

pt_SSA Karaoke Animator v3 User Presets Guide

This guide shows how to create animation presets for use with SSA Karaoke Animator. Read the script's built-in help [?] for general instruction on how to import karaoke subtitles and apply presets. Visit www.aescripts.com for updates, a video tutorial or to leave feedback.

Paul Tuersley, Dec 2019

OVERVIEW:

The easiest way to get started is to apply one of the included presets, modify it, then save the result as a new preset. The basic steps are:

1. Create a new composition and a text layer containing one word like "Test". Ensure you're on the first frame.
2. Select Animation > Apply Animation Preset, navigate to the Karaoke_Presets folder that comes with this script and choose the preset most similar to the effect you want.

The Karaoke_Presets folder can typically be found in:

(Win) Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\ScriptUI Panels
(Mac) Applications\Adobe After Effects <version>\Scripts\ScriptUI Panels

3. With the text layer selected, press the U key twice (UU) to reveal all properties that have been modified.
4. Change the existing keyframes/values and add or remove text animator properties or effects to create the animation style you want for your karaoke.
5. Press UU again to ensure you're looking at all modified properties. Select those properties, then choose Animation > Save Animation Preset and save it into your own presets folder created somewhere accessible like in your Documents folder.
6. Run the script and in the help window [?] click the "User Presets Folder" button and select your presets folder. From the presets menu choose Refresh List and your user presets will show up under the USER ANIMATION PRESETS section. Create a new composition and do a Preview to see the result.

You'll probably need to repeat those last steps a few times to perfect your preset.

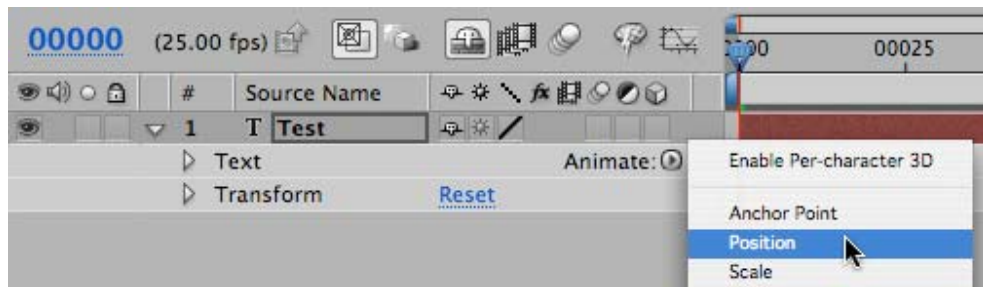
EXAMPLES:

To explain a few more of the things you need to be aware of, I'll go through some examples of how the included presets were created.

Rise & Fade.ffx – Basic Transforms

This example uses Position and Opacity to makes the text rise up and fade out.

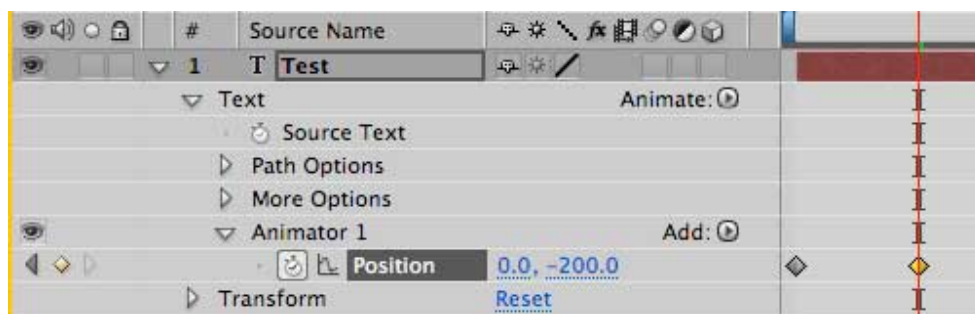
1. Create a composition, choose Layer > New > Text and type "Test" to create a new text layer.
2. Twirl the layer open in the Timeline and choose Position from the "Animate:" pulldown to add a text animator property.



