

AutoSway

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Install procedure

Please copy the folders titled 「AutoSway.jexbin」 and 「AutoSway_ffx」 into the ScriptUI Panels folder.

- Windows
...Program Files¥Adobe After Effects <version>¥Support Files¥Scripts¥ScriptUI Panels
 - Mac
...Applications/Adobe After Effects <version>/Scripts/ScriptUI Panels
- If AfterEffects is already running, please restart it.

Uninstall procedure

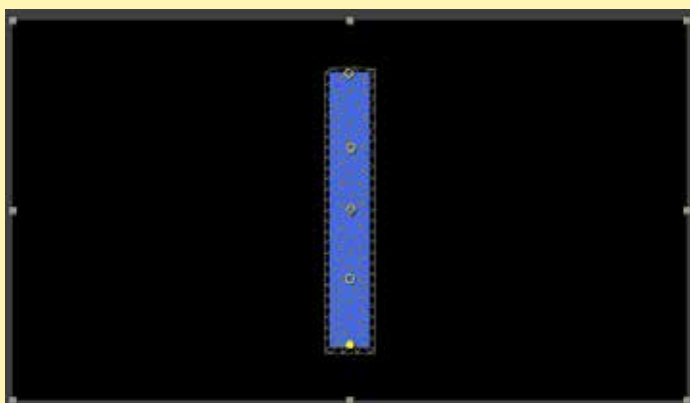
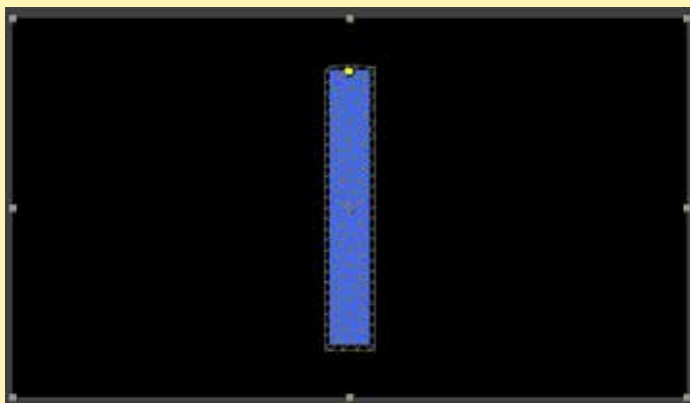
- Please delete [AutoSway.jsxbin] and 「AutoSway_ffx」 from ScriptUI panels

Usage instructions

AutoSway is a tool that allows you to easily add a wind swaying effect.

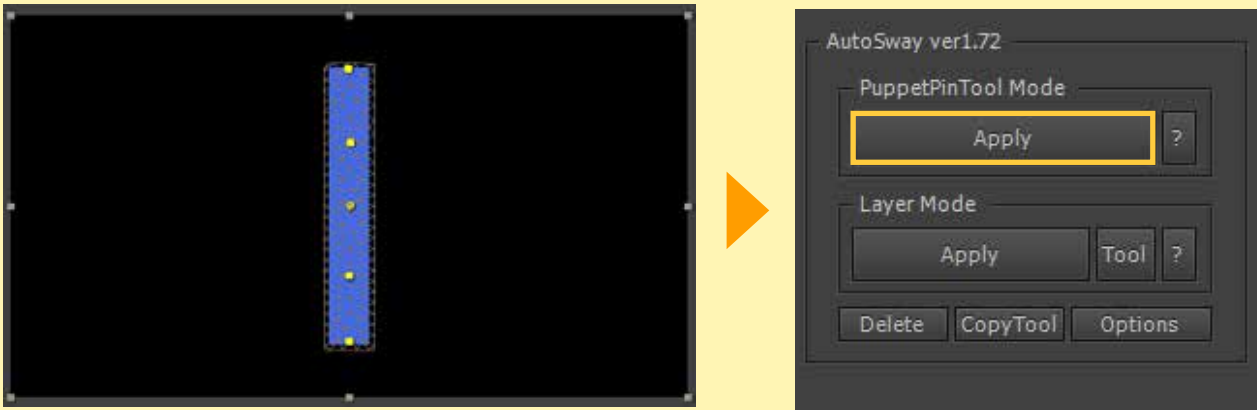
1 Pin a Puppet Pin to the layer you wish to apply a sway to

Apply Puppet Pins from the start point to the end point.

