

uwu2x Guide

This guide explains how to install, configure, and use uwu2x.

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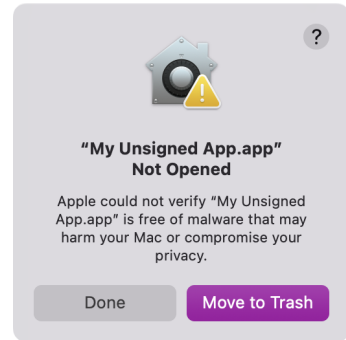
Website : <https://uwu2x.alixz.ovh/>

Help : <https://uwu2x.alixz.ovh/help>

1. How to install uwu2x ?

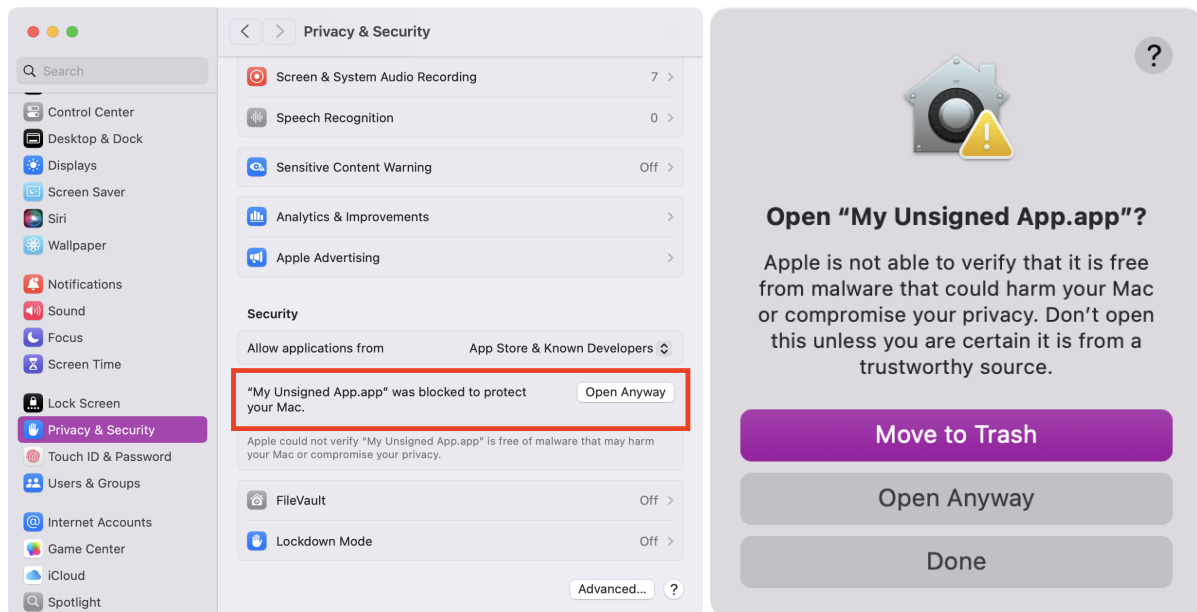
1.1. Using the installer

- Close After Effects.
- Run the file “uwu2x-9.3-mac.pkg”.
- Then, Gatekeeper will show a message saying the app was blocked because it is not signed. Click “Done”.



To allow it to open, follow these steps :

- Go to Settings → Privacy & Security, and click “Open Anyway”.



- Then continue with the installer.

The installer will create a file called “uwu2x.plugin” in this folder :
/Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore
It will also create a folder called “uwu2x-extension” here :
/Library/Application Support/Adobe/CEP/extensions

- Open After Effects, go to Windows, Extensions. Click “uwu2x Pro”.

2. How to configure uwu2x ?

Output folder ?	Output format ?
C:/Users/Bob/Documents/Clips	JPG Sequence
Upscaling model ?	☒ Stretch ?
CUGAN	☒ Use GPU ?
Interpolation model ?	NVIDIA RTX 3080
RIFE Pro	UI scale
Depth model ?	☒ XS
Depth Anything Flash	☐ M
	Help

2.1. Output folder

The Output folder is where processed clips are saved. Choose a folder on a disk with a lot of free space and good read speed.

2.2. Upscaling model

The model used to improve image quality.

- ESRGAN is fast and gives natural results.
- CUGAN needs more computing power, but it is recommended for anime clips.

2.3. Interpolation model

The model used to generate intermediate frames for time remapping.

- RIFE Flash is fast.
- RIFE Pro gives the best results, but it needs more computing power.

2.3. Depth model

The model used to estimate depth from frames. It is useful for creating depth of field effects.

2.4. Output format

It's the format of the output clip. ProRes 422 HQ is amazing. PNG and JPG Sequence act as video in After Effects, it's also great. Use PNG if you want lossless quality (however output size will be massive).

2.5. Stretch

Stretch the output clip to match the composition frame rate. This is used when interpolation is enabled.