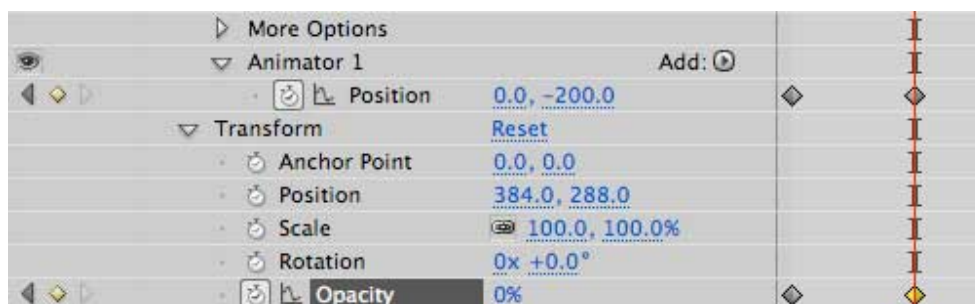
NOTE: Any transforms must be done using text animator properties, not the main transform properties. When animating Rotation or Scale you should twirl open "More Options" and change Anchor Point Grouping to "Word" to match the setting applied during import.



3. Select and delete Range Selector 1. The script applies a range selector during import, so you don't want one included in the preset



4. On the first frame, click the Position stopwatch to add a keyframe with value [0.0, 0.0]. Move to frame 20 and change the value to [0.0, -200.0], creating a second keyframe.

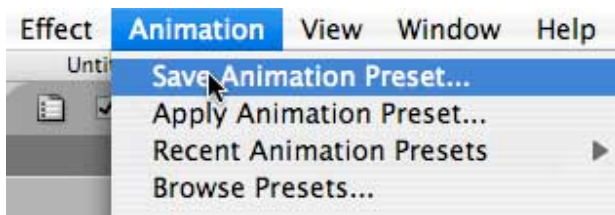


5. Move to the first frame. Twirl open the Transform properties and click the Opacity stopwatch to add a keyframe of 100%. Then move to frame 20 and change the value to 0%, creating a second keyframe.

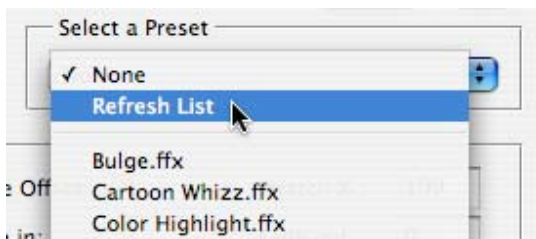
NOTE: Opacity is the one property that must be animated using the layer's main opacity property and not with a text animator. The script would override any opacity settings made using a text animator property.



6. Select both properties in the Timeline, holding down Cmd (Mac) or Ctrl (Win) as you click each property name.



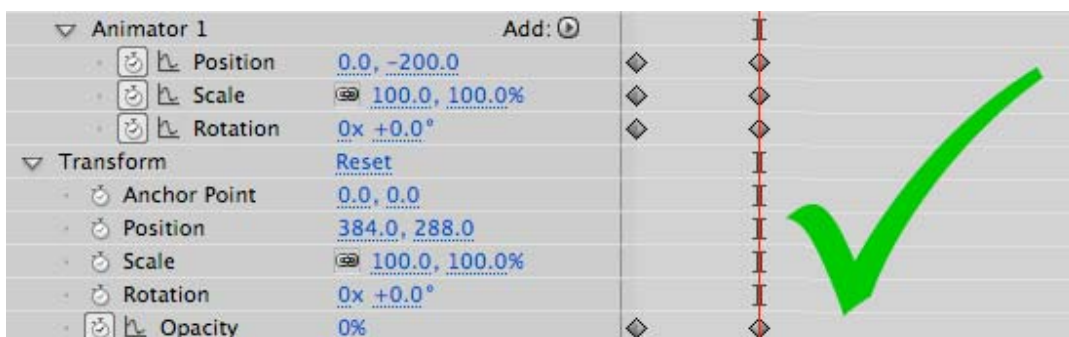
7. Choose Animation > Save Animation Preset and save the preset in your own user presets folder.



