.2) | Keylight 906 | 1.2 |
| Keying | Linear Color Key | ADBE Linear Color Key2 | 3.5 |
| Matte | Matte Choker | ADBE Matte Choker | 2 |
| Matte | mocha shape | ISL MochaShapelImporter | 1.0x1 |
| Matte | Refine Hard Matte | ADBE RefineRBMatte | 1.1 |
| Matte | Refine Soft Matte | ADBE RefineMatte2 | 1 |
| Matte | Simple Choker | ADBE Simple Choker | 2 |
| Noise & Grain | Add Grain | VISINF Grain Implant | 3 |
| Noise & Grain | Dust & Scratches | ADBE Dust & Scratches | 1.0x0 |
| Noise & Grain | Fractal Noise | ADBE Fractal Noise | 1 |
| Noise & Grain | Match Grain | VISINF Grain Duplication | 3 |
| Noise & Grain | Median | ADBE Median | 2.2 |
| Noise & Grain | Noise | ADBE Noise | 2.6 |
| Noise & Grain | Noise Alpha | ADBE Noise Alpha2 | 1.1 |
| Noise & Grain | Noise HLS | ADBE Noise HLS2 | 1.0.1 |
| Noise & Grain | Noise HLS Auto | ADBE Noise HLS Auto2 | 1.0.1 |
| Noise & Grain | Remove Grain | VISINF Grain Removal | 3 |
| Noise & Grain | Turbulent Noise | ADBE AIF Perlin Noise 3D | 1 |
| Obsolete | Gaussian Blur (Legacy) | ADBE Gaussian Blur | 2.70 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
|----------------------------|--------------------------------|-------------------------------|---------|
| Category | Name | Match Name | Version |
| Obsolete | Basic 3D | ADBE Basic 3D | 4 |
| Obsolete | Basic Text | ADBE Basic Text2 | 5.2 |
| Obsolete | Color Key | ADBE Color Key | 2.4 |
| Obsolete | Fast Blur | ADBE Fast Blur | 2.1 |
| Obsolete | Lightning | ADBE Lightning | 1.12 |
| Obsolete | Luma Key | ADBE Luma Key | 2.4 |
| Obsolete | Path Text | ADBE Path Text | 4.7x13 |
| Obsolete | Reduce Interlace Flicker | ADBE Reduce Interlace Flicker | 2.1 |
| Obsolete | Spill Suppressor | ADBE Spill Suppressor | 1.4 |
| Perspective | 3D Camera Tracker | ADBE 3D Tracker | 1.1 |
| Perspective | 3D Glasses | ADBE 3D Glasses2 | 2.0.1 |
| Perspective | Bevel Alpha | ADBE Bevel Alpha | 1.7 |
| Perspective | Bevel Edges | ADBE Bevel Edges | 1.8 |
| Perspective | CC Cylinder | CC Cylinder | 1.6 |
| Perspective | CC Environment | CC Environment | 1.4 |
| Perspective | CC Sphere | CC Sphere | 2.2 |
| Perspective | CC Spotlight | CC Spotlight | 1.8 |
| Perspective | Drop Shadow | ADBE Drop Shadow | 2.8 |
| Perspective | Radial Shadow | ADBE Radial Shadow | 1.1 |
| Simulation | Card Dance | APC CardDanceCam | 1.1x1 |
| Simulation | Caustics | APC Caustics | 1.1x1 |
| Simulation | CC Ball Action | CC Ball Action | 2 |
| Simulation | CC Bubbles | CC Bubbles | 2.2 |
| Simulation | CC Drizzle | CC Drizzle | 1.6 |
| Simulation | CC Hair | CC Hair | 1.5 |
| Simulation | CC Mr. Mercury | CC Mr. Mercury | 1.9 |
| Simulation | CC Particle Systems II | CC Particle Systems II | 2 |
| Simulation | CC Particle World | CC Particle World | 1.9.3 |
| Simulation | CC Pixel Polly | CC Pixel Polly | 1.8 |
| Simulation | CC Rainfall | CSRainfall | 1.1 |
| Simulation | CC Scatterize | CC Scatterize | 1.8 |
| Simulation | CC Snowfall | CSSnowfall | 1.1 |
| Simulation | CC Star Burst | CC Star Burst | 2.1 |
| Simulation | Foam | APC Foam | 1.1x1 |
| Simulation | Particle Playground | ADBE Playgnd | 3.13 |
| Simulation | Shatter | APC Shatter | 1.1x1 |
| Simulation | Wave World | APC Wave World | 1.1x1 |
| Stylize | Brush Strokes | ADBE Brush Strokes | 2.3 |
| Stylize | Cartoon | ADBE Cartoonify | 1 |
| Stylize | CC Block Load | CS BlockLoad | 1.1 |
| Stylize | CC Burn Film | CC Burn Film | 1.6 |
| Stylize | CC Glass | CC Glass | 1.7 |
| Stylize | CC HexTile | CS HexTile | 1 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| Stylize | CC Kaleida | CC Kaleida | 1.8 |
| Stylize | CC Mr. Smoothie | CC Mr. Smoothie | 1.4 |
| Stylize | CC Plastic | CC Plastic | 1.3 |
| Stylize | CC RepeTile | CC RepeTile | 1.8 |
| Stylize | CC Threshold | CC Threshold | 1.6 |
| Stylize | CC Threshold RGB | CC Threshold RGB | 1.6 |
| Stylize | CC Vignette | CS Vignette | 1 |
| Stylize | Color Emboss | ADBE Color Emboss | 2 |
| Stylize | Emboss | ADBE Emboss | 2.3 |
| Stylize | Find Edges | ADBE Find Edges | 1.5 |
| Stylize | Glow | ADBE Glo2 | 2.5 |
| Stylize | Mosaic | ADBE Mosaic | 1.7 |
| Stylize | Motion Tile | ADBE Tile | 1.9 |
| Stylize | Posterize | ADBE Posterize | 2.0x1 |
| Stylize | Roughen Edges | ADBE Roughen Edges | 1.0.1 |
| Stylize | Scatter | ADBE Scatter | 2.3 |
| Stylize | Strobe Light | ADBE Strobe | 1.1 |
| Stylize | Texturize | ADBE Texturize | 2.2 |
| Stylize | Threshold | ADBE Threshold2 | 2.2 |
| Synthetic Aperture | SA Color Finesse 3 | SYNTHAP CF Color Finesse 2 | 3.0.14 |
| Text | Numbers | ADBE Numbers2 | 3.15 |
| Text | Timecode | ADBE Timecode | 2.5 |
| Time | CC Force Motion Blur | CC Force Motion Blur | 1.8 |
| Time | CC Wide Time | CC Wide Time | 1.7 |
| Time | Echo | ADBE Echo | 2.5 |
| Time | Pixel Motion Blur | ADBE OFMotionBlur | 1.0x0 |
| Time | Posterize Time | ADBE Posterize Time | 1.5 |
| Time | Time Difference | ADBE Difference | 1.1 |
| Time | Time Displacement | ADBE Time Displacement | 1.6.1 |
| Time | Timewarp | ADBE Timewarp | 1.0x0 |
| Transition | Block Dissolve | ADBE Block Dissolve | 2.5 |
| Transition | Card Wipe | APC CardWipeCam | 1.1x1 |
| Transition | CC Glass Wipe | CC Glass Wipe | 1.9 |
| Transition | CC Grid Wipe | CC Grid Wipe | 1.5 |
| Transition | CC Image Wipe | CC Image Wipe | 1.6 |
| Transition | CC Jaws | CC Jaws | 1.5 |
| Transition | CC Light Wipe | CC Light Wipe | 1.5 |
| Transition | CC Line Sweep | CS LineSweep | 1 |
| Transition | CC Radial ScaleWipe | CC Radial ScaleWipe | 1.8 |
| Transition | CC Scale Wipe | CC Scale Wipe | 1.6 |
| Transition | CC Twister | CC Twister | 1.6 |
| Transition | CC WarpoMatic | CC WarpoMatic | 1.3 |
| Transition | Gradient Wipe | ADBE Gradient Wipe | 1.6 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| Transition | Iris Wipe | ADBE IRIS_WIPE | 1.4x0 |
| Transition | Linear Wipe | ADBE Linear Wipe | 2.2 |
| Transition | Radial Wipe | ADBE Radial Wipe | 2.3 |
| Transition | Venetian Blinds | ADBE Venetian Blinds | 2.3 |
| Utility | Apply Color LUT | ADBE Apply Color LUT2 | 1.1 |
| Utility | CC Overbrights | CC Overbrights | 1 |
| Utility | Cineon Converter | ADBE Cineon Converter2 | 1.3 |
| Utility | Color Profile Converter | ADBE ProfileToProfile | 1 |
| Utility | Grow Bounds | ADBE GROW BOUNDS | 1.1x1 |
| Utility | HDR Compander | ADBE Compander | 1 |
| Utility | HDR Highlight Compression | ADBE HDR ToneMap | 1 |
| | Color Swirl | ADBE Color Swirl | 0.0x0 |
| | Getting Jiggy | ADBE Getting Jiggy | 0.0x0 |
| | Separate XYZ Position | ADBE Separate XYZ Position | 0.0x0 |
| | Inset Video - framed | ADBE CM InsetVideoFramed | 0.0x0 |
| | Inset Video - torn edges | ADBE CM InsetVideoTorn | 0.0x0 |
| | Mood Lighting - amorphous | ADBE CM MoodLightAmorph | 0.0x0 |
| | Mood Lighting - digital | ADBE CM MoodLightDigital | 0.0x0 |
| | Mood Lighting - streaks | ADBE CM MoodLightStreaks | 0.0x0 |
| | Cracked Tiles | ADBE CM CrackedTiles | 0.0x0 |
| | Light Leaks - layer markers | ADBE CM LightLeaksMarkers | 0.0x0 |
| | Light Leaks - random | ADBE CM LightLeaksRandom | 0.0x0 |
| | Opacity Flash - layer markers | ADBE CM OpacityFlashMarkers | 0.0x0 |
| | Opacity Flash - random | ADBE CM OpacityFlashRandom | 0.0x0 |
| | Crop Edges | ADBE CM CropEdges | 0.0x0 |
| | Autoscroll - horizontal | ADBE CM AutoscrollHorizontal | 0.0x0 |
| | Autoscroll - vertical | ADBE CM AutoscrollVertical | 0.0x0 |
| | Drift Over Time | ADBE CM Throw | 0.0x0 |
| | Fade In+Out - frames | ADBE CM FadeInOutFrames | 0.0x0 |
| | Fade In+Out - msec | ADBE CM FadeInOutmsec | 0.0x0 |
| | Rotate Over Time | ADBE CM Spin | 0.0x0 |
| | Scale Bounce - layer markers | ADBE CM ScaleBounceMarkers | 0.0x0 |
| | Scale Bounce - random | ADBE CM ScaleBounceRandom | 0.0x0 |
| | Wiggle - gelatin | ADBE CM WiggleGelatin | 0.0x0 |
| | Wiggle - position | ADBE CM WigglePosition | 0.0x0 |
| | Wiggle - rotation | ADBE CM WiggleRotation | 0.0x0 |
| | Wiggle - scale | ADBE CM WiggleScale | 0.0x0 |
| | Wiggle - shear | ADBE CM WiggleShear | 0.0x0 |
| | Wigglerama | ADBE CM Wigglerama | 0.0x0 |
| | Dissolve - unmelt | ADBE CM DissolveUnmelt | 0.0x0 |
| | Zoom - 2D spin | ADBE CM Zoom2DSpin | 0.0x0 |
| | Zoom - 3D tumble | ADBE CM Zoom3DTumble | 0.0x0 |
| | Zoom - wobble | ADBE CM ZoomWobble | 0.0x0 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| | Zoom - bubble | ADBE CM ZoomBubble | 0.0x0 |
| | Zoom - spiral | ADBE CM ZoomSpiral | 0.0x0 |
| | Slide - variable | ADBE CM SlideVariable | 0.0x0 |
| | Fly to Inset | ADBE CM FlyToInset | 0.0x0 |
| | Corner Reveal | ADBE CM CornerReveal | 0.0x0 |
| | Grid Wipe | ADBE CM GridWipe | 0.0x0 |
| | Transition Master Control | ADBE CM TransComplete | 0.0x0 |
| | Stretch Master Control | ADBE CM TransStretch | 0.0x0 |
| | Dissolve Master Control | ADBE CM TransDissolve | 0.0x0 |
| | Fade Master Control | ADBE CM TransFade | 0.0x0 |
| | Mask Fade Controls | ADBE CM TransFadeMask | 0.0x0 |
| | Wipe Master Control | ADBE CM TransWipe | 0.0x0 |
| | Wipe Master Controls | ADBE CM TransWipeFeath | 0.0x0 |
| | Card Wipe Master Control | ADBE CM TransCard | 0.0x0 |
| | Slide Master Control | ADBE CM TransSlide | 0.0x0 |
| | Stretch Master Control(corner) | ADBE CM TransCorner | 0.0x0 |
| | Stretch Master Control (edge) | ADBE CM TransDirection | 0.0x0 |
| | Iris Wipe Master Controls | ADBE CM TransIris | 0.0x0 |
| | Radial Wipe Master Controls | ADBE CM TransRadial | 0.0x0 |
| | Jiggle | ADBE DE Jiggle | 0.0x0 |
| | Jiggle At Marker | ADBE DE Jiggle At Marker | 0.0x0 |
| | Jiggle On Beat | ADBE DE Jiggle On Beat | 0.0x0 |
| | Jiggle Random | ADBE DE Jiggle Random | 0.0x0 |
| | Pulse | ADBE DE Pulse | 0.0x0 |
| | Pulse At Marker | ADBE DE Pulse At Marker | 0.0x0 |
| | Pulse On Beat | ADBE DE Pulse On Beat | 0.0x0 |
| | Pulse Random | ADBE DE Pulse Random | 0.0x0 |
| | Bounce | ADBE DE Bounce | 0.0x0 |
| | Bounce At Marker | ADBE DE Bounce At Marker | 0.0x0 |
| | Bounce On Beat | ADBE DE Bounce On Beat | 0.0x0 |
| | Bounce Random | ADBE DE Bounce Random | 0.0x0 |
| | Opacity Pulse | ADBE DE Opacity Pulse | 0.0x0 |
| | Opacity Pulse At Marker | ADBE DE Opacity Pulse At Marker | 0.0x0 |
| | Opacity Pulse On Beat | ADBE DE Opacity Pulse On Beat | 0.0x0 |
| | Opacity Pulse Random | ADBE DE Opacity Pulse Random | 0.0x0 |
| | Oscillate | ADBE DE Oscillate | 0.0x0 |
| | Oscillate At Marker | ADBE DE Oscillate At Marker | 0.0x0 |
| | Oscillate On Beat | ADBE DE Oscillate On Beat | 0.0x0 |
| | Oscillate Random | ADBE DE Oscillate Random | 0.0x0 |
| | Pendulum | ADBE DE Pendulum | 0.0x0 |
| | Pendulum At Marker | ADBE DE Pendulum At Marker | 0.0x0 |
| | Pendulum On Beat | ADBE DE Pendulum On Beat | 0.0x0 |
| | Pendulum Random | ADBE DE Pendulum Random | 0.0x0 |

