

QuickDraw

Version 1.0.9

QuickDraw creates and manipulates keyframes on the built-in Paint Effects. Use the Paint Effect to draw mask strokes over an image layer (raster or precomp without collapsed transforms).

What's new in QuickDraw 1.0.9

- Updated to latest aescrpt+plugins licence framework
- Freshly linted code

Compatibility

QuickDraw is compatible with Adobe After Effects CS6 and newer.

Installing

QuickDraw can be installed and licenced with the [aescrpts + plugins manager app](#)

ScriptUI Installation from within After Effects

In After Effects CC 2019 and newer, you can also install Script UI panels from within After Effect by going to:

```
File > Scripts > Install ScriptUI Panel...
```

Manual Installation

The `QuickDraw.jsxbin` script needs to be copied into each version of After Effects where you want the panel available.

Mac

```
/Applications/After Effects VERSION/Scripts/ScriptUI Panels
```

Windows

```
C:/Program Files/Adobe/After Effects VERSION/Support  
Files/Scripts/ScriptUI Panels/
```

Using QuickDraw

QuickDraw was created to automate the process of sequentially animating the Stroke End property of a series of Paint Effect brush strokes from 0 to 100%. The original purpose was to facilitate a *write on reveal matte. This is achieved with a Track Matte layer or a combination of Effects.

Keyframe Tab

The basic features are in the Keyframe tab, where a standard duration and offset are applied. The duration and offset are both in frames. Each stroke, regardless of length, is drawn end-to-end over the number of frames with the first keyframe for each stroke offset.

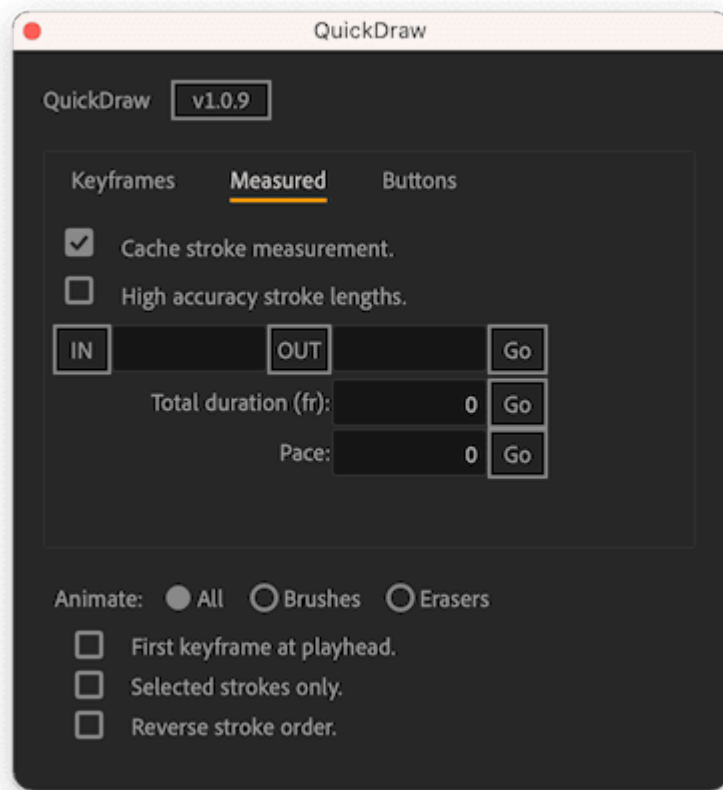


Keyframe Tab

You may want to adjust the keyframes manually to allow more time for longer strokes, etc. You can then use the Sequence or Stagger feature to move the existing keyframes around. Stagger offsets the first keyframe for each successive stroke, whereas Sequence lays them out end-to-end with an optional overlap. Set the overlap to a negative number to add padding between each stroke animation.

Measured Tab

The Strokes tab provides functions that measure the length of each stroke, and set the spacing between Stroke End keyframes proportionately. Stroke lengths can be measured by the number of vertices in a stroke path (default), or by the sum total of segment lengths when using High accuracy mode. High accuracy mode takes longer to calculate, however it does help to accommodate any strokes which may have been drawn using the Shift key to snap straight segments. As straight segments can be any length, the number of vertices along the path does not provide an accurate measure for the appropriate duration over which to animate the line.

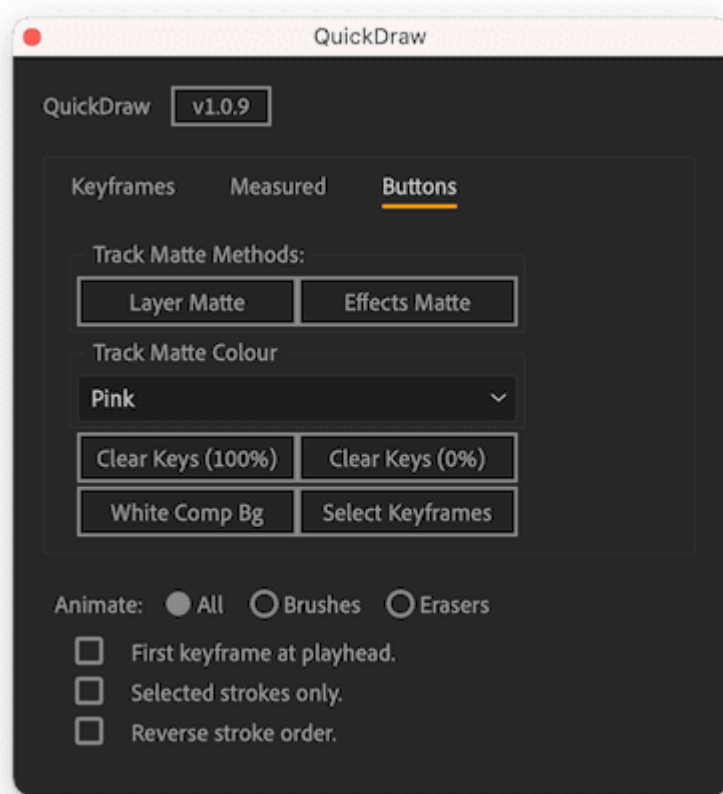


Use the **IN** and **OUT** buttons to set an In and Out selection between which the strokes will be animated. The In to Out is measured and fed into the Total duration field. You can use this directly to animate strokes over a set total duration. The **Pace** field relates to the speed at which strokes are animated on. It can be useful to apply this separately if you need to match the same speed across independently animated strokes or different layers. The scale is largely different when using High accuracy stroke lengths, as it relates to vertices not segment lengths.

Stroke lengths

Strokes are measured by copying path data to a temporary mask, which is a relatively slow process. The first time a stroke is measured the vertex count or stroke length (in high accuracy mode) is cached in the name of the stroke. This allows for faster resequencing using the automatic duration features. To differentiate the vertex count value from stroke length value, the stroke length is represented as a negative number.

Matte Methods



Layer Matte duplicates the layer, sets the Paint effect to *Paint on Transparent*, changes the duplicate layer Opacity to 100% and removes the Paint Effect from the source layer. The duplicate layer is set as a Track Matte for the source layer, and is also parented to the source layer.

Effects Matte sets the Paint effect to *Paint on Transparent* and applies effects *Compound Arithmetic* and *CC Composite* to produce a Reveal Layer effect.

White Comp BG just removes a few clicks from changing the Comp background colour to white. Helps with visibility of line work on Photoshop layers while painting.