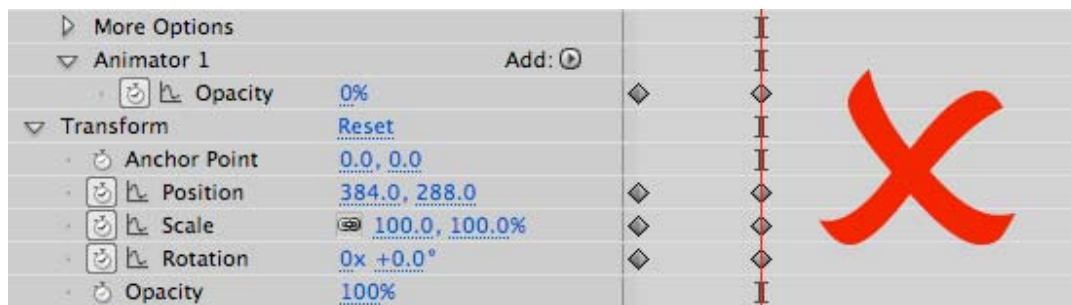
8. Run the script again, or choose Refresh List from the presets pulldown to see the new preset. Create a new comp, select your preset from the pulldown and click Preview to see the result.

NOTE: Again, it is important to remember that all transforms should be animated with text animator properties, except Opacity, which should be animated with the layer's main opacity property.

So this would be correct:



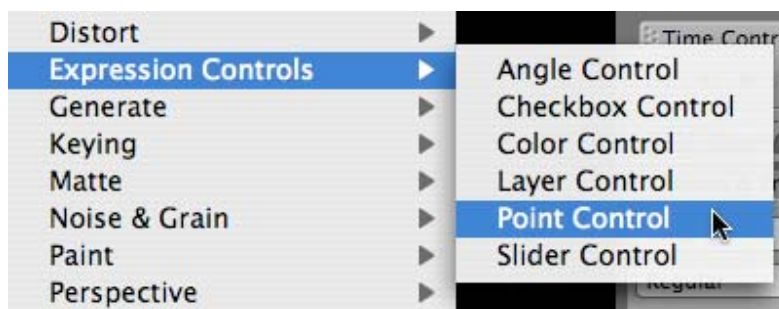
But this would be completely wrong:



Twirl.ffx – Effects, Point Controls & Expressions

This example shows how to use effects in a preset. You'll also see how the Point Control effect can be used to ensure effects with position properties are correctly centered over each word/syllable.

1. Create a composition, choose Layer > New > Text and type "Test" to create a new text layer.

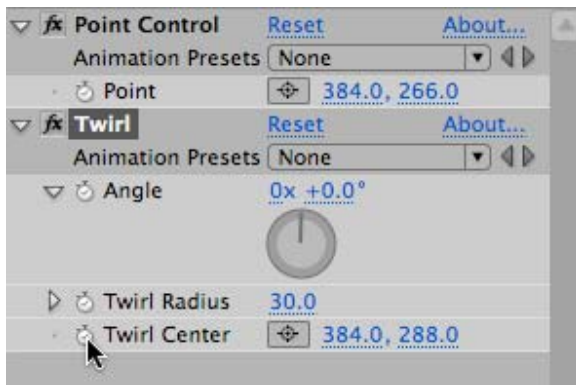


2. Apply the Point Control effect from the Effect > Expression Controls menu. Drag the point to the center of the text layer.