2.6. GPU acceleration

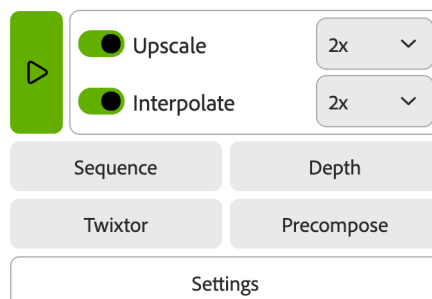
Enable GPU acceleration. The GPU handles most of the processing because it is very good for this type of task. The CPU can also do it, but it is much slower.

Enable this option if you have a compatible GPU for the best performance.

If you have problems with uwu2x (for example, crashes), disable this option to use the CPU instead.

If you have other issues, such as an empty GPU list, please check the help page : <https://uwu2x.alixz.ovh/help>

3. How to use uwu2x ?

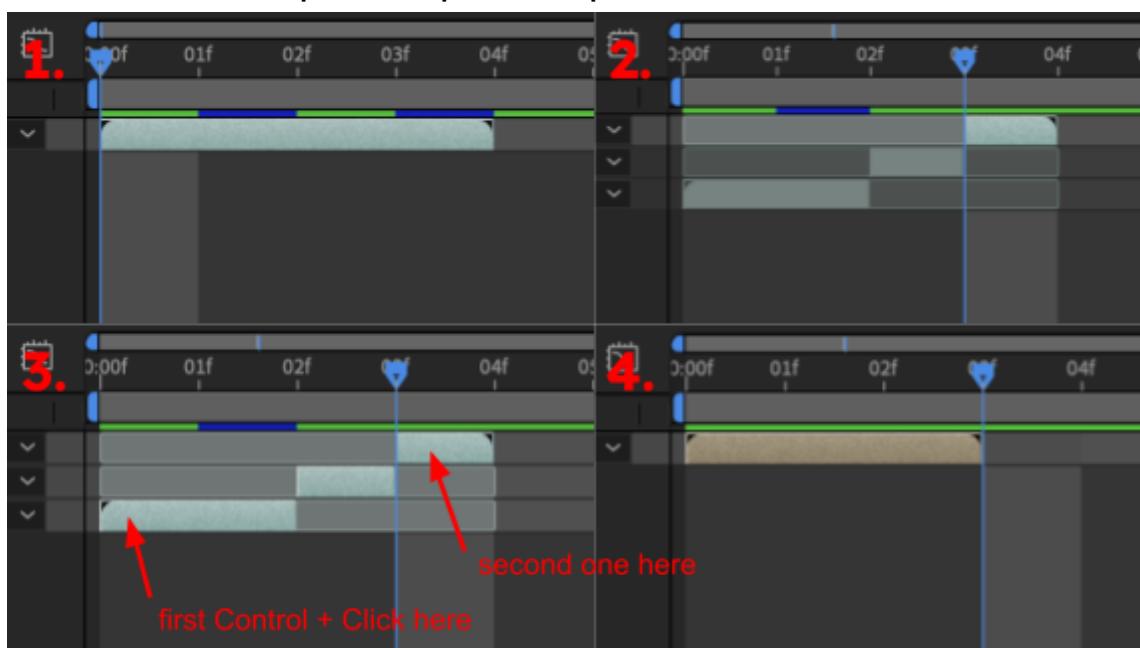


3.1. Sequence

The Sequence button is useful if you want to use interpolation later. The goal is to remove duplicate frames (often called "dead frames"). These are frames that appear two or more times in a row.

- First, go through your clip and find the frames you want to keep. These are the unique frames. Cut the clip at each of these frames using Ctrl + Shift + D.
- Then, select all the parts of the clip from bottom to top. If you select them in the wrong order, Sequence will place them in reverse.
- Once selected, click the Sequence button in uwu2x.

The result will be a pre-composed clip without dead frames.



3.2. Process

- Select the clip without dead frames.
- Then click the green button to start the process.

uwu2x will apply the enabled filters (for example : upscaling and interpolation).

The processed clip will be imported on top of the selected input layer.

3.3. Twixtor

This step is optional, but it can be useful.

- Select the processed clip, then click the Twixtor button.

This will apply the effect with the correct settings and enable Time Remapping. You can then adjust the keyframes as you want. Twixtor adds extra frames to make slow motion smoother. If you already used a high interpolation value (for example 16x) and you do not slow down the clip a lot, Twixtor may not be needed. However, using it does not cause problems. You can apply it every time to be safe and avoid checking if the clip has enough frames.

3.3. Depth

This step is independent from the others. You can use Depth on any clip. Depth will generate a depth estimation of the selected clip. The result looks like an alpha channel that represents depth. You can then use this output with a depth of field effect. For example, use it with Camera Lens Blur to control the blur based on depth.