| Updated: 08/18/2016 7:29pm | After Effects CC 2015.3 (13.8) | | |
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| Category | Name | Match Name | Version |
| | Swarm | ADBE DE Swarm | 0.0x0 |
| | Follow | ADBE DE Follow | 0.0x0 |
| | Orbit | ADBE DE Orbit | 0.0x0 |
| | Orbit 3D | ADBE DE Orbit 3D | 0.0x0 |
| | Random Motion 1D | ADBE DE Random Motion 1D | 0.0x0 |
| | Random Motion | ADBE DE Random Motion | 0.0x0 |
| | Random Rotation | ADBE DE Random Rotation | 0.0x0 |
| | Random Rotation 3D | ADBE DE Random Rotation 3D | 0.0x0 |
| | Random Opacity | ADBE DE Random Opacity | 0.0x0 |
| | Random Scale | ADBE DE Random Scale | 0.0x0 |
| | Random Fill Color | ADBE DE Random Fill Color | 0.0x0 |
| | Z Spring | ADBE DE Z Spring | 0.0x0 |
| | Z Spring At Marker | ADBE DE Z Spring At Marker | 0.0x0 |
| | Wobble Bounce | ADBE DE Wobble Bounce | 0.0x0 |
| | Wobble Bounce At Marker | ADBE DE Wobble Bounce At Marker | 0.0x0 |
| | Wobble Bounce On Beat | ADBE DE Wobble Bounce On Beat | 0.0x0 |
| | Wobble Bounce Random | ADBE DE Wobble Bounce Random | 0.0x0 |
| | Animated Shape Control | ADBE CM Animated Shape Control | 0.0x0 |
| | Chaser Control | ADBE CM Animated Shape 2 | 0.0x0 |
| | Animated Shape Control | ADBE CM Animated Shape 3 | 0.0x0 |
| | Sample Image | ADBE Sample Image | 0.0x0 |
| | Stereo 3D Controls | ADBE Stereo 3D Controls | 0.0x0 |
| | Face Track Points | Pseudo/ADBE Animal Head66 | 0.0x0 |
| | Face Measurements | Pseudo/ADBE Animal Head14 | 0.0x0 |

| Updated: 08/09/2016 1:23pm Misc Plugins | | | |
|---|-----------------------------|--------------------------------|---------|
| Category | Name | Match Name | Version |
| _Obsolete | Plexus Beams Renderer | RWB PLEXREN Beams | 2.0.6 |
| _Obsolete | Plexus Color Map | RWB PLEXEFF Color Map | 2.0.6 |
| _Obsolete | Plexus Container | RWB PLEXEFF Container | 2.0.6 |
| _Obsolete | Plexus Facets Renderer | RWB PLEXREN Facets | 2.0.6 |
| _Obsolete | Plexus Instances Object | RWB PLEXSRC Instances | 2.0.6 |
| _Obsolete | Plexus Layers Object | RWB PLEXSRC Lights | 2.0.6 |
| _Obsolete | Plexus Legacy Renderer | RWB PLEXUS | 2.0.6 |
| _Obsolete | Plexus Lines Renderer | RWB PLEXREN Lines | 2.0.6 |
| _Obsolete | Plexus Noise Effector | RWB PLEXEFF Noise | 2.0.6 |
| _Obsolete | Plexus OBJ Object | RWB PLEXSRC OBJ | 2.0.6 |
| _Obsolete | Plexus Path Object | RWB PLEXSRC Paths | 2.0.6 |
| _Obsolete | Plexus Points Renderer | RWB PLEXREN Points | 2.0.6 |
| _Obsolete | Plexus Primitives Object | RWB PLEXSRC Primitives | 2.0.6 |
| _Obsolete | Plexus Shade Effector | RWB PLEXEFF Shade Effector | 2.0.6 |
| _Obsolete | Plexus Spherical Field | RWB PLEXEFF Spherical Field | 2.0.6 |
| _Obsolete | Plexus Toolkit | RWB PLEKKIT | 2.0.6 |
| _Obsolete | Plexus Transform | RWB PLEXEFF Transform | 2.0.6 |
| _Obsolete | Plexus Triangulation Render | RWB PLEXREN Triangles | 2.0.6 |
| | | | |
| AndrewYY | YY_HexTex | YY_HexTex/1/AndrewYY's_6287ED9 | 1.20 |
| AndrewYY | YY_MagicKey | YY_MagicKey/1/AndrewYY_9715BE2 | 1.10 |
| AndrewYY | YY_Ramp+ | YY_Ramp+/2/AndrewYY's_3ECF151 | 2.70 |
| AndrewYY | YY_ShockRing | YY_ShockRing/1/AndrewY_678FCDA | 2.00 |
| | | | |
| Blurrypixel | Pixel Cloud | ADBE pixelCloud | |
| | | | |
| CROSSPHERE | PBAccelerator | CROSSPHERE_PBAccelerator | 1.0x1 |
| | | | |
| Film Emulation | FilmConvert Pro 2.1 | ADBE FC PRO 2.1 | 2.10 |
| | | | |
| francois-tarlier.com | ft-Lens Distortion | FTTF LensDistortion | 7.1x4 |
| | | | |
| Frischluff | FL Amiga Rulez | DRFL Amiga Rulez | 1.2.7 |
| Frischluff | FL Box Blur | DRFL BoxBlur | 1.2.7 |
| Frischluff | FL Curves - Absolute | DRFL Absolute Curves | 1.0.4 |
| Frischluff | FL Curves - Relative | DRFL Relative Curves | 1.0.4 |
| Frischluff | FL Depth Of Field | DRFL Depth of Field | 1.4.6 |
| Frischluff | FL Glas Sphere | DRFL Glassphere | 1.2.7 |
| Frischluff | FL Glow | DRFL Glow | 1.2.7 |
| Frischluff | FL Highlight | DRFL Highlight | 1.2.7 |
| Frischluff | FL Mosaic Plane | DRFL Mosaic Plane | 1.2.7 |
| Frischluff | FL Out Of Focus | DRFL Out of Focus | 1.4.6 |
| Frischluff | FL Radial Blur | DRFL RadialBlur | 1.2.7 |

| Updated: 08/09/2016 1:23pm | Misc Plugins | | |
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| Category | Name | Match Name | Version |
| Frischluff | FL Volumetrics | DRFL Volumetrics | 1.2.7 |
| | | | |
| JAe Tools | Real Glow | ADBE JAeToolsRealGlow | 1.00 |
| | | | |
| Knoll | UnMult | KNSW Unmult | 1.1.1 |
| Knoll Light Factory | Light Factory | KNSW Custom Flare | 3.0.3 |
| | | | |
| Mettle | FreeForm | Mettle 3D Mesh Warp | 1.0x1 |
| Mettle | Mettle FreeForm Pro | Mettle FreeForm Pro | 1.0x1 |
| Mettle | Mettle ShapeShifter | Mettle ShapeShifter | 1.0x1 |
| Mettle | Mettle SkyBox Blur | Mettle SkyBox Blur | 1.0x1 |
| Mettle | Mettle SkyBox Converter | Mettle SkyBox Converter | 1.0x1 |
| Mettle | Mettle SkyBox Denoise | Mettle SkyBox Denoise | 1.0x1 |
| Mettle | Mettle SkyBox Glow | Mettle SkyBox Glow | 1.0x1 |
| Mettle | Mettle SkyBox Sharpen | Mettle SkyBox Sharpen | 1.0x1 |
| Mettle | Mettle SkyBox Viewer | Mettle SkyBox Viewer | 1.0x1 |
| | | | |
| minning.de Normality | Normality | ADBE Normality | 3.0x1 |
| | | | |
| Neat Video | Reduce Noise | NeatVideoA | 2.0x1 |
| Neat Video | Reduce Noise v4 | NeatVideo4A | 4.0x1 |
| | | | |
| Rowbyte | Bad TV | GUTS BadTV | 2.10 |
| Rowbyte | Data Glitch | RWB DATA GLITCH | 2.0.3 |
| Rowbyte | Dot Pixels | RWB DOT PIXELS | 2.50 |
| Rowbyte | Plexus | RWB PLEXUS TWO | 2.0.6 |
| Rowbyte | Separate RGB | GUTS SEPRGB | 3.00 |
| Rowbyte | TVPixel | RWB TV PIXEL | 1.00 |
| | | | |
| Taronites | ZbornToy | TARONITE ZBTOY | |
| | | | |
| Trapcode | 3D Stroke | tc 3DStrokePath | 2.6.7 |
| Trapcode | Echospace | tc Echospace | 1.1.6 |
| Trapcode | Form | tc Form | 2.10 |
| Trapcode | Horizon | tc Trapcode Horizon | 1.1.5 |
| Trapcode | Lux | tc Lux | 1.3.5 |
| Trapcode | Mir | tc Mir | 2.00 |
| Trapcode | Particular | tc Particular | 2.5.1 |
| Trapcode | Shine | tc Shine | 2.00 |
| Trapcode | Sound Keys | tc Sound Keys | 1.30 |
| Trapcode | Starglow | tc Starglow | 1.70 |
| Trapcode | Tao | tc Tao | 1.0.1 |
| Trapcode | Horizon | tc Trapcode Horizon | 1.1.7 |

| Updated: 08/09/2016 1:23pm | Misc Plugins | | |
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| Category | Name | Match Name | Version |
| | | | |
| SynthEyes | SynthEyes Distortion | SSONTECH SyAFXLens | 1.0x1 |
| | | | |
| Video Copilot | Element | VIDEOCOPILOT 3DArray | 2.00 |
| Video Copilot | Heat Distortion | VIDEOCOPILOT HeatDistortion | 1.0x30 |
| Video Copilot | Optical Flares | VIDEOCOPILOT OpticalFlares | 1.20 |
| Video Copilot | VC Color Vibrance | VIDEOCOPILOT VIBRANCE | |
| Video Copilot | Saber | VIDEOCOPILOT LightSaber | 1.0x39 |
| Video Copilot | Twitch | Videocopilot Twitch | 1.10 |