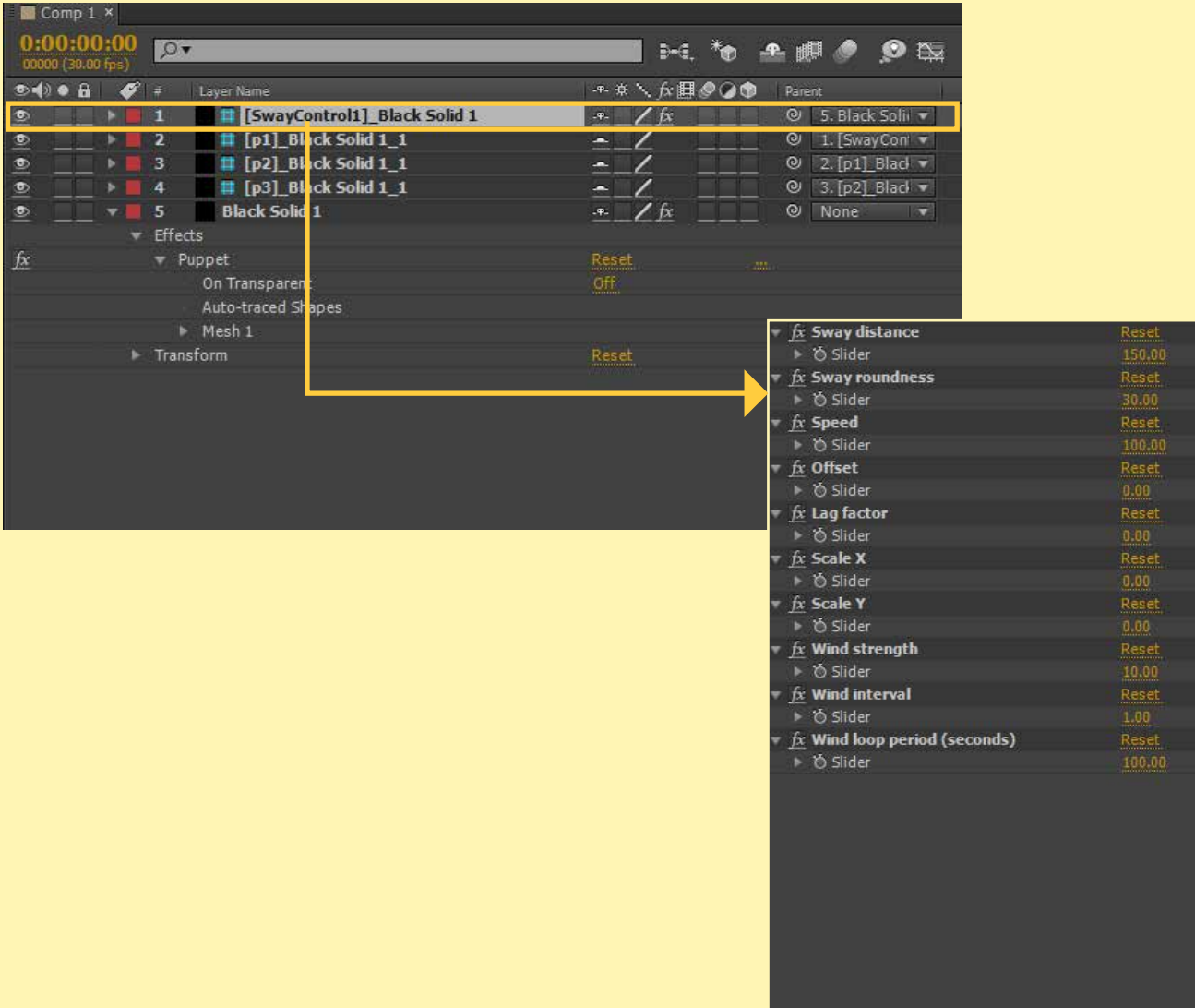


2 Select all Puppet Pins, click the [apply] button.

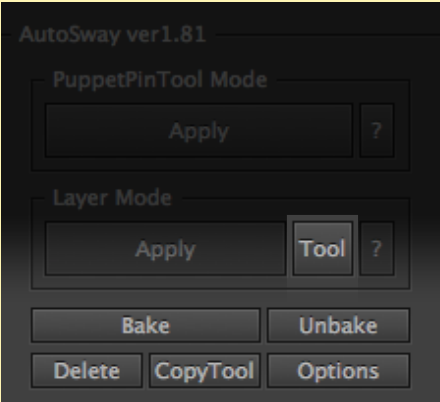
Please refer to the [Menu items description] with regard to the menu items.



3 Select the layer named [SwayControl], and adjust the sway.

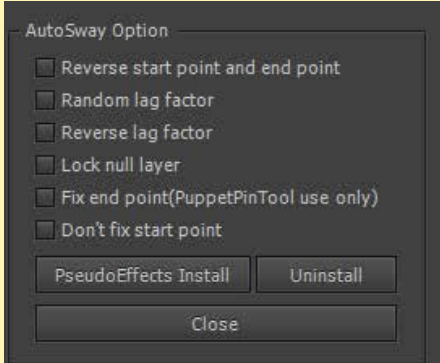


Description of menu items



- bake function
By converting AutoSway's movement into a keyframe, it can be put together in to one layer.
- Unbake function
This function restores your Baked layers to their pre-Baked state.
- Delete
Delete the applied AutoSway. (Please select a [SwayControl] layer)
(Puppet Pins will remain)
- Copy Tool
Display a tool to copy the value of AutoSway.
- Tool
Display layer division and layer duplication tools.
- Option
Display the options.

Description of option items

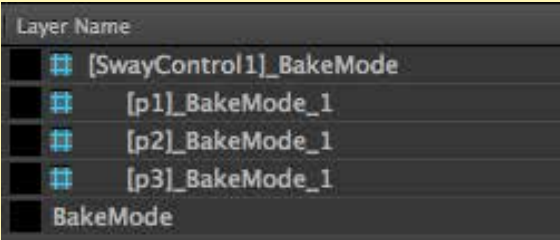


- Reverse start point and end point
Set to reverse the start point and the end point and allow swaying
- Reverse lag factor
Swaying will slowly decrease from the start point to the end point.
- Random lag factor
The lag factor of each point will become random, the swaying will be unregulated.
- Lock null layer
Lock the null layer.
