

Script for Adobe After Effects

USER GUIDE

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INTRODUCTION

WHAT IS CURVA SCRIPT

Curva is AE script to create a smooth animations of growth a paths based on Bezier algorithms. You just select the last two vertices's on the Path object in a Shape layer and then the script does everything for you.

Perfect for animating the appearance of letters, floral shapes and other such vector objects. My job motion designer is forcing me to write a scripts. And I'd rather spend the time to create the code, rather than a routine. Now Curva help me and you to save a lot of time and I will see to it that it worked as it should.

Curva has two separate versions of the script.

Script UI Panel version and **Regular script** to launch the main window at once.

INSTALLATION

HOW TO INSTALL IT

To install the **Curva Script UI version** you simply need to follow these 2 easy steps:

1. Copy and paste the «Curva_scriptUI.jsxbin» script file to a specific folder of Adobe After Effects right after you unpack the archive you have received. This folder is named «Script UI Panels».

On Windows this folder is located in:

«(After_Effects_Install_Path)/Support Files/Script/»

On Mac Os this folder is located in:

«(After_Effects_Install_Path)/Scripts/»

To install the Curva Common Script version you just need to copy and paste the «Curva_regular.jsxbin» script file to the Script Folder (not in the Script UI folder).

2. Allow the Curva Script to access the network so your copy can be registered, enabling the check box «Allow Script to Write Files and Access Network». This option can be found at «General» tab of After Effects «Preferences».

On Windows this located in:

«Edit -> Preferences -> General»

On Mac Os this located in:

«After Effects -> Preferences -> General»



USER INTERFACE PANEL

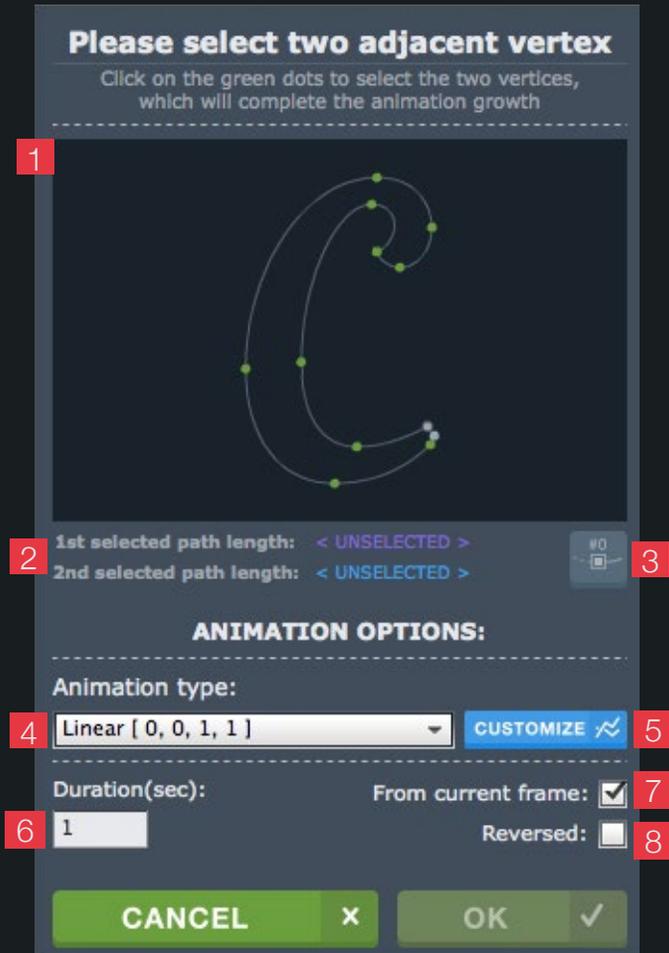
HOW TO LOOKS IT

Curva Script UI Panel can be used as dockable panel or floating window in the Adobe After Effects. This means that you can freely change position how and wherever you want.

In the UI Panel version of Curva Script you can see only two buttons, the «Animate» () for opening the Main window and «Help» () button, displayed as question mark. In the Regular version the Main window will opening at once.

MAIN WINDOW

HOW TO USE IT



1. Shape Preview Panel. By left-clicking on a green dots you can select the only one vertex for re-arrange the origin of the path or two vertices's for defining the start animation dots.

2. Selected vertices's information. Length of the paths and indexes of a vertices's.

3. «Set First Vertex» button () for re-arrange path by new first vertex.

4. This drop-down menu for choosing animation preset, such as Linear, Ease, Ease-In, Ease-Out, Ease-In-Out and Custom types of animation. Easing's presets will result your motion more smoother from the start to the end of animation.

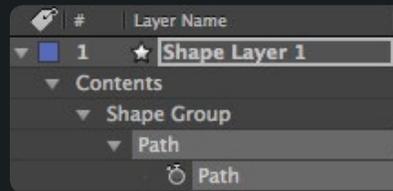
5. Customize button () for open the «Graph editor» window in case if presets are not enough and you want to control the speed of the animation by yourself.

6. Set here the length of the animation indicating the number of seconds in the Duration section.

7. Select this check box next to the «From current frame» to animate from the current time.

8. Select this check box if you want that shape disappeared in your animation or unchecked for grow it out of the first vertices's.

1. Select the Path parameter on the Shape Layer.



2. Click **Animate** (**ANIMATE!**) on the running Script UI Panel version of the script or run a separate version of the script, by clicking on «File > Scripts > Curva_regular.jsxbin»

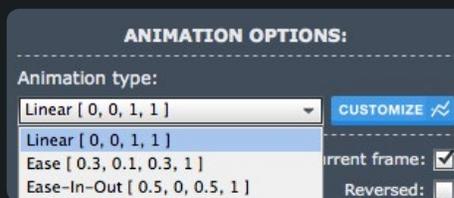
3. Set the first vertex of the Path object by clicking on the vertex and «Set First Vertex» icon to designate the start of animation.



4. Select the last two vertices's in the animation by clicking on the appropriate **green dots** on the **Shape** preview panel.



5. Select the animation type preset from the drop-down menu under Animation Type, or adjust style of movement by clicking on the button **Customize**.



TUTORIAL

LET'S TRY IT

6. Opened the Graph Editor window represents property values using a two-dimensional graph with composition time represented horizontally (from left to right).



7. Enter the length of the animation indicating the number of seconds in the Duration field

8. Select the «From current time» check box to make an animation from the current time in composition.

9. Select the «Reversed» check box if you want that shape disappeared in your animation or unchecked for grow it out of the first vertices's.

10. Click on OK button for start the process of creation animation.

WARRANTIES AND LIABILITY

TERMS OF USE

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