| Updated: 06/05/2016 4:08pm Boris Continuum Complete | | | |
|---|------------------------------|---------------------------------|---------|
| Category | Name | Match Name | Version |
| _Obsolete | BCC Blobs Wipe | BCC Blobs WipePrTr | 7.00 |
| _Obsolete | BCC Blur (Obsolete) | BCC3Blur | 7.00 |
| _Obsolete | BCC Blur Dissolve | BCC Blur DissolvePrTr | 7.00 |
| _Obsolete | BCC Burnt Film | BCC Burnt FilmPrTr | 7.00 |
| _Obsolete | BCC Checker Wipe | BCCChecker WipePrTr | 7.00 |
| _Obsolete | BCC Composite Dissolve | BCC Composite DissolvePrTr | 7.00 |
| _Obsolete | BCC Criss-Cross Wipe | BCC Criss-Cross WipePrTr | 7.00 |
| _Obsolete | BCC Damaged TV Dissolve | BCC Damaged TV DissolvePrTr | 7.00 |
| _Obsolete | BCC Fast Film Glow Dissolve | BCC Fast Film Glow DissolvePrTr | 7.00 |
| _Obsolete | BCC Film Glow Dissolve | BCC Film Glow DissolvePrTr | 7.00 |
| _Obsolete | BCC Flutter Cut | BCCFlutterPrTr | 7.00 |
| _Obsolete | BCC Grid Wipe | BCC Grid WipePrTr | 7.00 |
| _Obsolete | BCC Lens Distortion Wipe | BCC Lens Distortion WipePrTr | 7.00 |
| _Obsolete | BCC Lens Flare Dissolve | BCC Lens Flare DissolvePrTr | 7.00 |
| _Obsolete | BCC Lens Flare Round | BCC Lens Flare RoundPrTr | 7.00 |
| _Obsolete | BCC Lens Flare Spiked | BCC Lens Flare SpikedPrTr | 7.00 |
| _Obsolete | BCC Lens Flash | BCC Lens FlashPrTr | 7.00 |
| _Obsolete | BCC Lens Transition | BCC LensTransitionPrTr | 7.00 |
| _Obsolete | BCC Light Wipe | BCC Light WipePrTr | 7.00 |
| _Obsolete | BCC Linear Wipe | BCC Linear WipePrTr | 7.00 |
| _Obsolete | BCC Multi Stretch Wipe | BCC Multi Stretch WipePrTr | 7.00 |
| _Obsolete | BCC Multi Stripe Wipe | BCC Multi Stripe WipePrTr | 7.00 |
| _Obsolete | BCC Pencil Sketch (Obsolete) | BCC6PencilSketch | 7.00 |
| _Obsolete | BCC Radial Wipe | BCC Radial WipePrTr | 7.00 |
| _Obsolete | BCC Rays Dissolve | BCC Rays DissolvePrTr | 7.00 |
| _Obsolete | BCC Rectangular Wipe | BCC Rectangular WipePrTr | 7.00 |
| _Obsolete | BCC Ribbon Wipe | BCC Ribbon WipePrTr | 7.00 |
| _Obsolete | BCC Rings Wipe | BCC Rings WipePrTr | 7.00 |
| _Obsolete | BCC Ripple Dissolve | BCC Ripple DissolvePrTr | 7.00 |
| _Obsolete | BCC Swish Pan | BCC Swish PanPrTr | 7.00 |
| _Obsolete | BCC Textured Wipe | BCC Textured WipePrTr | 7.00 |
| _Obsolete | BCC Tile Wipe | BCC Tile WipePrTr | 7.00 |
| _Obsolete | BCC Tritone Dissolve | BCC Tritone DissolvePrTr | 7.00 |
| _Obsolete | BCC Twister | BCC TwisterPrTr | 7.00 |
| _Obsolete | BCC Vector Blur Dissolve | BCC Vector Blur DissolvePrTr | 7.00 |
| _Obsolete | BCC Vignette Wipe | BCCVignette WipePrTr | 7.00 |
| _Obsolete | BCC Water Waves Dissolve | BCC Water Waves DissolvePrTr | 7.00 |
| BCC Browser | BCC FX Browser | BCCFXBrowser | 7.00 |
| BCC9 3D Objects | BCC Extruded EPS | ScriptEP | 1.0.3 |
| BCC9 3D Objects | BCC Extruded Spline | ScriptSP | 1.0.3 |
| BCC9 3D Objects | BCC Extruded Text | ScriptET | 1.0.3 |
| BCC9 3D Objects | BCC Layer Deformer | ScriptLD | 1.0.3 |
| BCC9 3D Objects | BCC Type On Text | ScriptTO | 1.0.3 |

| Updated: 06/05/2016 4:08pm | Boris Continuum Complete | | |
|----------------------------|----------------------------|----------------------------|---------|
| Category | Name | Match Name | Version |
| BCC9 Art Looks | BCC Artist's Poster | BCC3Artists Poster | 7.00 |
| BCC9 Art Looks | BCC Bump Map | BCC3Bump Map | 7.00 |
| BCC9 Art Looks | BCC Cartoon Look | BCC6Cartoon2Look | 7.00 |
| BCC9 Art Looks | BCC Cartooner | BCC3Cartooner | 7.00 |
| BCC9 Art Looks | BCC Charcoal Sketch | BCC6Charcoal Sketch | 7.00 |
| BCC9 Art Looks | BCC Halftone | BCC Halftone | 7.00 |
| BCC9 Art Looks | BCC Median | BCC3Median | 7.00 |
| BCC9 Art Looks | BCC Pencil Sketch | BCC6Pencil Sketch | 7.00 |
| BCC9 Art Looks | BCC Posterize | BCC3Posterize | 7.00 |
| BCC9 Art Looks | BCC Spray Paint Noise | BCC3Spray Paint Noise | 7.00 |
| BCC9 Art Looks | BCC Tile Mosaic | BCC4Tile Mosaic | 7.00 |
| BCC9 Art Looks | BCC Water Color | BCC6Water Color | 7.00 |
| BCC9 Blur & Sharpen | BCC Directional Blur | BCC3Directional Blur | 7.00 |
| BCC9 Blur & Sharpen | BCC Gaussian Blur | BCC3Gaussian Blur | 7.00 |
| BCC9 Blur & Sharpen | BCC Lens Blur | BCC6LensBlur | 7.00 |
| BCC9 Blur & Sharpen | BCC Lens Shape | BCC6LensShape | 7.00 |
| BCC9 Blur & Sharpen | BCC Motion Blur | BCC3Motion Blur | 7.00 |
| BCC9 Blur & Sharpen | BCC Pyramid Blur | BCC3Pyramid Blur | 7.00 |
| BCC9 Blur & Sharpen | BCC Radial Blur | BCC3Radial Blur | 7.00 |
| BCC9 Blur & Sharpen | BCC Spiral Blur | BCC3Spiral Blur | 7.00 |
| BCC9 Blur & Sharpen | BCC Unsharp Mask | BCC3Unsharp Mask | 7.00 |
| BCC9 Blur & Sharpen | BCC Z-Blur | BCC3Z-Blur | 7.00 |
| BCC9 Color & Tone | BCC 3 Way Color Grade | BCC6ThreeWayCC | 7.00 |
| BCC9 Color & Tone | BCC Brightness-Contrast | BCC3Brightness-Contrast | 7.00 |
| BCC9 Color & Tone | BCC Color Balance | BCC3Color Balance | 7.00 |
| BCC9 Color & Tone | BCC Color Correction | BCC3Color Correction | 7.00 |
| BCC9 Color & Tone | BCC Color Match | BCC3Color Match | 7.00 |
| BCC9 Color & Tone | BCC Color Palette | BCC3Color Palette | 7.00 |
| BCC9 Color & Tone | BCC Colorize | BCC3Colorize | 7.00 |
| BCC9 Color & Tone | BCC Correct Selected Color | BCC3Correct Selected Color | 7.00 |
| BCC9 Color & Tone | BCC Hue-Sat-Lightness | BCC3Hue-Sat-Lightness | 7.00 |
| BCC9 Color & Tone | BCC Invert Solarize | BCC3Invert Solarize | 7.00 |
| BCC9 Color & Tone | BCC Levels Gamma | BCC3Levels Gamma | 7.00 |
| BCC9 Color & Tone | BCC MultiTone Mix | BCC3MultiTone Mix | 7.00 |
| BCC9 Color & Tone | BCC Safe Colors | BCC3Safe Colors | 7.00 |
| BCC9 Color & Tone | BCC Tritone | BCC3Tritone | 7.00 |
| BCC9 Color & Tone | BCC Videoscope | BCC6Videoscope | 7.00 |
| BCC9 Film Style | BCC Deinterlace | BCC3Deinterlace | 7.00 |
| BCC9 Film Style | BCC Fast Film Glow | BCC Fast Film Glow | 7.00 |
| BCC9 Film Style | BCC Fast Film Process | BCC Fast Film Process | 7.00 |
| BCC9 Film Style | BCC Film Damage | BCC3Film Damage | 7.00 |
| BCC9 Film Style | BCC Film Glow | BCC3Ultra Glow | 7.00 |
| BCC9 Film Style | BCC Film Grain | BCC3Film Grain | 7.00 |

| Updated: 06/05/2016 4:08pm | Boris Continuum Complete | | |
|----------------------------|--------------------------|------------------------|---------|
| Category | Name | Match Name | Version |
| BCC9 Film Style | BCC Film Process | BCC3Film Process | 7.00 |
| BCC9 Film Style | BCC Match Grain | BCC3Match Grain | 7.00 |
| BCC9 Film Style | BCC Two Strip Color | BCC Two Strip Color | 7.00 |
| BCC9 Film Style | BCC Vignette | BCCVignette | 7.00 |
| BCC9 Image Restoration | BCC Dust and Scratches | BCC3Dust and Scratches | 7.00 |
| BCC9 Image Restoration | BCC DV Fixer | BCC6DV Fixer | 7.00 |
| BCC9 Image Restoration | BCC Flicker Fixer | BCC3Flicker Fixer | 7.00 |
| BCC9 Image Restoration | BCC Lens Correction | BCC Lens Correction | 7.00 |
| BCC9 Image Restoration | BCC Magic Sharp | BCC Magic Sharp | 7.00 |
| BCC9 Image Restoration | BCC Motion Key | BCC3MotionKey | 7.00 |
| BCC9 Image Restoration | BCC Noise Reduction | BCC6Noise Reduction | 7.00 |
| BCC9 Image Restoration | BCC Optical Stabilizer | BCC3Stabilizer | 7.00 |
| BCC9 Image Restoration | BCC Pixel Fixer | BCC6Pixel Fixer | 7.00 |
| BCC9 Image Restoration | BCC Smooth Tone | BCC6Smooth Tone | 7.00 |
| BCC9 Image Restoration | BCC UpRez | BCC UpRez | 7.00 |
| BCC9 Image Restoration | BCC Wire Remover | BCC3Wire Remover | 7.00 |
| BCC9 Key & Blend | BCC Alpha Process | BCC3Alpha Process | 7.00 |
| BCC9 Key & Blend | BCC Boost Blend | BCC3Boost Blend | 7.00 |
| BCC9 Key & Blend | BCC Chroma Key | BCC3Chroma Key | 7.00 |
| BCC9 Key & Blend | BCC Chroma Key Studio | BCC Chroma Key Studio | 7.00 |
| BCC9 Key & Blend | BCC Composite | BCC3Composite | 7.00 |
| BCC9 Key & Blend | BCC Composite Choker | BCC3Composite Choker | 7.00 |
| BCC9 Key & Blend | BCC Glow Matte | BCC3Glow Matte | 7.00 |
| BCC9 Key & Blend | BCC Light Matte | BCC3Light Matte | 7.00 |
| BCC9 Key & Blend | BCC Light Wrap | BCC3Light Wrap | 7.00 |
| BCC9 Key & Blend | BCC Linear Color Key | BCC3Linear Color Key | 7.00 |
| BCC9 Key & Blend | BCC Linear Luma Key | BCC3Linear Luma Key | 7.00 |
| BCC9 Key & Blend | BCC Make Alpha Key | BCC3Make Alpha Key | 7.00 |
| BCC9 Key & Blend | BCC Matte Choker | BCC3Matte Choker | 7.00 |
| BCC9 Key & Blend | BCC Matte Cleanup | BCC3Matte Cleanup | 7.00 |
| BCC9 Key & Blend | BCC Pixel Chooser | BCC3Pixel Chooser | 7.00 |
| BCC9 Key & Blend | BCC Premult | BCC3Premult | 7.00 |
| BCC9 Key & Blend | BCC RGB Blend | BCC3RGB Blend | 7.00 |
| BCC9 Key & Blend | BCC Star Matte | BCC3Star Matte | 7.00 |
| BCC9 Key & Blend | BCC Super Blend | BCC3Super Blend | 7.00 |
| BCC9 Key & Blend | BCC Two Way Key | BCC3Two Way Key | 7.00 |
| BCC9 Lights | BCC Alpha Spotlight | BCC3Alpha Spotlight | 7.00 |
| BCC9 Lights | BCC Edge Lighting | BCC3Edge Lighting | 7.00 |
| BCC9 Lights | BCC Glare | BCC3Glare | 7.00 |
| BCC9 Lights | BCC Glint | BCC3Glint | 7.00 |
| BCC9 Lights | BCC Glitter | BCC3Glitter | 7.00 |
| BCC9 Lights | BCC Laser Beam | BCC Laser Beam | 7.00 |
| BCC9 Lights | BCC Lens Flare 3D | BCC3Lens Flare 3D | 7.00 |

