

# EditMonkey User Guide

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Welcome to EditMonkey!

EditMonkey is a quick, powerful and intuitive tool for Adobe After Effects that will help automate the production of complex text, video and graphic animations and string them together to create longform presentations in seconds.

This User Guide will go over each of the features in the EditMonkey User Interface (UI), as well as some tips and tricks to get the most out of the script.

## Installation

EditMonkey requires AE CS6 or later.

The EditMonkey trial period is 7 days with a maximum words or layers of 10.

To install EditMonkey as a dockable panel, place the EditMonkey.jsxbin and accompanying EditMonkey folder in After Effects/Scripts/ScriptUI Panels (MAC) or After Effects/Support Files/Scripts/ScriptUI Panels (Windows).

The EditMonkey folder contains presets required by EditMonkey, so make sure it is placed in the same location as the EditMonkey.jsxbin file.

You might also want to place our bonus utility script, MarkerRamper.jsxbin in the same location.

## Process Overview:

EditMonkey works by creating multiple “pages” which are sequenced together in your master comp. Each page can consist of text entered into the Text Panel, or a series of existing layer or groups of layers in the timeline. The contents of the pages are animated via the controls on the right side of the UI.

EditMonkey will apply a series of motion and fade expressions to each layer within a page. The Hold setting designates the time between the “in” expressions and the “out” expressions of each layer.

Based on the UI settings, it can apply one of the following to either the start and/or end of each layer:

- 1) Fade
- 2) Motion
- 3) Fade & Motion
- 4) Nothing

Each page has a control layer as well. Timing adjustments can be made by sliding the markers that control the trigger in and out of each layer. On After Effects CC 2017 or later, split markers are available to move the start and end separately.

Once the pages are complete, the Master will sequence the pages and apply a variety of options to control timing.

Note: Layers excluded from builds are: Cameras, Lights, adjustment layers, locked layers, layers with their video switches off, layers with no video, parented layers, nulls, guide layers, 3D layers, and layers previously processed by EditMonkey.

**Text Panel:** This is where text is entered. When processing the text, EditMonkey will reference the font, size color and spacing set in AE's Character Panel and the layout in the Paragraph Panel.

There are three options for how the text will be split into layers. Letters will allow you to animate each letter individually. Words will divide each word at a space break and Line will create a layer at each return.

Skipping a line will designate the end of one page and the start of the next one.

**Key Commands** (listed under the Star button on the upper right of the UI) override spacing on specific settings allow the selective grouping of words together. *Note: Using these commands on the wrong settings will result in the key commands being interpreted as text and therefore visible.*

| (pipe key): *Words Setting Only* – connects words together.

[ ] *Letters Setting Only* - connects multiple letters on the same line.

{ } *Lines Setting Only* – Connects multiple lines into one group.

**UI LEFT SIDE: This side mainly controls the settings inside the master comp.**

**Preset:** These are quick shortcuts to some often-used UI settings. The UI can be manually adjusted after the preset is selected.

**Source:** This dictates what EditMonkey uses to create its pages.

**Source: Text** will access the Text Panel (see above)

**Source: Layers** will use all eligible layers in master comp and place each into its own page.

**Color Label Aware:** This checkbox is active only when *Source: Layers* is selected. When checked, it will group all layers in the master layer stack that share the same color label into one page. Use this when you have multi-layered graphics to animate.

**Hold:** The Hold dropdown controls how long each layer within a page is stationary before it transitions off. The choices are Constant, Random, and Off.

**Sequencer:** This controls how the pages are arranged in the timeline of the master comp.

**Sequencer: Off** will arrange the layers stacked on top of each other all starting at 00:00 in the timeline.

**Sequencer: On** will arrange the layers end to end with no gap between them.

**Sequencer: Overlaps:** This series of options will overlap the pages based on percentages of the Speed setting. No overlap is possible if Animation is Off.

**Page Order:** Controls the order the pages appear in the sequencer.

*Note: This does not control the order the layers animate within the pages – that is a function of the Layer Order (see below).*

*Note – When Source is set to Layers, Page Order is often set to Reverse, so the top layer will be placed in the first page, and appear first. Text is best set to Default.*

## **Checkbox Section:**

**Retime Pages:** When active, this will pre-comp all the pages into a single Retime Master Comp and place markers at the start of each page. The markers control time remap keyframes to make it easy to time stretch each page.