- Fix end point
Fix the end point so that it does not move.
- Don't fix start point
Do not fix the start point so that it moves.
- PseudoEffects Install
If you use an earlier version than AfterEffectsCC, please install the PseudoEffects. When you do the installation of PseudoEffects, it eliminates the error message that is displayed when you apply the AutoSway.
※ If you are installing a PseudoEffects in versions prior to AutoSway v1.82, please install again after performing the uninstall.
In addition, if you are using the new version than AutoSway v1.83 you can use the PseudoEffects without installing PseudoEffects.
- PseudoEffects Uninstall
Uninstall the PseudoEffects.

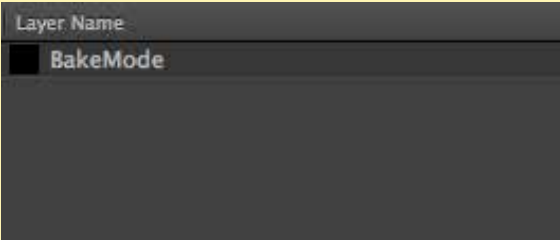
bake function items

By converting AutoSway's movement into a keyframe, it can be put together into one layer.
Besides looking a lot tidier, putting everything into one layer lightens the load on your system's resources by reducing the calculation time required for Expression.
The properties that can be Baked are the Effects and Transformations (excluding Opacity) in the SwayControl layer added by AutoSway.
Please select the SwayControl layer and press the "Bake" button to use it.