| Updated: 06/05/2016 4:08pm | Boris Continuum Complete | | |
|----------------------------|-------------------------------|-------------------------------|---------|
| Category | Name | Match Name | Version |
| BCC9 Lights | BCC Light Sweep | BCC3Light Sweep | 7.00 |
| BCC9 Lights | BCC Lightning | BCC3Lightning | 7.00 |
| BCC9 Lights | BCC Rays Cartoon | BCC3Rays Cartoon | 7.00 |
| BCC9 Lights | BCC Rays Puffy | BCC3Rays Puffy | 7.00 |
| BCC9 Lights | BCC Rays Radiant Edges | BCC3Rays Radiant Edges | 7.00 |
| BCC9 Lights | BCC Rays Radiant Spotlight | BCC3Rays Radiant Spotlight | 7.00 |
| BCC9 Lights | BCC Rays Ring | BCC3Rays Ring | 7.00 |
| BCC9 Lights | BCC Rays Ripply | BCC3Rays Ripply | 7.00 |
| BCC9 Lights | BCC Rays Streaky | BCC3Rays Streaky | 7.00 |
| BCC9 Lights | BCC Rays Textured | BCC3Rays Textured | 7.00 |
| BCC9 Lights | BCC Rays Wedge | BCC3Rays Wedge | 7.00 |
| BCC9 Lights | BCC Reverse Spotlight | BCC3Reverse Spotlight | 7.00 |
| BCC9 Lights | BCC Spotlight | BCC3Spotlight | 7.00 |
| BCC9 Lights | BCC Stage Light | BCC3Stage Light | 7.00 |
| BCC9 Match Move | BCC Corner Pin | BCC3CornerPin | 7.00 |
| BCC9 Match Move | BCC Match Move | BCC3MatchMove | 7.00 |
| BCC9 Match Move | BCC WitnessProtection | Boris3WitnessProtection | 7.00 |
| BCC9 Obsolete | BCC DeGrain | BCC3DeGrain | 7.00 |
| BCC9 Obsolete | BCC DeNoise | BCC3DeNoise | 7.00 |
| BCC9 Obsolete | BCC Fire | BCC3Fire | 7.00 |
| BCC9 Obsolete | BCC Glow | BCC3Glow | 7.00 |
| BCC9 Obsolete | BCC Lens Flare | BCC3Lens Flare | 7.00 |
| BCC9 Obsolete | BCC Lens Flare Adv | BCC3Lens Flare Adv | 7.00 |
| BCC9 Obsolete | BCC Light Zoom | BCC3Light Zoom | 7.00 |
| BCC9 Obsolete | BCC Noise Map | BCC3Noise Map | 7.00 |
| BCC9 Obsolete | BCC Rough Glow | BCC3Rough Glow | 7.00 |
| BCC9 Particles | BCC 2D Particles | BCC32D Particles | 7.00 |
| BCC9 Particles | BCC Comet | BCC3Comet | 7.00 |
| BCC9 Particles | BCC Organic Strands | BCC Organic Strands | 7.00 |
| BCC9 Particles | BCC Particle Array 3D | BCC Particle Array 3D | 7.00 |
| BCC9 Particles | BCC Particle Emitter 3D | BCC Particle Emitter 3D | 7.00 |
| BCC9 Particles | BCC Particle System | BCC3Particle System | 7.00 |
| BCC9 Particles | BCC Pin Art 3D | BCC Pin Art 3D | 7.00 |
| BCC9 Particles | BCC Rain | BCC3Rain | 7.00 |
| BCC9 Particles | BCC Snow | BCC3Snow | 7.00 |
| BCC9 Particles | BCC Sparks | BCC3Sparks | 7.00 |
| BCC9 Particles | BCC Wild Cards | BCC Card Array | 7.00 |
| BCC9 Perspective | BCC 3D Extruded Image Shatter | BCC 3D Extruded Image Shatter | 7.00 |
| BCC9 Perspective | BCC 3D Image Shatter | BCC33D Image Shatter | 7.00 |
| BCC9 Perspective | BCC Cube | BCC3Cube | 7.00 |
| BCC9 Perspective | BCC Cylinder | BCC3Cylinder | 7.00 |
| BCC9 Perspective | BCC DVE | BCC3DVE | 7.00 |
| BCC9 Perspective | BCC DVE Basic | BCC3DVE Basic | 7.00 |

| Updated: 06/05/2016 4:08pm | Boris Continuum Complete | | |
|----------------------------|--------------------------|-----------------------|---------|
| Category | Name | Match Name | Version |
| BCC9 Perspective | BCC Fast Flipper | BCC3Fast Flipper | 7.00 |
| BCC9 Perspective | BCC Page Turn | BCC3Page Turn | 7.00 |
| BCC9 Perspective | BCC Pan and Zoom | BCC Pan and Zoom | 7.00 |
| BCC9 Perspective | BCC Sphere | BCC3Sphere | 7.00 |
| BCC9 Perspective | BCC Sphere Transition | BCC3Sphere Transition | 7.00 |
| BCC9 Perspective | BCC Z Space I | BCC3Z Space I | 7.00 |
| BCC9 Perspective | BCC Z Space II | BCC3Z Space II | 7.00 |
| BCC9 Perspective | BCC Z Space III | BCC3Z Space III | 7.00 |
| BCC9 Stylize | BCC Alpha Pixel Noise | BCC3Alpha Pixel Noise | 7.00 |
| BCC9 Stylize | BCC Color Choker | BCC4Color Choker | 7.00 |
| BCC9 Stylize | BCC Colorize Glow | BCC3Colorize Glow | 7.00 |
| BCC9 Stylize | BCC Damaged TV | BCC4Damaged TV | 7.00 |
| BCC9 Stylize | BCC Drop Shadow | BCC3Drop Shadow | 7.00 |
| BCC9 Stylize | BCC Edge Grunge | BCC Edge Grunge | 7.00 |
| BCC9 Stylize | BCC Emboss | BCC3Emboss | 7.00 |
| BCC9 Stylize | BCC Glow Alpha Edges | BCC3Glow Alpha Edges | 7.00 |
| BCC9 Stylize | BCC Grunge | BCC Grunge | 7.00 |
| BCC9 Stylize | BCC LED | BCC4LED | 7.00 |
| BCC9 Stylize | BCC Misalignment | BCC3Misalignment | 7.00 |
| BCC9 Stylize | BCC Mosaic | Boris3Pixelate | 7.00 |
| BCC9 Stylize | BCC Multi Shadow | BCC3Multi Shadow | 7.00 |
| BCC9 Stylize | BCC Prism | BCC4Prism | 7.00 |
| BCC9 Stylize | BCC RGB Edges | BCC3RGB Edges | 7.00 |
| BCC9 Stylize | BCC RGB Pixel Noise | BCC3RGB Pixel Noise | 7.00 |
| BCC9 Stylize | BCC Scanline | BCC4Scanline | 7.00 |
| BCC9 Stylize | BCC Scatterize | BCC3Scatterize | 7.00 |
| BCC9 Textures | BCC Brick | BCC3Brick | 7.00 |
| BCC9 Textures | BCC Caustics | BCC3Caustics | 7.00 |
| BCC9 Textures | BCC Cloth | BCC3Cloth | 7.00 |
| BCC9 Textures | BCC Clouds | BCC3Clouds | 7.00 |
| BCC9 Textures | BCC Fractal Noise | BCC3Fractal Noise | 7.00 |
| BCC9 Textures | BCC Granite | BCC3Granite | 7.00 |
| BCC9 Textures | BCC Mixed Colors | BCC3Mixed Colors | 7.00 |
| BCC9 Textures | BCC Noise Map 2 | BCC4Noise Map 2 | 7.00 |
| BCC9 Textures | BCC Rays | BCC3Rays | 7.00 |
| BCC9 Textures | BCC Reptilian | BCC3Reptilian | 7.00 |
| BCC9 Textures | BCC Rock | BCC3Rock | 7.00 |
| BCC9 Textures | BCC Stars | BCC3Stars | 7.00 |
| BCC9 Textures | BCC Steel Plate | BCC3Steel Plate | 7.00 |
| BCC9 Textures | BCC Veined Marble | BCC3Veined Marble | 7.00 |
| BCC9 Textures | BCC Weave | BCC3Weave | 7.00 |
| BCC9 Textures | BCC Wood Grain | BCC3Wood Grain | 7.00 |
| BCC9 Textures | BCC Wooden Planks | BCC3Wooden Planks | 7.00 |

| Updated: 06/05/2016 4:08pm | Boris Continuum Complete | | |
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| Category | Name | Match Name | Version |
| BCC9 Time | BCC Beat Reactor | BCC Beat Reactor | 7.00 |
| BCC9 Time | BCC Jitter | BCC3Jitter | 7.00 |
| BCC9 Time | BCC Jitter Basic | BCC3Jitter Basic | 7.00 |
| BCC9 Time | BCC Looper | BCC3Looper | 7.00 |
| BCC9 Time | BCC Optical Flow | BCC3Optical Flow | 7.00 |
| BCC9 Time | BCC Posterize Time | BCC3Posterize Time | 7.00 |
| BCC9 Time | BCC Sequencer | BCC3Sequencer | 7.00 |
| BCC9 Time | BCC Temporal Blur | BCC3Temporal Blur | 7.00 |
| BCC9 Time | BCC Time Displacement | BCC3Time Displacement | 7.00 |
| BCC9 Time | BCC Trails | BCC3Trails | 7.00 |
| BCC9 Time | BCC Trails Basic | BCC3Trails Basic | 7.00 |
| BCC9 Time | BCC Velocity Remap | BCC3Velocity Remap | 7.00 |
| BCC9 Transitions | BCC Blobs Wipe | BCC Blobs Wipe | 7.00 |
| BCC9 Transitions | BCC Blur Dissolve | BCC Blur Dissolve | 7.00 |
| BCC9 Transitions | BCC Burnt Film | BCC3Burnt Film | 7.00 |
| BCC9 Transitions | BCC Checker Wipe | BCCChecker Wipe | 7.00 |
| BCC9 Transitions | BCC Composite Dissolve | BCC Composite Dissolve | 7.00 |
| BCC9 Transitions | BCC Criss-Cross Wipe | BCC3Criss-Cross Wipe | 7.00 |
| BCC9 Transitions | BCC Damaged TV Dissolve | BCC Damaged TV Dissolve | 7.00 |
| BCC9 Transitions | BCC Fast Film Glow Dissolve | BCC Fast Film Glow Dissolve | 7.00 |
| BCC9 Transitions | BCC Film Glow Dissolve | BCC Film Glow Dissolve | 7.00 |
| BCC9 Transitions | BCC Flutter Cut | BCCFlutter | 7.00 |
| BCC9 Transitions | BCC Grid Wipe | BCC Grid Wipe | 7.00 |
| BCC9 Transitions | BCC Lens Distortion Wipe | BCC Lens Distortion Wipe | 7.00 |
| BCC9 Transitions | BCC Lens Flare Dissolve | BCC Lens Flare Dissolve | 7.00 |
| BCC9 Transitions | BCC Lens Flare Round | BCC Lens Flare Round | 7.00 |
| BCC9 Transitions | BCC Lens Flare Spiked | BCC Lens Flare Spiked | 7.00 |
| BCC9 Transitions | BCC Lens Flash | BCC Lens Flash | 7.00 |
| BCC9 Transitions | BCC Lens Transition | BCC6LensTransition | 7.00 |
| BCC9 Transitions | BCC Light Wipe | BCC Light Wipe | 7.00 |
| BCC9 Transitions | BCC Linear Wipe | BCC3Linear Wipe | 7.00 |
| BCC9 Transitions | BCC Multi Stretch Wipe | BCC3Multi Stretch Wipe | 7.00 |
| BCC9 Transitions | BCC Multi Stripe Wipe | BCC3Multi Stripe Wipe | 7.00 |
| BCC9 Transitions | BCC Radial Wipe | BCC3Radial Wipe | 7.00 |
| BCC9 Transitions | BCC Rays Dissolve | BCC Rays Dissolve | 7.00 |
| BCC9 Transitions | BCC Rectangular Wipe | BCC3Rectangular Wipe | 7.00 |
| BCC9 Transitions | BCC Ribbon Wipe | BCC Ribbon Wipe | 7.00 |
| BCC9 Transitions | BCC Rings Wipe | BCC Rings Wipe | 7.00 |
| BCC9 Transitions | BCC Ripple Dissolve | BCC Ripple Dissolve | 7.00 |
| BCC9 Transitions | BCC Swish Pan | BCC6Swish Pan | 7.00 |
| BCC9 Transitions | BCC Textured Wipe | BCC3Textured Wipe | 7.00 |
| BCC9 Transitions | BCC Tile Wipe | BCC Tile Wipe | 7.00 |
| BCC9 Transitions | BCC Tritone Dissolve | BCC Tritone Dissolve | 7.00 |

| Updated: 06/05/2016 4:08pm | Boris Continuum Complete | | |
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| Category | Name | Match Name | Version |
| BCC9 Transitions | BCC Twister | BCC Twister | 7.00 |
| BCC9 Transitions | BCC Vector Blur Dissolve | BCC Vector Blur Dissolve | 7.00 |
| BCC9 Transitions | BCC Vignette Wipe | BCCVignette Wipe | 7.00 |
| BCC9 Transitions | BCC Water Waves Dissolve | BCC Water Waves Dissolve | 7.00 |
| BCC9 Warp | BCC Bulge | BCC3Bulge | 7.00 |
| BCC9 Warp | BCC Displacement Map | BCC3Displacement Map | 7.00 |
| BCC9 Warp | BCC Morph | BCC4Morph | 7.00 |
| BCC9 Warp | BCC Polar Displacement | BCC3Polar Displacement | 7.00 |
| BCC9 Warp | BCC Ripple | BCC3Ripple | 7.00 |
| BCC9 Warp | BCC Turbulence | BCC4Turbulence | 7.00 |
| BCC9 Warp | BCC Twirl | BCC3Twirl | 7.00 |
| BCC9 Warp | BCC Vector Displacement | BCC3Vector Displacement | 7.00 |
| BCC9 Warp | BCC Video Morph | BCC4Video Morph | 7.00 |
| BCC9 Warp | BCC Warp | BCC4Warp | 7.00 |
| BCC9 Warp | BCC Wave | BCC3Wave | 7.00 |