**Marker Sync:** This requires the selection of a pre-existing marker layer prior to the build. The result will be pages that line up with the original marker layer. This is ideal for music, lyrics or VO.

If Retime Pages is active, the Markers on the Retime Master will align and time remap the pages to fit the marker timing. If it is not active, the page layers themselves will align with the markers. Unshy the comp and move the layers manually to adjust.

**Randomize Timing:** The applies to video and comp layers only. When active, these layers will have their start times within their respective pages altered randomly. All start times will begin

on or before 00:00, but will vary. This is designed for a single long clip that's been duplicated several times prior to the build so the same shot won't be repeated. The longer the clip, the more variance there will be.

**Allow Intersection:** This applies to the Color Label Aware setting only. When active, it will eliminate the adjustment layers normally placed between each layer within a page and allow for intersecting layers (which might have some unwanted flashing effects associated with it).

**Motion Blur:** Activates Motion Blur on each layer.

Note: the master Motion Blur switch in the master comp still needs to be manually activated.

**Color Palette:** This will apply a fill effect to each layer. One color will be applied to each page, and will cycle back to the first color after the last color is used. Up to 5 colors can be used for a cycle.

**RIGHT SIDE UI: This side controls the animation within each page.**

**Animation:** There are options that control how the Motion In and Out work together.

- 1) **Automatic:** This is a timesaving way to create motion that naturally coordinates Motion In and Motion Out. You simply select the way you want the layers to animate in and EditMonkey will match that with a continuation of that motion for the out. The Motion Out section will be deactivated.
- 2) **Custom:** This allows you to manually combine any set of motions, directions or styles for your animation.
- 3) **Off:** This will disable both sections. This setting can be used for simple cut edits.  
*Note: Fades will also be deactivated on this setting. If you want layers to not have any animation and just dissolve between each other (or a combo of cut & fade) use a Custom setting and select Off in the Motion In/Out dropdown.*

**The following two sections determine where and what kind of expressions are applied to the layers within a page. They control the actual look of the motion.**

**Motion In/ Out:** These dropdowns dictate to which transforms (Position/Scale/ Rotation) the expressions will be applied on each layer.

**-Randomize: Page:** Will apply a random selection of one of the options to each page.

**-Randomize: Layer** Will apply a random selection of one of the options to each layer (the result will be a more frenetic animation).

**Direction In/Out:** This controls which axis (Slide), percentage (Scale) and anchor point (Rotation) is used for the Animate setting.

**Style:** The Interpolation of the expressions – or - how the motion acts as it animates.

**Additional Animation Settings:** This section controls more of the specifics of the expressions.

**Speed:**

Very Fast: 0.33 seconds

Fast: 0.67 seconds

Medium: 1.33 seconds

Slow: 2 seconds

Very Slow: 2.67 seconds

Random: Any of the above applied to each page individually

**Intensity:** The strength of the expressions

Slide (percentage of: maximum of (comp width, comp height)\*9/16):

Low: 25%

Medium: 50%

High: 100%

Extreme: 200%

X Swing and Y Flip (degrees)

Low: 90

Medium: 270

High: 450

Extreme: 990

Z Spin (degrees)

Low: 360

Medium: 720

High: 1080

Extreme: 1440

Scale Down (starting percent)

Low: 150

Medium: 200

High: 300

Extreme: 400

Scale Up (starting percent)

Low: 75

Medium: 50

High: 25

Extreme: 0 Random: Any of the above applied to each page individually

**Layer Order:** The order the layers are triggered. Only active for multi-layered animations and text.

*Note – When Source is set to Layers, Layer Order is often set to Bottom, so the top layer will appear first. Text is best set to Top.*

Layer Offset: Controls how far apart in time each layer is triggered. Only active for Multi-layered pages.

Off: All triggered simultaneously

Very Short: 0.1 seconds

Short: 0.3 seconds

Medium: 0.5 seconds

Long: 1 second

Very Long: 2 seconds

Extreme 5 seconds

Random: Any of the above applied to each page individually

Please let us know if you have any questions or comments. You can contact us through [aescrpts.com/editmonkey](http://aescrpts.com/editmonkey).

Thanks for your support and we hope you enjoy your new Monkey!

-Dan Ebberts & Orrin Zucker