Before



After

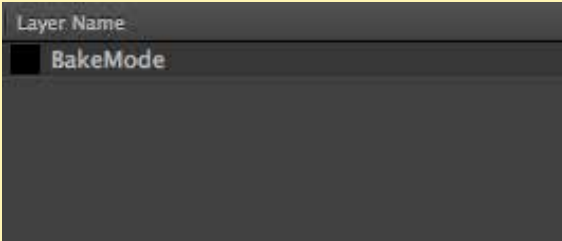


● Unbake function items

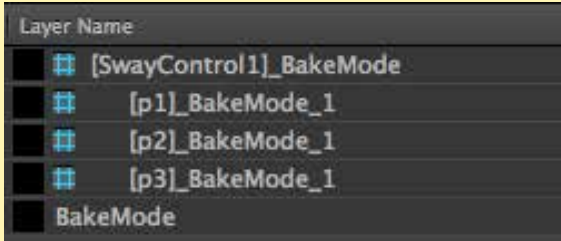
This function restores your Baked layers to their pre-Baked state. This includes the values set in the SwayControl layer as well as the keyframe information. It is used when adjusting AutoSway movement a second time.

※Do not change the name of Baked layers or erase their comments.
If this is done, the Unbake function may no longer work correctly.

Before



After



● Description of sway control layers

- ▶ fX Sway distance
- ▶ fX Sway roundness
- ▶ fX Speed
- ▶ fX Decay
- ▶ fX Offset
- ▶ fX Lag factor
- ▶ fX Convert curves into straight lines.
- ▶ fX Curve Adjustment
- ▶ fX Rotation(all)
- ▶ fX Scale X
- ▶ fX Scale Y
- ▶ fX Wind strength
- ▶ fX Wind interval
- ▶ fX Wind loop period (seconds)
- ▶ fX Sway on Z axle
- ▶ fX Sway according to position
- ▶ fX Sway according to position and rotation
- ▶ fX Twist motion Y (only effective for 3D layers)
- ▶ fX Twist motion Z (only effective for 3D layers)

- Sway distanceThe length of the circular sway.
- Sway roundnessThe larger the values are the more circular the movements will be.
- SpeedThe sway speed.
- DecaySetting Decay single keyframe.
From the position where the setting has been determined, Decay will be started.
- OffsetThe overall timing.
- Lag factorThe timing of each point.
- Convert curves into straight lines.....Converts curved objects into straight objects.
- Curve Adjustment... This functionality adjusts the curvature of an object.
- RotationThis functionality rotates an object.
- Scale X.....The horizontal width.
- Scale Y.....The vertical height.
- Wind strengthStrength of the wind effect.
- Wind interval..... Intervals of wind.
- Wind loop period (seconds)..... Wind can be made to loop.
(When looping is not required, please increase the value).

These items only displayed in layer mode.

- Sway on Z axle..... Turn swaying on Z axle on. ※1
- Sway according to position.....Sway according to position only.
- Sway according to position and rotation..... Sway according to position and rotation.
- Twist motion Y..... Add spin to the Y axle. ※2
- Twist motion Z..... Add spin to the Z axle. ※2

※1 3D layer effective only when ON.
※2 [3D layer] and [Z axle sway] effective only when ON.