| Updated: 08/09/2016 1:23pm | RE:Vision | | |
|----------------------------|-----------------------------|--------------------------------|---------------|
| Category | Name | Match Name | Version |
| RE:Vision Plug-ins | DE:Flicker Auto Levels | DE:Fluctuate | 1.3x0 |
| RE:Vision Plug-ins | DE:Flicker High Speed | DE:Flicker | 1.3x0 |
| RE:Vision Plug-ins | DE:Flicker Time Lapse | DEFlickerTimeLapse | 1.3x0 |
| RE:Vision Plug-ins | DE:Noise | DE:Noise | 2.3x0 |
| RE:Vision Plug-ins | DE:Noise Frame Average | DE:Noise_FrameAverage | 2.3x0 |
| RE:Vision Plug-ins | FieldsKit Deinterlacer | ReelSmart Deinterlacer | 3.3x0 |
| RE:Vision Plug-ins | FieldsKit Pulldown | ReelSmart Pulldown | 3.3x0 |
| RE:Vision Plug-ins | FieldsKit Reinterlacer | ReelSmart Reinterlacer | 3.3x0 |
| RE:Vision Plug-ins | Motion Vectors: Create | Create Motion Vectors 3.x | 6.2x0 |
| RE:Vision Plug-ins | PV Feather | RFX Soft Edge Mask | 1.7x0 |
| RE:Vision Plug-ins | RE:FILL Alpha | REFill Alpha | 2.2x0 |
| RE:Vision Plug-ins | RE:FILL Area Fill | ReFill AreaFill | 2.2x0 |
| RE:Vision Plug-ins | RE:FILL Choke | RE:FILL Choke | 2.2x0 |
| RE:Vision Plug-ins | RE:FILL Frame Borders | RE:Fill FrameBorder | 2.2x0 |
| RE:Vision Plug-ins | RE:FILL GrowShrink | RE:FILL GrowShrink | 2.2x0 |
| RE:Vision Plug-ins | RE:FILL Offset | RE:Fill Offset | 2.2x0 |
| RE:Vision Plug-ins | RE:Flex Morph | ReelSmart Morph2 | 4.1.1x0 |
| RE:Vision Plug-ins | RE:Flex Motion Morph | ReelSmart Moving Morph | 4.1.1x0 |
| RE:Vision Plug-ins | RE:Flex Warp | ReelSmart Morph | 4.1.1x0 |
| RE:Vision Plug-ins | RE:Map Displace | RE:Map Displace | 2.3x0-3.0.2x0 |
| RE:Vision Plug-ins | RE:Map Distort | RE:Map Distort | 2.3x0-3.0.2x0 |
| RE:Vision Plug-ins | RE:Map Inverse UV | UV Inverse Mapper | 2.3x0-3.0.2x0 |
| RE:Vision Plug-ins | RE:Map Planar | RE:Map Planar | 2.3x0-3.0.2x0 |
| RE:Vision Plug-ins | RE:Map UV | UV Mapper Pete | 2.3x0-3.0.2x0 |
| RE:Vision Plug-ins | RE:Match Color | ColorUnmanaged | 1.3.6x0 |
| RE:Vision Plug-ins | RE:Match Stereo | ColorStereoMatch | 1.3.6x0 |
| RE:Vision Plug-ins | RSMB | Smart Motion Blur 3.x | 5.1.5x0 |
| RE:Vision Plug-ins | RSMB Pro | RS Motion Blur Pro A 3.x | 5.1.5x0 |
| RE:Vision Plug-ins | RSMB Pro Vectors | RS Motion Blur Pro Vectors 3.x | 5.1.5x0 |
| RE:Vision Plug-ins | Shade Normals | Shade Normals | 4.2.1x0 |
| RE:Vision Plug-ins | Shade Shape | SHAdE SHApE | 4.2.1x0 |
| RE:Vision Plug-ins | SK Diffusion | SKSmoother | 3.3x0 |
| RE:Vision Plug-ins | SK Directional Per Pixel | SKDirectional | 3.3x0 |
| RE:Vision Plug-ins | SK Directional With Splines | SK Directional Splines | 3.3x0 |
| RE:Vision Plug-ins | SK Frame Accumulate | SKFrameAccumulate | 3.3x0 |
| RE:Vision Plug-ins | SK Gaussian | SKGaussian | 3.3x0 |
| RE:Vision Plug-ins | SK Gaussian Per Pixel | SKGaussianPerPixel | 3.3x0 |
| RE:Vision Plug-ins | SK Sharpen | SKSharpen | 3.3x0 |
| RE:Vision Plug-ins | SK Staircase Suppress | SKSmoothAliasing | 3.3x0 |
| RE:Vision Plug-ins | SK ZBlur | SKZBlur | 3.3x0 |
| RE:Vision Plug-ins | Twixtor | Twixtor 45 Lite | 6.2x0 |
| RE:Vision Plug-ins | Twixtor Pro | Twixtor 45 | 6.2x0 |
| RE:Vision Plug-ins | Twixtor Pro, Vectors In | Twixtor 4 Vectors In | 6.2x0 |

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| Updated: 08/09/2016 1:23pm | RE:Vision | | |
| Category | Name | Match Name | Version |
| RE:Vision Plug-ins | Video Gogh | Video Gogh | 3.7x0 |
| RE:Vision Plug-ins | Video Gogh Pro | Video Gogh 3 | 3.7x0 |

| Updated: 06/05/2016 4:22pm | Red Giant | | |
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| Category | Name | Match Name | Version |
| _Obsolete | Holomatrix | ARDE Holomatrix | |
| | | | |
| Composite Wizard | Composite Color Matcher | ISFX Color Matcher | 1.4.8 |
| Composite Wizard | Deluxe Edge Finder | ISFX Edge Border Pro | 1.4.8 |
| Composite Wizard | Deluxe Edge Finder EZ | ISFX Edge Border | 1.4.8 |
| Composite Wizard | Denoiser | ISFX Denoiser | 1.4.8 |
| Composite Wizard | Edge Blur | ISFX Edge Blur Pro | 1.4.8 |
| Composite Wizard | Edge Blur EZ | ISFX Edge Blur | 1.4.8 |
| Composite Wizard | Light Wrap | ISFX Light Wrap | 1.4.8 |
| Composite Wizard | Matte Feather | ISFX Edge Feather Pro | 1.4.8 |
| Composite Wizard | Matte Feather EZ | Edge Feather | 1.4.8 |
| Composite Wizard | Matte Feather Sharp | ISFX Edge Feather Sharp | 1.4.8 |
| Composite Wizard | Miracle Alpha Cleaner | ISFX Alpha Clean | 1.4.8 |
| Composite Wizard | Re-Matter | ISFX Matte Cutter | 1.4.8 |
| Composite Wizard | Smooth Screen | ISFX Smooth Screen | 1.4.8 |
| Composite Wizard | Spill Killer | ISFX Spill Killer Pro | 1.4.8 |
| Composite Wizard | Spill Killer EZ | ISFX Spill Killer | 1.4.8 |
| Composite Wizard | Super Blur | ISFX Faster Blur | 1.4.8 |
| Composite Wizard | Super Compound Blur | ISFX Composite Blur 2 | 1.4.8 |
| Composite Wizard | Super Rack Focus | ISFX Rack Focus | 1.4.8 |
| Composite Wizard | Wire&Rig Zapper | ISFX Wire&RigRemoval | 1.4.8 |
| Composite Wizard | Zone HLS | ISFX Zone HLS | 1.4.8 |
| | | | |
| Image Lounge | Alpha Ramp | ISFX Alpha Ramp | 1.4.8 |
| Image Lounge | Border Patrol | ISFX Outliner 2 | 1.4.8 |
| Image Lounge | Color Map | ISFX Color Map | 1.4.8 |
| Image Lounge | Effect Blender | ISFX Blender | 1.4.8 |
| Image Lounge | Fractal Brimstone | ISFX Brimstone | 1.4.8 |
| Image Lounge | Fractal Clouds | ISFX Clouds | 1.4.8 |
| Image Lounge | Fractal Fire | ISFX Fire | 1.4.8 |
| Image Lounge | Fractal Tunnel | ISFX Tunnel | 1.4.8 |
| Image Lounge | Framer | ISFX Framer | 1.4.8 |
| Image Lounge | Grunge | ISFX Grunge | 1.4.8 |
| Image Lounge | Hall of Mirrors | ISFX Hall of Mirrors | 1.4.8 |
| Image Lounge | Hall of Time | ISFX Hall of Time | 1.4.8 |
| Image Lounge | Mirage | ISFX Mirage | 1.4.8 |
| Image Lounge | Real Shadows | ISFX Real Shadows | 1.4.8 |
| Image Lounge | Text Scroll | ISFX Title Scroll 2 | 1.4.8 |
| Image Lounge | Text Typewriter | ISFX Typewriter | 1.4.8 |
| Image Lounge | True Camera Blur | ISFX Camera Blur | 1.4.8 |
| Image Lounge | TrueCamera Rack Focus | ISFX Camera Blur Pro | 1.4.8 |
| Image Lounge | Turbulent Distortion | ISFX Turbulent Distortion Pro | 1.4.8 |
| Image Lounge | Turbulent Distortion EZ | ISFX Turbulent Distortion | 1.4.8 |

| Updated: 06/05/2016 4:22pm | Red Giant | | |
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| Category | Name | Match Name | Version |
| Image Lounge | Turbulent Edges | ISFX Turbulent Edges | 1.4.8 |
| Image Lounge | Ultra Displacer | ISFX Super Displacer | 1.4.8 |
| Image Lounge | Video Feedback | ISFX Video Feedback | 1.4.8 |
| | | | |
| Key Correct | Alpha Cleaner | Stonetics Alpha Cleaner | 1.40 |
| Key Correct | Alpha Ramp | Stonetics Alpha Ramp | 1.40 |
| Key Correct | Color Matcher | Stonetics Color Matcher 2 | 1.40 |
| Key Correct | Deartifactor | Stonetics Deartifactor | 1.40 |
| Key Correct | Edge Blur | Stonetics Alpha Blur | 1.40 |
| Key Correct | Edge Finder | Stonetics Edge Finder | 1.40 |
| Key Correct | KC Denoiser | Stonetics Denoiser | 1.40 |
| Key Correct | Light Wrap | Stonetics Light Wrap | 1.40 |
| Key Correct | Matte Feather | Stonetics Matte Feather | 1.40 |
| Key Correct | Matte Feather EZ | Stonetics Alpha Feather | 1.40 |
| Key Correct | Matte Feather Sharp | Stonetics Matte Feather Sharp | 1.40 |
| Key Correct | Rack Focus | Stonetics Rack Focus | 1.40 |
| Key Correct | Smooth Screen | Stonetics PreKey | 1.40 |
| Key Correct | Speedy Blur | Stonetics Speedy Blur | 1.40 |
| Key Correct | Spill Killer | Stonetics Spill Killer | 1.40 |
| Key Correct | Wire/Rig Remover | Stonetics Wire/Rig Remover | 1.40 |
| Key Correct | Zone HLS | Stonetics Zone HLS | 1.40 |
| | | | |
| Magic Bullet QuickLooks Free | Quick Looks Free | MB QuickLooksLimited | 1.4.4 |
| Magic Bullet Suite | Colorista III | RG MB COLORISTA III | 1.0.3 |
| Magic Bullet Suite | Magic Bullet Film | Magic_Bullet_Suite_Magic_Bullet | 1.0.2 |
| | | | |
| Primatte | Primatte Keyer | Photron Primatte | 5.1.3 |
| Primatte | Primatte Keyer 6 | Photron Primatte6 | 6.00 |
| | | | |
| Red Giant | RGS Grow Bounds | Red Giant GrowBounds | 1.10 |
| Red Giant Color Suite | Colorista II | RG MBCC 2 | 1.10 |
| Red Giant Color Suite | Cosmo | RG Cosmo | 1.0.2 |
| Red Giant Color Suite | Magic Bullet Looks | MB LookSuite3 | 2.5.3 |
| Red Giant Color Suite | Mojo | ADBE MagicBulletMojo | 1.2.5 |
| Red Giant Colorista | Colorista Free | RG MBCC CDL | 1.0.2 |
| Red Giant Denoiser II | Denoiser II | RG Denoiser2 | 1.4.3 |
| Red Giant LUT Buddy | LUT Buddy | lutbuddy | 1.0.2 |
| Red Giant MisFire | MisFire | Red Giant Misfire | 1.2.2 |
| Red Giant MisFire | MisFire Basic Scratches | Red Giant MisFire Basic Scratch | 1.2.2 |
| Red Giant MisFire | MisFire Deep Scratches | Red Giant MisFire Deep Scratches | 1.2.2 |
| Red Giant MisFire | MisFire Displacement | Red Giant MisFire Displacement | 1.2.2 |
| Red Giant MisFire | MisFire Dust | Red Giant MisFire Dust | 1.2.2 |
| Red Giant MisFire | MisFire Fading | Red Giant MisFire Fading | 1.2.2 |