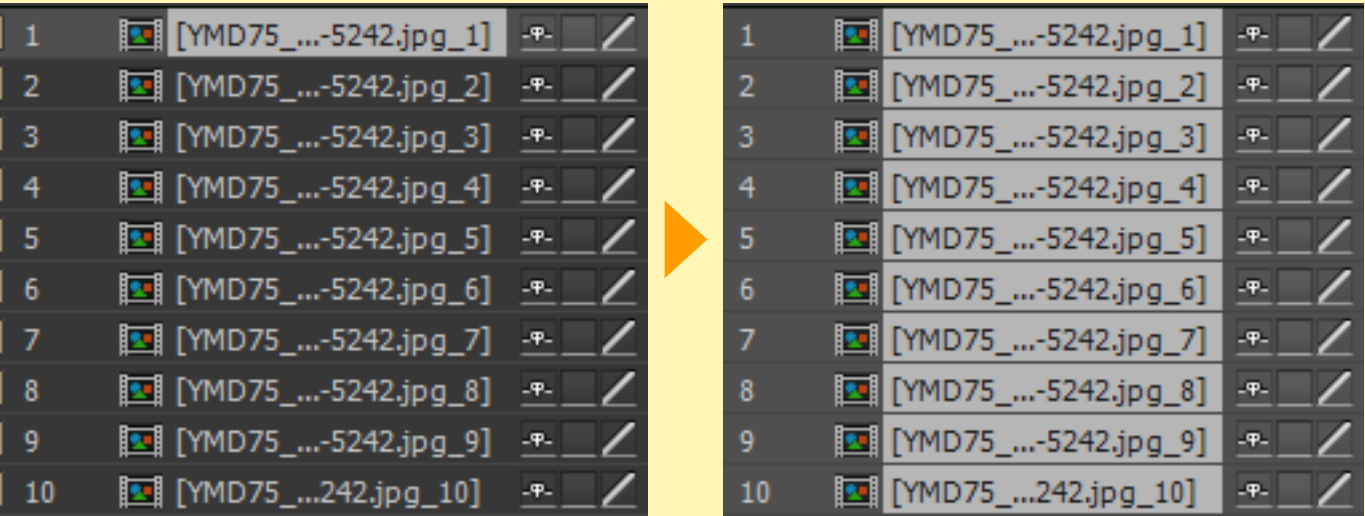
LayerMode

This mode allows the linking and swaying of multiple layers, it is different to the regular mode that uses Puppet Pins. It is capable of 2D and 3D sways. Aside from swaying, it can also do bending and twisting.

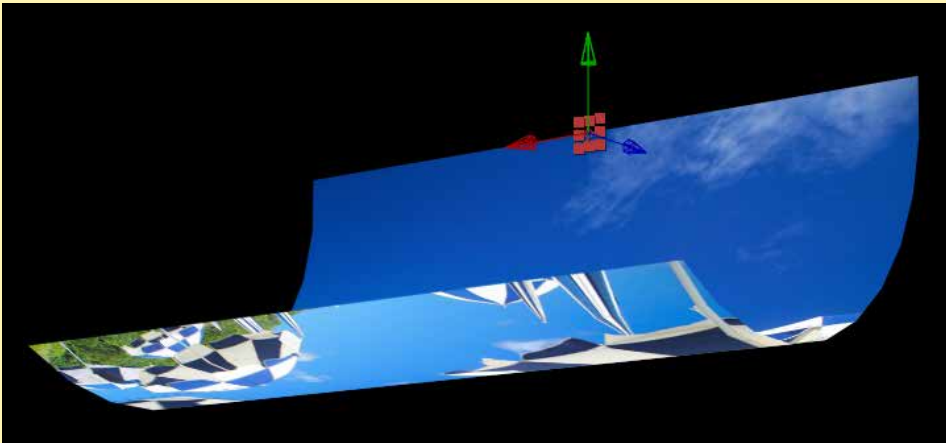
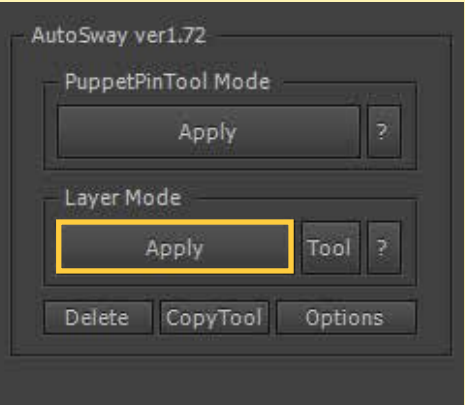
Usage instructions

1 Choose the layers you wish to apply sway to.

First choose the layer you wish to be the start point, choose the layer you wish to be the end point last.

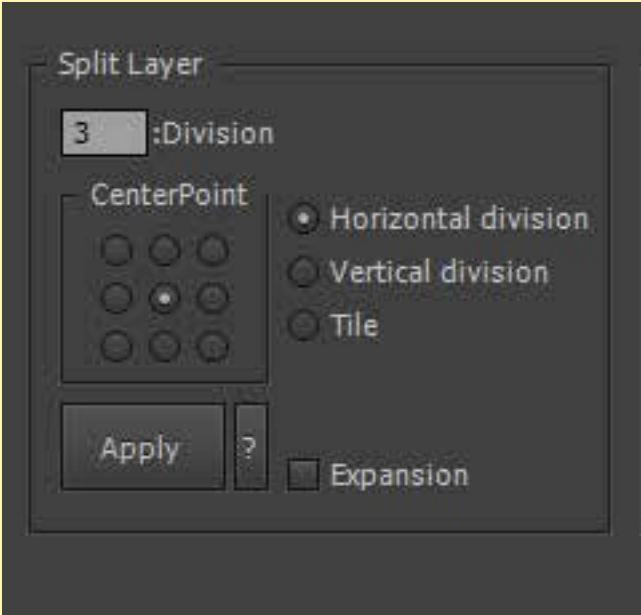


2 Then click apply.



Layers of up to 10 horizontal divisions can be created using the Tool Split Layer

● Tool Split Layer



A tool to divide layers into vertical or horizontal divisions, or tiles. Division into shape layers or footage (image, video, or plane) is possible. 3D layers can also be used.
Expansion: Expands to overlap edges and avoid thin lines between layers.

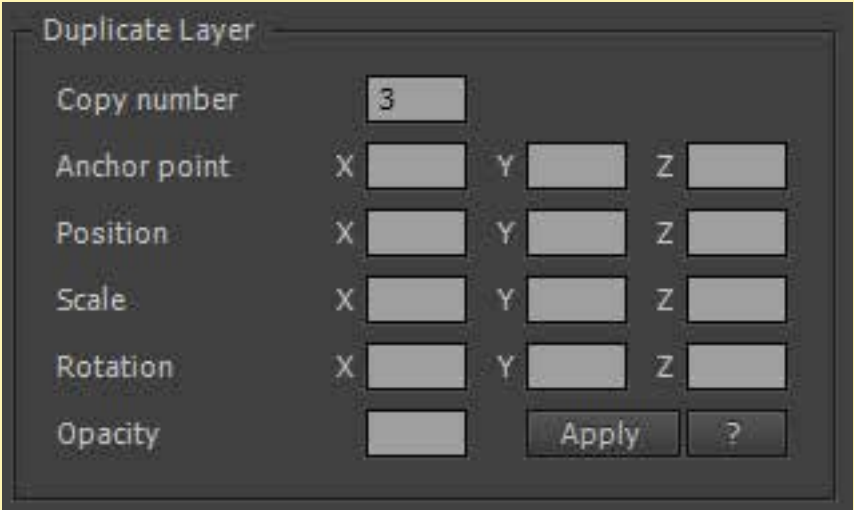


An example of a 5 vertical divisions.