| Updated: 06/05/2016 4:22pm | Red Giant | | |
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| Category | Name | Match Name | Version |
| Red Giant MisFire | MisFire Flicker | Red Giant MisFire Flicker | 1.2.2 |
| Red Giant MisFire | MisFire Funk | Red Giant MisFire Funk | 1.2.2 |
| Red Giant MisFire | MisFire Gate Weave | Red Giant MisFire Gate Weave | 1.2.2 |
| Red Giant MisFire | MisFire Grain | Red Giant MisFire Grain | 1.2.2 |
| Red Giant MisFire | MisFire MicroScratches | Red Giant MisFire MicroScratche | 1.2.2 |
| Red Giant MisFire | MisFire Post Contrast | Red Giant MisFire Post Contrast | 1.2.2 |
| Red Giant MisFire | MisFire Splotches | Red Giant MisFire Splotches | 1.2.2 |
| Red Giant MisFire | MisFire Vignette | Red Giant MisFire Vignette | 1.2.2 |
| Red Giant Psunami | Psunami | Atomic_TSunami_01 | 1.4.3 |
| Red Giant Shooter Suite | Broadcast Spec | ADBE MB Broadcast Spec | 1.1.4 |
| Red Giant Shooter Suite | Deartifacter | MBS Deartifacter | 1.1.4 |
| Red Giant Shooter Suite | Frames | RG_Deinterlace2Film | 1.1.4 |
| Red Giant Shooter Suite | Frames Plus | ADBE Magic Bullet SD | 1.1.4 |
| Red Giant Shooter Suite | Instant 4K | DGE Instant 4K | 1.5.1 |
| Red Giant Shooter Suite | Instant HD | DGE Instant HD | 1.2.2 |
| Red Giant Shooter Suite | Letterboxer | ADBE MB Letterboxer | 1.1.4 |
| Red Giant Shooter Suite | Opticals | MB Opticals | 1.1.4 |
| Red Giant Shooter Suite | ReSizer | Digital Anarchy Resizer | 2.3.4 |
| Red Giant Text Anarchy | Cool Text | Digital Anarchy Cool Text | 2.4.3 |
| Red Giant Text Anarchy | Font Changer | Digital Anarchy Font Changer | 2.4.3 |
| Red Giant Text Anarchy | Gradient | DGE Gradient | 2.4.3 |
| Red Giant Text Anarchy | Gradient Path | DA_GRADIENTPATH | 2.4.3 |
| Red Giant Text Anarchy | GridLines | DGE GridLine | 2.4.3 |
| Red Giant Text Anarchy | GridSquares | DGE GridSquare | 2.4.3 |
| Red Giant Text Anarchy | Hairlines | DGE Hairline | 2.4.3 |
| Red Giant Text Anarchy | Path Distort | DA_PATHDISTORT | 2.4.3 |
| Red Giant Text Anarchy | Screen Text | Digital Anarchy Screen Text | 2.4.3 |
| Red Giant Text Anarchy | Smooth Tiler | DA_SMOOTHILER | 2.4.3 |
| Red Giant Text Anarchy | Text Grid | Digital Anarchy Text Grid | 2.4.3 |
| Red Giant Text Anarchy | Text Hacker | Digital Anarchy Text Hacker | 2.4.3 |
| Red Giant Text Anarchy | Text Matrix | Digital Anarchy Text Matrix | 2.4.3 |
| Red Giant Text Anarchy | Text Spiral | Digital Anarchy Text Spiral | 2.4.3 |
| Red Giant Text Anarchy | Type On | Digital Anarchy Type On | 2.4.3 |
| Red Giant ToonIt | ToonIt! Blacklight Edges | Digital Anarchy ToonIt! Blackli | 2.1.3 |
| Red Giant ToonIt | ToonIt! Goth | Digital Anarchy ToonIt! Goth | 2.1.3 |
| Red Giant ToonIt | ToonIt! Heat Vision | Digital Anarchy ToonIt! Heat | 2.1.3 |
| Red Giant ToonIt | ToonIt! Outlines Only | Digital Anarchy ToonIt! Outline | 2.1.3 |
| Red Giant ToonIt | ToonIt! Roto Toon | Digital Anarchy ToonIt! Roto To | 2.1.3 |
| Red Giant Warp | Radium Glow | rg Glow | 1.1.4 |
| Red Giant Warp | Radium Glow Edge | rg GlowEdge | 1.1.4 |
| Red Giant Warp | Radium Glow Lite | rg GlowLite | 1.1.4 |
| Red Giant Warp | RG Corner Pin | rg CornerPin | 1.1.4 |
| Red Giant Warp | RG Reflection | rg Reflect | 1.1.4 |

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| Updated: 06/05/2016 4:22pm | Red Giant | | |
| Category | Name | Match Name | Version |
| Red Giant Warp | RG Shadow | rg RealShadows | 1.1.4 |

| Updated: 06/05/2016 4:21pm | Sapphire | | |
|----------------------------|-------------------|-------------------|---------|
| Category | Name | Match Name | Version |
| Sapphire Adjust | S_ChannelSwitcher | S_ChannelSwitcher | 7.6x488 |
| Sapphire Adjust | S_ClampChroma | S_ClampChroma | 7.6x488 |
| Sapphire Adjust | S_DuoTone | S_DuoTone | 7.6x488 |
| Sapphire Adjust | S_Gamma | S_Gamma | 7.6x488 |
| Sapphire Adjust | S_Hotspots | S_Hotspots | 7.6x488 |
| Sapphire Adjust | S_HueSatBright | S_HueSatBright | 7.6x488 |
| Sapphire Adjust | S_Invert | S_Invert | 7.6x488 |
| Sapphire Adjust | S_Monochrome | S_Monochrome | 7.6x488 |
| Sapphire Adjust | S_QuadTone | S_QuadTone | 7.6x488 |
| Sapphire Adjust | S_ShowBadColors | S_ShowBadColors | 7.6x488 |
| Sapphire Adjust | S_Threshold | S_Threshold | 7.6x488 |
| Sapphire Adjust | S_Tint | S_Tint | 7.6x488 |
| Sapphire Adjust | S_TriTone | S_TriTone | 7.6x488 |
| Sapphire Blur+Sharpen | S_Beauty | S_Beauty | 7.6x488 |
| Sapphire Blur+Sharpen | S_Blur | S_Blur | 7.6x488 |
| Sapphire Blur+Sharpen | S_BlurChannels | S_BlurChannels | 7.6x488 |
| Sapphire Blur+Sharpen | S_BlurChroma | S_BlurChroma | 7.6x488 |
| Sapphire Blur+Sharpen | S_BlurDirectional | S_BlurDirectional | 7.6x488 |
| Sapphire Blur+Sharpen | S_BlurMoCurves | S_BlurMoCurves | 7.6x488 |
| Sapphire Blur+Sharpen | S_BlurMotion | S_BlurMotion | 7.6x488 |
| Sapphire Blur+Sharpen | S_Convolve | S_Convolve | 7.6x488 |
| Sapphire Blur+Sharpen | S_ConvolveComp | S_ConvolveComp | 7.6x488 |
| Sapphire Blur+Sharpen | S_Deband | S_Deband | 7.6x488 |
| Sapphire Blur+Sharpen | S_DefocusPrism | S_DefocusPrism | 7.6x488 |
| Sapphire Blur+Sharpen | S_EdgeAwareBlur | S_EdgeAwareBlur | 7.6x488 |
| Sapphire Blur+Sharpen | S_EdgeBlur | S_EdgeBlur | 7.6x488 |
| Sapphire Blur+Sharpen | S_GrainRemove | S_GrainRemove | 7.6x488 |
| Sapphire Blur+Sharpen | S_Median | S_Median | 7.6x488 |
| Sapphire Blur+Sharpen | S_RackDefocus | S_RackDefocus | 7.6x488 |
| Sapphire Blur+Sharpen | S_RackDfComp | S_RackDfComp | 7.6x488 |
| Sapphire Blur+Sharpen | S_Sharpener | S_Sharpener | 7.6x488 |
| Sapphire Blur+Sharpen | S_SoftFocus | S_SoftFocus | 7.6x488 |
| Sapphire Blur+Sharpen | S_ZBlur | S_ZBlur | 7.6x488 |
| Sapphire Blur+Sharpen | S_ZConvolve | S_ZConvolve | 7.6x488 |
| Sapphire Blur+Sharpen | S_ZDefocus | S_ZDefocus | 7.6x488 |
| Sapphire Builder | S_Effect | S_Effect | 7.6x488 |
| Sapphire Builder | S_Transition | S_Transition | 7.6x488 |
| Sapphire Composite | S_EdgeFlash | S_EdgeFlash | 7.6x488 |
| Sapphire Composite | S_Layer | S_Layer | 7.6x488 |
| Sapphire Composite | S_MathOps | S_MathOps | 7.6x488 |
| Sapphire Composite | S_MatteOps | S_MatteOps | 7.6x488 |
| Sapphire Composite | S_MatteOpsComp | S_MatteOpsComp | 7.6x488 |
| Sapphire Composite | S_ZComp | S_ZComp | 7.6x488 |

| Updated: 06/05/2016 4:21pm | Sapphire | | |
|----------------------------|----------------------|----------------------|---------|
| Category | Name | Match Name | Version |
| Sapphire Distort | S_Distort | S_Distort | 7.6x488 |
| Sapphire Distort | S_DistortBlur | S_DistortBlur | 7.6x488 |
| Sapphire Distort | S_DistortChroma | S_DistortChroma | 7.6x488 |
| Sapphire Distort | S_DistortRGB | S_DistortRGB | 7.6x488 |
| Sapphire Distort | S_Shake | S_Shake | 7.6x488 |
| Sapphire Distort | S_StretchFrameEdges | S_StretchFrameEdges | 7.6x488 |
| Sapphire Distort | S_WarpBubble | S_WarpBubble | 7.6x488 |
| Sapphire Distort | S_WarpBubble2 | S_WarpBubble2 | 7.6x488 |
| Sapphire Distort | S_WarpChroma | S_WarpChroma | 7.6x488 |
| Sapphire Distort | S_WarpCornerPin | S_WarpCornerPin | 7.6x488 |
| Sapphire Distort | S_WarpDrops | S_WarpDrops | 7.6x488 |
| Sapphire Distort | S_WarpFishEye | S_WarpFishEye | 7.6x488 |
| Sapphire Distort | S_WarpMagnify | S_WarpMagnify | 7.6x488 |
| Sapphire Distort | S_WarpPerspective | S_WarpPerspective | 7.6x488 |
| Sapphire Distort | S_WarpPolar | S_WarpPolar | 7.6x488 |
| Sapphire Distort | S_WarpPuddle | S_WarpPuddle | 7.6x488 |
| Sapphire Distort | S_WarpPuff | S_WarpPuff | 7.6x488 |
| Sapphire Distort | S_WarpRepeat | S_WarpRepeat | 7.6x488 |
| Sapphire Distort | S_WarpTransform | S_WarpTransform | 7.6x488 |
| Sapphire Distort | S_WarpVortex | S_WarpVortex | 7.6x488 |
| Sapphire Distort | S_WarpWaves | S_WarpWaves | 7.6x488 |
| Sapphire Distort | S_WarpWaves2 | S_WarpWaves2 | 7.6x488 |
| Sapphire Lighting | S_DropShadow | S_DropShadow | 7.6x488 |
| Sapphire Lighting | S_EdgeRays | S_EdgeRays | 7.6x488 |
| Sapphire Lighting | S_Flashbulbs | S_Flashbulbs | 7.6x488 |
| Sapphire Lighting | S_Glare | S_Glare | 7.6x488 |
| Sapphire Lighting | S_Glint | S_Glint | 7.6x488 |
| Sapphire Lighting | S_GlintRainbow | S_GlintRainbow | 7.6x488 |
| Sapphire Lighting | S_Glow | S_Glow | 7.6x488 |
| Sapphire Lighting | S_GlowAura | S_GlowAura | 7.6x488 |
| Sapphire Lighting | S_GlowDarks | S_GlowDarks | 7.6x488 |
| Sapphire Lighting | S_GlowDist | S_GlowDist | 7.6x488 |
| Sapphire Lighting | S_GlowEdges | S_GlowEdges | 7.6x488 |
| Sapphire Lighting | S_GlowNoise | S_GlowNoise | 7.6x488 |
| Sapphire Lighting | S_GlowOrthicon | S_GlowOrthicon | 7.6x488 |
| Sapphire Lighting | S_GlowRainbow | S_GlowRainbow | 7.6x488 |
| Sapphire Lighting | S_GlowRings | S_GlowRings | 7.6x488 |
| Sapphire Lighting | S_LensFlare | S_LensFlare | 7.6x488 |
| Sapphire Lighting | S_LensFlareAutoTrack | S_LensFlareAutoTrack | 7.6x488 |
| Sapphire Lighting | S_Light3D | S_Light3D | 7.6x488 |
| Sapphire Lighting | S_LightLeak | S_LightLeak | 7.6x488 |
| Sapphire Lighting | S_Rays | S_Rays | 7.6x488 |
| Sapphire Lighting | S_SpotLight | S_SpotLight | 7.6x488 |

| Updated: 06/05/2016 4:21pm | Sapphire | | |
|----------------------------|-----------------------|-----------------------|---------|
| Category | Name | Match Name | Version |
| Sapphire Lighting | S_Streaks | S_Streaks | 7.6x488 |
| Sapphire Lighting | S_ZGlow | S_ZGlow | 7.6x488 |
| Sapphire Render | S_Caustics | S_Caustics | 7.6x488 |
| Sapphire Render | S_Clouds | S_Clouds | 7.6x488 |
| Sapphire Render | S_CloudsColorSmooth | S_CloudsColorSmooth | 7.6x488 |
| Sapphire Render | S_CloudsMultColor | S_CloudsMultColor | 7.6x488 |
| Sapphire Render | S_CloudsPerspective | S_CloudsPerspective | 7.6x488 |
| Sapphire Render | S_CloudsPsyko | S_CloudsPsyko | 7.6x488 |
| Sapphire Render | S_CloudsVortex | S_CloudsVortex | 7.6x488 |
| Sapphire Render | S_Gradient | S_Gradient | 7.6x488 |
| Sapphire Render | S_GradientMulti | S_GradientMulti | 7.6x488 |
| Sapphire Render | S_GradientRadial | S_GradientRadial | 7.6x488 |
| Sapphire Render | S_Grid | S_Grid | 7.6x488 |
| Sapphire Render | S_Grunge | S_Grunge | 7.6x488 |
| Sapphire Render | S_LaserBeam | S_LaserBeam | 7.6x488 |
| Sapphire Render | S_MuzzleFlash | S_MuzzleFlash | 7.6x488 |
| Sapphire Render | S_Shape | S_Shape | 7.6x488 |
| Sapphire Render | S_Sparkles | S_Sparkles | 7.6x488 |
| Sapphire Render | S_SparklesColor | S_SparklesColor | 7.6x488 |
| Sapphire Render | S_TextureCells | S_TextureCells | 7.6x488 |
| Sapphire Render | S_TextureChromaSpiral | S_TextureChromaSpiral | 7.6x488 |
| Sapphire Render | S_TextureFlux | S_TextureFlux | 7.6x488 |
| Sapphire Render | S_TextureFolded | S_TextureFolded | 7.6x488 |
| Sapphire Render | S_TextureLoops | S_TextureLoops | 7.6x488 |
| Sapphire Render | S_TextureMicro | S_TextureMicro | 7.6x488 |
| Sapphire Render | S_TextureMoire | S_TextureMoire | 7.6x488 |
| Sapphire Render | S_TextureNeurons | S_TextureNeurons | 7.6x488 |
| Sapphire Render | S_TextureNoiseEmboss | S_TextureNoiseEmboss | 7.6x488 |
| Sapphire Render | S_TextureNoisePaint | S_TextureNoisePaint | 7.6x488 |
| Sapphire Render | S_TexturePlasma | S_TexturePlasma | 7.6x488 |
| Sapphire Render | S_TextureSpots | S_TextureSpots | 7.6x488 |
| Sapphire Render | S_TextureTiles | S_TextureTiles | 7.6x488 |
| Sapphire Render | S_TextureWeave | S_TextureWeave | 7.6x488 |
| Sapphire Render | S_Zap | S_Zap | 7.6x488 |
| Sapphire Render | S_ZapFrom | S_ZapFrom | 7.6x488 |
| Sapphire Render | S_ZapTo | S_ZapTo | 7.6x488 |
| Sapphire Stylize | S_AutoPaint | S_AutoPaint | 7.6x488 |
| Sapphire Stylize | S_BandPass | S_BandPass | 7.6x488 |
| Sapphire Stylize | S_BleachBypass | S_BleachBypass | 7.6x488 |
| Sapphire Stylize | S_Cartoon | S_Cartoon | 7.6x488 |
| Sapphire Stylize | S_CartoonPaint | S_CartoonPaint | 7.6x488 |
| Sapphire Stylize | S_Crosshatch | S_Crosshatch | 7.6x488 |
| Sapphire Stylize | S_Diffuse | S_Diffuse | 7.6x488 |

| Updated: 06/05/2016 4:21pm | Sapphire | | |
|----------------------------|----------------------|----------------------|---------|
| Category | Name | Match Name | Version |
| Sapphire Stylize | S_DigitalDamage | S_DigitalDamage | 7.6x488 |
| Sapphire Stylize | S_DogVision | S_DogVision | 7.6x488 |
| Sapphire Stylize | S_EdgeColorize | S_EdgeColorize | 7.6x488 |
| Sapphire Stylize | S_EdgeDetect | S_EdgeDetect | 7.6x488 |
| Sapphire Stylize | S_EdgeDetectDouble | S_EdgeDetectDouble | 7.6x488 |
| Sapphire Stylize | S_EdgesInDirection | S_EdgesInDirection | 7.6x488 |
| Sapphire Stylize | S_Emboss | S_Emboss | 7.6x488 |
| Sapphire Stylize | S_EmbossDistort | S_EmbossDistort | 7.6x488 |
| Sapphire Stylize | S_EmbossGlass | S_EmbossGlass | 7.6x488 |
| Sapphire Stylize | S_EmbossShiny | S_EmbossShiny | 7.6x488 |
| Sapphire Stylize | S_Etching | S_Etching | 7.6x488 |
| Sapphire Stylize | S_FilmDamage | S_FilmDamage | 7.6x488 |
| Sapphire Stylize | S_FilmEffect | S_FilmEffect | 7.6x488 |
| Sapphire Stylize | S_FlyEyeCircles | S_FlyEyeCircles | 7.6x488 |
| Sapphire Stylize | S_FlyEyeHex | S_FlyEyeHex | 7.6x488 |
| Sapphire Stylize | S_FlyEyeRect | S_FlyEyeRect | 7.6x488 |
| Sapphire Stylize | S_Grain | S_Grain | 7.6x488 |
| Sapphire Stylize | S_GrainStatic | S_GrainStatic | 7.6x488 |
| Sapphire Stylize | S_HalfTone | S_HalfTone | 7.6x488 |
| Sapphire Stylize | S_HalfToneColor | S_HalfToneColor | 7.6x488 |
| Sapphire Stylize | S_HalfToneRings | S_HalfToneRings | 7.6x488 |
| Sapphire Stylize | S_JpegDamage | S_JpegDamage | 7.6x488 |
| Sapphire Stylize | S_Kaleido | S_Kaleido | 7.6x488 |
| Sapphire Stylize | S_KaleidoPolar | S_KaleidoPolar | 7.6x488 |
| Sapphire Stylize | S_KaleidoRadial | S_KaleidoRadial | 7.6x488 |
| Sapphire Stylize | S_Mosaic | S_Mosaic | 7.6x488 |
| Sapphire Stylize | S_Posterize | S_Posterize | 7.6x488 |
| Sapphire Stylize | S_PseudoColor | S_PseudoColor | 7.6x488 |
| Sapphire Stylize | S_PsykoBlobs | S_PsykoBlobs | 7.6x488 |
| Sapphire Stylize | S_PsykoStripes | S_PsykoStripes | 7.6x488 |
| Sapphire Stylize | S_ScanLines | S_ScanLines | 7.6x488 |
| Sapphire Stylize | S_ScanLinesMono | S_ScanLinesMono | 7.6x488 |
| Sapphire Stylize | S_Sketch | S_Sketch | 7.6x488 |
| Sapphire Stylize | S_Solarize | S_Solarize | 7.6x488 |
| Sapphire Stylize | S_TileScramble | S_TileScramble | 7.6x488 |
| Sapphire Stylize | S_TVDamage | S_TVDamage | 7.6x488 |
| Sapphire Stylize | S_Vignette | S_Vignette | 7.6x488 |
| Sapphire Stylize | S_VintageColor2Strip | S_VintageColor2Strip | 7.6x488 |
| Sapphire Stylize | S_VintageColor3Strip | S_VintageColor3Strip | 7.6x488 |
| Sapphire Stylize | S_Zebrafy | S_Zebrafy | 7.6x488 |
| Sapphire Stylize | S_ZebrafyColor | S_ZebrafyColor | 7.6x488 |
| Sapphire Stylize | S_ZFogExponential | S_ZFogExponential | 7.6x488 |
| Sapphire Stylize | S_ZFogLinear | S_ZFogLinear | 7.6x488 |

| Updated: 06/05/2016 4:21pm | Sapphire | | |
|----------------------------|------------------------|------------------------|---------|
| Category | Name | Match Name | Version |
| Sapphire Time | S_Feedback | S_Feedback | 7.6x488 |
| Sapphire Time | S_FeedbackBubble | S_FeedbackBubble | 7.6x488 |
| Sapphire Time | S_FeedbackDistort | S_FeedbackDistort | 7.6x488 |
| Sapphire Time | S_FieldRemove | S_FieldRemove | 7.6x488 |
| Sapphire Time | S_Flicker | S_Flicker | 7.6x488 |
| Sapphire Time | S_FlickerMatch | S_FlickerMatch | 7.6x488 |
| Sapphire Time | S_FlickerMatchColor | S_FlickerMatchColor | 7.6x488 |
| Sapphire Time | S_FlickerMatchMatte | S_FlickerMatchMatte | 7.6x488 |
| Sapphire Time | S_FlickerMchMatteColor | S_FlickerMchMatteColor | 7.6x488 |
| Sapphire Time | S_FlickerRemove | S_FlickerRemove | 7.6x488 |
| Sapphire Time | S_FlickerRemoveColor | S_FlickerRemoveColor | 7.6x488 |
| Sapphire Time | S_FlickerRemoveMatte | S_FlickerRemoveMatte | 7.6x488 |
| Sapphire Time | S_FlickerRmMatteColor | S_FlickerRmMatteColor | 7.6x488 |
| Sapphire Time | S_FreezeFrame | S_FreezeFrame | 7.6x488 |
| Sapphire Time | S_GetFrame | S_GetFrame | 7.6x488 |
| Sapphire Time | S_JitterFrames | S_JitterFrames | 7.6x488 |
| Sapphire Time | S_MotionDetect | S_MotionDetect | 7.6x488 |
| Sapphire Time | S_NearestColor | S_NearestColor | 7.6x488 |
| Sapphire Time | S_RandomEdits | S_RandomEdits | 7.6x488 |
| Sapphire Time | S_Retime | S_Retime | 7.6x488 |
| Sapphire Time | S_ReverseClip | S_ReverseClip | 7.6x488 |
| Sapphire Time | S_ReverseEdits | S_ReverseEdits | 7.6x488 |
| Sapphire Time | S_TimeAverage | S_TimeAverage | 7.6x488 |
| Sapphire Time | S_TimeDisplace | S_TimeDisplace | 7.6x488 |
| Sapphire Time | S_TimeSlice | S_TimeSlice | 7.6x488 |
| Sapphire Time | S_TimeWarpRGB | S_TimeWarpRGB | 7.6x488 |
| Sapphire Time | S_Trails | S_Trails | 7.6x488 |
| Sapphire Time | S_TrailsDiffuse | S_TrailsDiffuse | 7.6x488 |
| Sapphire Transitions | S_CardFlip | S_CardFlip | 7.6x488 |
| Sapphire Transitions | S_Dissolve | S_Dissolve | 7.6x488 |
| Sapphire Transitions | S_DissolveAutoPaint | S_DissolveAutoPaint | 7.6x488 |
| Sapphire Transitions | S_DissolveBlur | S_DissolveBlur | 7.6x488 |
| Sapphire Transitions | S_DissolveBubble | S_DissolveBubble | 7.6x488 |
| Sapphire Transitions | S_DissolveDefocus | S_DissolveDefocus | 7.6x488 |
| Sapphire Transitions | S_DissolveDiffuse | S_DissolveDiffuse | 7.6x488 |
| Sapphire Transitions | S_DissolveDistort | S_DissolveDistort | 7.6x488 |
| Sapphire Transitions | S_DissolveEdgeRays | S_DissolveEdgeRays | 7.6x488 |
| Sapphire Transitions | S_DissolveFilm | S_DissolveFilm | 7.6x488 |
| Sapphire Transitions | S_DissolveFlashbulbs | S_DissolveFlashbulbs | 7.6x488 |
| Sapphire Transitions | S_DissolveGlare | S_DissolveGlare | 7.6x488 |
| Sapphire Transitions | S_DissolveGlint | S_DissolveGlint | 7.6x488 |
| Sapphire Transitions | S_DissolveGlintRainbow | S_DissolveGlintRainbow | 7.6x488 |
| Sapphire Transitions | S_DissolveGlow | S_DissolveGlow | 7.6x488 |