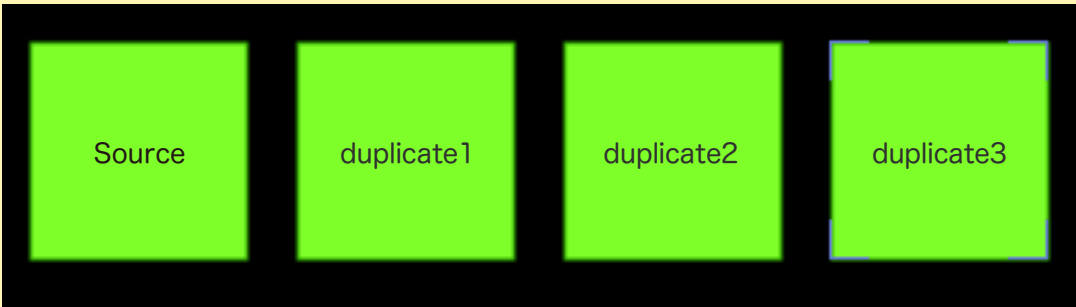
● Tool Duplicate Layer

A tool to duplicate layers.
Enter the pixel offset for each property of the duplicated layers.
Opacity can only be set between 0 and 100

[Split Layer] and [Duplicate Layer] are functions that support [Layer mode]



Example of 3 layers duplicated with a 50 pixel x offset.

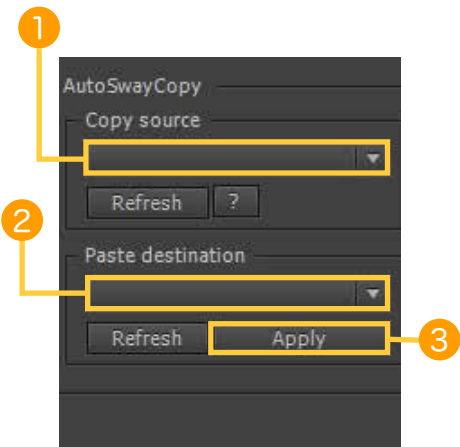


AutoSwayCopy

AutoSwayCopy is a function that allows completed sway control settings to be copied to other sway controls.

Usage instructions

- 1 Click the refresh button and select the [SwayControl] that will be the copy source.
- 2 Click the refresh button and select the [SwayControl] that will be the paste destination.
- 3 Click apply.

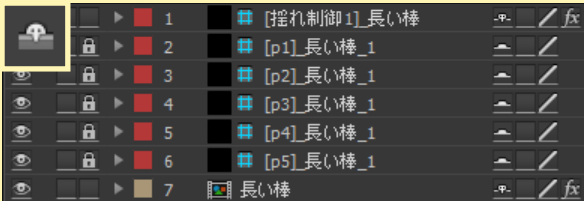


Copies between compositions are also possible.
When the refresh button is clicked, the sway control layer from the active comp will be loaded.

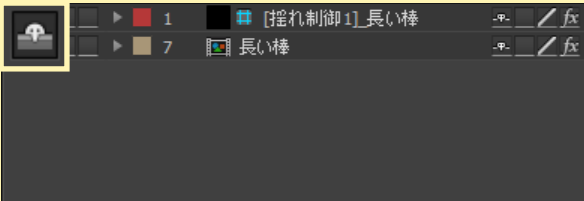
Other functions

- Automatic rename function.....If there is a layer with the same name as a layer using AutoSway, this function can attach sequential numbers to them in order to avoid conflict.
- Automatic offset.....offsets the timing of sways in the order they were applied by AutoSway.
- Making the Null into a shylayer...Makes unused Null layers into shy layers.

Shy layer OFF



Shy layer ON



● Version history

- v1.84 Correction of typographical errors.
Fixed a bug that occurs in versions prior to AfterEffects CS6.
Adjustment of Unbake.
Minor bug fixes
- v1.83 Minor bug fixes
The issue with the Japanese edition where the effects are not applied
needs to be resolved.
The issue where the PseudoEffects uninstall button does not appear
needs to be resolved.
- v1.82 Minor bug fixes
Change PseudoEffect from installation form to FFX file reading form.
- v1.81 New features
 • Implementing PseudoEffects
 • Implementing Bake and Unbake
 • Adding decay
Changing the default value of the SwayControl layer
Minor bug fixes

Compatible with Win/Mac CS5 to CC2015

AutoSway
Version : 1.84
for Win & Mac AfterEffects CS5 or later.
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<https://twitter.com/adascripts>
Coding by ada

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