| Updated: 06/05/2016 4:21pm | Sapphire | | |
|----------------------------|---------------------|---------------------|---------|
| Category | Name | Match Name | Version |
| Sapphire Transitions | S_DissolveLensFlare | S_DissolveLensFlare | 7.6x488 |
| Sapphire Transitions | S_DissolveLuma | S_DissolveLuma | 7.6x488 |
| Sapphire Transitions | S_DissolvePuddle | S_DissolvePuddle | 7.6x488 |
| Sapphire Transitions | S_DissolveRays | S_DissolveRays | 7.6x488 |
| Sapphire Transitions | S_DissolveShake | S_DissolveShake | 7.6x488 |
| Sapphire Transitions | S_DissolveSpeckle | S_DissolveSpeckle | 7.6x488 |
| Sapphire Transitions | S_DissolveStatic | S_DissolveStatic | 7.6x488 |
| Sapphire Transitions | S_DissolveTiles | S_DissolveTiles | 7.6x488 |
| Sapphire Transitions | S_DissolveVortex | S_DissolveVortex | 7.6x488 |
| Sapphire Transitions | S_DissolveWaves | S_DissolveWaves | 7.6x488 |
| Sapphire Transitions | S_DissolveZap | S_DissolveZap | 7.6x488 |
| Sapphire Transitions | S_FilmRoll | S_FilmRoll | 7.6x488 |
| Sapphire Transitions | S_FlutterCut | S_FlutterCut | 7.6x488 |
| Sapphire Transitions | S_Swish3D | S_Swish3D | 7.6x488 |
| Sapphire Transitions | S_SwishPan | S_SwishPan | 7.6x488 |
| Sapphire Transitions | S_TVChannelChange | S_TVChannelChange | 7.6x488 |
| Sapphire Transitions | S_WipeBlobs | S_WipeBlobs | 7.6x488 |
| Sapphire Transitions | S_WipeBubble | S_WipeBubble | 7.6x488 |
| Sapphire Transitions | S_WipeCells | S_WipeCells | 7.6x488 |
| Sapphire Transitions | S_WipeChecker | S_WipeChecker | 7.6x488 |
| Sapphire Transitions | S_WipeCircle | S_WipeCircle | 7.6x488 |
| Sapphire Transitions | S_WipeClock | S_WipeClock | 7.6x488 |
| Sapphire Transitions | S_WipeClouds | S_WipeClouds | 7.6x488 |
| Sapphire Transitions | S_WipeDiffuse | S_WipeDiffuse | 7.6x488 |
| Sapphire Transitions | S_WipeDots | S_WipeDots | 7.6x488 |
| Sapphire Transitions | S_WipeDoubleWedge | S_WipeDoubleWedge | 7.6x488 |
| Sapphire Transitions | S_WipeFlux | S_WipeFlux | 7.6x488 |
| Sapphire Transitions | S_WipeFourWedges | S_WipeFourWedges | 7.6x488 |
| Sapphire Transitions | S_WipeLine | S_WipeLine | 7.6x488 |
| Sapphire Transitions | S_WipeMoire | S_WipeMoire | 7.6x488 |
| Sapphire Transitions | S_WipePixelate | S_WipePixelate | 7.6x488 |
| Sapphire Transitions | S_WipePlasma | S_WipePlasma | 7.6x488 |
| Sapphire Transitions | S_WipePointalize | S_WipePointalize | 7.6x488 |
| Sapphire Transitions | S_WipeRectangle | S_WipeRectangle | 7.6x488 |
| Sapphire Transitions | S_WipeRings | S_WipeRings | 7.6x488 |
| Sapphire Transitions | S_WipeStar | S_WipeStar | 7.6x488 |
| Sapphire Transitions | S_WipeStripes | S_WipeStripes | 7.6x488 |
| Sapphire Transitions | S_WipeTiles | S_WipeTiles | 7.6x488 |
| Sapphire Transitions | S_WipeWeave | S_WipeWeave | 7.6x488 |
| Sapphire Transitions | S_WipeWedge | S_WipeWedge | 7.6x488 |

| Updated: 06/05/2016 6:10pm | Tiffen DFX | | |
|-------------------------------|--------------------------|---------------------------|---------|
| Category | Name | Match Name | Version |
| Tiffen Dfx v2 Film Lab | Bleach Bypass | DFX_BLEACH_BYPASS_2 | |
| Tiffen Dfx v2 Film Lab | Cross Processing | DFX_CROSS_PROCESSING_2 | |
| Tiffen Dfx v2 Film Lab | Faux Film | DFX_FAUX_FILM_2 | |
| Tiffen Dfx v2 Film Lab | Flashing | DFX_FLASHING_2 | |
| Tiffen Dfx v2 Film Lab | Grain | DFX_GRAIN_2 | |
| Tiffen Dfx v2 Film Lab | Overexpose | DFX_OVEREXPOSE_2 | |
| Tiffen Dfx v2 Film Lab | Three Strip | DFX_THREE_STRIP_2 | |
| Tiffen Dfx v2 Film Lab | Two Strip | DFX_TWO_STRIP_2 | |
| Tiffen Dfx v2 Gels | GamColor | DFX_GAM_COLOR_2 | |
| Tiffen Dfx v2 Gels | GamColor Cine Filters | DFX_GAM_CINE_FILTERS_2 | |
| Tiffen Dfx v2 Gels | GamColor Naked Cosmetics | DFX_GAM_NAKED_COSMETICS_2 | |
| Tiffen Dfx v2 Gels | Gels | DFX_GELS_2 | |
| Tiffen Dfx v2 Gels | Rosco Calcolor | DFX_ROSCO_CALCOLOR_2 | |
| Tiffen Dfx v2 Gels | Rosco Cinegel | DFX_ROSCO_CINEGEL_2 | |
| Tiffen Dfx v2 Gels | Rosco Cinelux | DFX_ROSCO_CINELUX_2 | |
| Tiffen Dfx v2 Gels | Rosco Storaro Selection | DFX_ROSCO_STORARO_2 | |
| Tiffen Dfx v2 HFX Diffusion | Black Diffusion/FX® | DFX_BLACK_DIFFUSION_2 | |
| Tiffen Dfx v2 HFX Diffusion | Black Pro-Mist® | DFX_BLACK_PRO_MIST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Bronze Glimmerglass® | DFX_BRONZE_GLIMMERGLASS_2 | |
| Tiffen Dfx v2 HFX Diffusion | Center Spot | DFX_CENTER_SPOT_2 | |
| Tiffen Dfx v2 HFX Diffusion | Cool Pro-Mist® | DFX_COOL_PRO_MOST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Diffusion | DFX_DIFFUSION_2 | |
| Tiffen Dfx v2 HFX Diffusion | Glimmerglass® | DFX_GLIMMERGLASS_2 | |
| Tiffen Dfx v2 HFX Diffusion | Gold Diffusion/FX® | DFX_GOLD_DIFFUSION_2 | |
| Tiffen Dfx v2 HFX Diffusion | HDTV/FX® | DFX_HDTV_FX_2 | |
| Tiffen Dfx v2 HFX Diffusion | High Contrast | DFX_HIGH_CONTRAST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Low Contrast | DFX_LOW_CONTRAST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Pro-Mist® | DFX_PRO_MIST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Smoque® | DFX_SMOQUE_2 | |
| Tiffen Dfx v2 HFX Diffusion | Soft Contrast | DFX_SOFT_CONTRAST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Soft/FX® | DFX_SOFT_FX_2 | |
| Tiffen Dfx v2 HFX Diffusion | Ultra Contrast | DFX_ULTRA_CONTRAST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Warm Black Pro-Mist® | DFX_WARM_BLACK_PRO_MIST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Warm Center Spot | DFX_WARM_CENTER_SPOT_2 | |
| Tiffen Dfx v2 HFX Diffusion | Warm Pro-Mist® | DFX_WARM_PRO_MIST_2 | |
| Tiffen Dfx v2 HFX Diffusion | Warm Soft/FX® | DFX_WARM_SOFT_EFX_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | 812® Warming | DFX_812_WARMING_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Color Spot | DFX_COLOR_SPOT_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Color-Grad® | DFX_COLOR_GRAD_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Dual Grad | DFX_DUAL_GRAD_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Mono Tint | DFX_MONO_TINT_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | ND-Grad | DFX_NDGRAD_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Nude/FX® | DFX_NUDE_FX_2 | |

| Updated: 06/05/2016 6:10pm | Tiffen DFX | | |
|-------------------------------|-------------------------|----------------------------|---------|
| Category | Name | Match Name | Version |
| Tiffen Dfx v2 HFX Grads-Tints | Old Photo | DFX_OLD_PHOTO_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Sepia | DFX_SEPIA_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Split Tone | DFX_SPLIT_TONE_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Strip Grad | DFX_STRIP_GRAD_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Sunset/Twilight | DFX_SUNSET_TWILIGHT_2 | |
| Tiffen Dfx v2 HFX Grads-Tints | Tint | DFX_TINT_2 | |
| Tiffen Dfx v2 Image | Black and White | DFX_BLACK_AND_WHITE_2 | |
| Tiffen Dfx v2 Image | Color Correct | DFX_COLORCORRECT_2 | |
| Tiffen Dfx v2 Image | F-Stop | DFX_FSTOP_2 | |
| Tiffen Dfx v2 Image | FL-B/D® | DFX_FLUORESCENT_2 | |
| Tiffen Dfx v2 Image | Haze | DFX_HAZE_2 | |
| Tiffen Dfx v2 Image | Kelvin | DFX_KELVIN_2 | |
| Tiffen Dfx v2 Image | Ozone | DFX_OZONE_2 | |
| Tiffen Dfx v2 Image | Printer Points | DFX_PRINTER_POINTS_2 | |
| Tiffen Dfx v2 Image | Selective Color Correct | DFX_SELECTIVE_COLOR_2 | |
| Tiffen Dfx v2 Image | Selective Saturation | DFX_SELECTIVE_SATURATION_2 | |
| Tiffen Dfx v2 Image | Sky | DFX_SKY_2 | |
| Tiffen Dfx v2 Image | Telecine | DFX_TELECINE_2 | |
| Tiffen Dfx v2 Image | Temperature | DFX_TEMPERATURE_2 | |
| Tiffen Dfx v2 Lens | Blur | DFX_BLUR_2 | |
| Tiffen Dfx v2 Lens | Chromatic Aberration | DFX_CHROMATIC_ABERRATION_2 | |
| Tiffen Dfx v2 Lens | Close-Up Lens | DFX_CLOSE_UP_LENS_2 | |
| Tiffen Dfx v2 Lens | Defringe | DFX_DEFRINGE_2 | |
| Tiffen Dfx v2 Lens | Depth of Field | DFX_DEPTH_OF_FIELD_2 | |
| Tiffen Dfx v2 Lens | Lens Distortion | DFX_LENS_DISTORTION_2 | |
| Tiffen Dfx v2 Lens | Rack Focus | DFX_RACK_FOCUS_2 | |
| Tiffen Dfx v2 Lens | Radial Exposure | DFX_RADIAL_EXPOSURE_2 | |
| Tiffen Dfx v2 Lens | Split Field | DFX_SPLIT_FIELD_2 | |
| Tiffen Dfx v2 Lens | Vignette | DFX_VIGNETTE_2 | |
| Tiffen Dfx v2 Lens | Wide Angle Lens | DFX_WIDE_ANGLE_LENS_2 | |
| Tiffen Dfx v2 Light | Ambient Light | DFX_AMBIENT_LIGHT_2 | |
| Tiffen Dfx v2 Light | Dot | DFX_DOT_2 | |
| Tiffen Dfx v2 Light | Edge Glow | DFX_EDGE_GLOW_2 | |
| Tiffen Dfx v2 Light | Eye Light | DFX_EYE_LIGHT_2 | |
| Tiffen Dfx v2 Light | Flag | DFX_FLAG_2 | |
| Tiffen Dfx v2 Light | Glow | DFX_GLOW_2 | |
| Tiffen Dfx v2 Light | Gobo | DFX_GOBO_2 | |
| Tiffen Dfx v2 Light | Gold Reflector | DFX_GOLD_REFLECTOR_2 | |
| Tiffen Dfx v2 Light | Halo | DFX_HALO_2 | |
| Tiffen Dfx v2 Light | HFX® Star | DFX_HFX_STAR_2 | |
| Tiffen Dfx v2 Light | Ice Halos | DFX_ICE_HALOS_2 | |
| Tiffen Dfx v2 Light | Light | DFX_LIGHT_2 | |
| Tiffen Dfx v2 Light | Rainbow | DFX_RAINBOW_2 | |

| Updated: 06/05/2016 6:10pm | Tiffen DFX | | |
|-------------------------------|--------------------|--------------------------|---------|
| Category | Name | Match Name | Version |
| Tiffen Dfx v2 Light | ReLight | DFX_RELIGHT_2 | |
| Tiffen Dfx v2 Light | Silver Reflector | DFX_SILVER_REFLECTOR_2 | |
| Tiffen Dfx v2 Light | Soft Light | DFX_SOFT_LIGHT_2 | |
| Tiffen Dfx v2 Light | Star | DFX_STAR_2 | |
| Tiffen Dfx v2 Light | Streaks | DFX_STREAKS_2 | |
| Tiffen Dfx v2 Light | Vari-Star | DFX_VARISTAR_2 | |
| Tiffen Dfx v2 Light | Water Droplets | DFX_WATER_DROPLETS_2 | |
| Tiffen Dfx v2 Photographic | Color Compensating | DFX_COLOR_COMPENSATING_2 | |
| Tiffen Dfx v2 Photographic | Color Conversion | DFX_COLOR_CONVERSION_2 | |
| Tiffen Dfx v2 Photographic | Light Balancing | DFX_LIGHT_BALANCING_2 | |
| Tiffen Dfx v2 Photographic | Photographic | DFX_PHOTO_FILTERS_2 | |
| Tiffen Dfx v2 Special Effects | Color Infrared | DFX_COLOR_INFRARED_2 | |
| Tiffen Dfx v2 Special Effects | Day for Night | DFX_DAY_FOR_NIGHT_2 | |
| Tiffen Dfx v2 Special Effects | Defog | DFX_DEFOG_2 | |
| Tiffen Dfx v2 Special Effects | Double Fog | DFX_DOUBLE_FOG_2 | |
| Tiffen Dfx v2 Special Effects | Enhancing | DFX_ENHANCING_2 | |
| Tiffen Dfx v2 Special Effects | Fog | DFX_FOG_2 | |
| Tiffen Dfx v2 Special Effects | Infrared | DFX_INFRARED_2 | |
| Tiffen Dfx v2 Special Effects | Looks | DFX_LOOKS_2 | |
| Tiffen Dfx v2 Special Effects | Night Vision | DFX_NIGHT_VISION_2 | |
| Tiffen Dfx v2 Special Effects | Pencil | DFX_PENCIL_2 | |
| Tiffen Dfx v2 Special Effects | Polarizer | DFX_POLARIZER_2 | |
| Tiffen Dfx v2 Special Effects | Warm Polarizer | DFX_WARM_POLARIZER_2 | |
| Tiffen Dfx v2 Special Effects | X-Ray | DFX_XRAY_2 | |