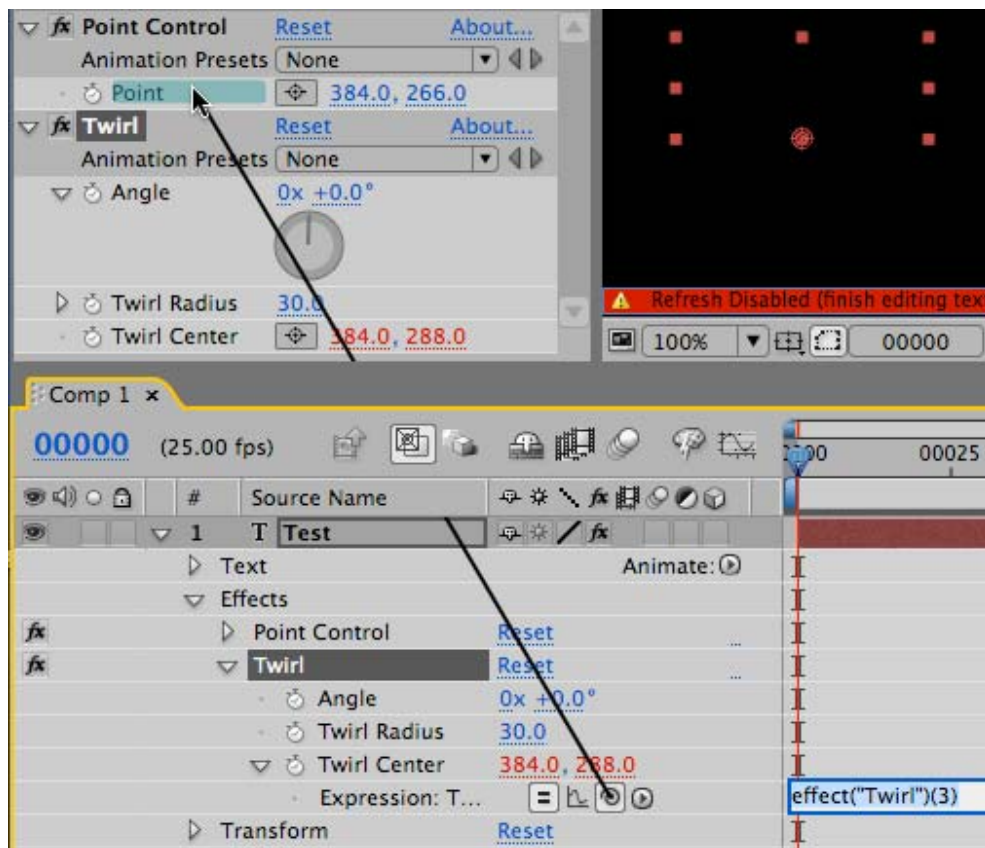


NOTE: When importing subtitles, if the first effect in a preset is a Point Control effect, the script will automatically calculate the center of each word/syllable and apply that value to the Point Control effect during import. But for now, you're doing it manually.

3. Apply the Twirl effect from the Effect > Distort menu. The Twirl Center property controls the center of the twirl, and we want this to be based on the center of each word/syllable.



4. Alt-click the Twirl Center stopwatch to add an expression. Drag the expression pickwhip up to the Point property in the Effect Controls panel, as shown below.



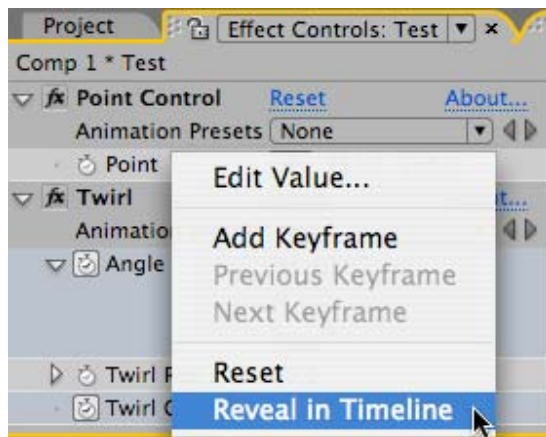
You should now have an expression like in the picture below. The Twirl Center value is being controlled by the Point Control.



5. Change the Twirl Radius value to 10. On the first frame, click the Twirl Angle stopwatch to add a keyframe. Move to frame 10 and change the value to 200, then on frame 20 change the value back to 0.



6. Select the middle Angle keyframe and apply Ease Ease by pressing F9 or choosing Animation > Keyframe Assistant > Easy Ease.



7. We need the Point Control effect visible in the Timeline. Right-click the Point property in the Effect Controls panel, and choose "Reveal in Timeline". Alternatively, select the layer and press the U key twice (UU) to reveal all properties that have been modified.

8. Select the properties to save in the preset. Either marquee select all the properties and keyframes in the Timeline, or hold down Cmd (Mac) or Ctrl (Win) as you select each of the property names.



9. Choose Animation > Save Animation Preset and save the preset in your own user presets folder.



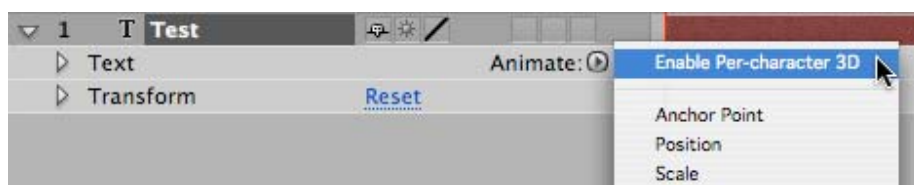
NOTE: If you change the expression to add the original property value as shown above, then set the property values to zero, you can add keyframed animation to those properties which will be

correctly centred over each word/syllable.

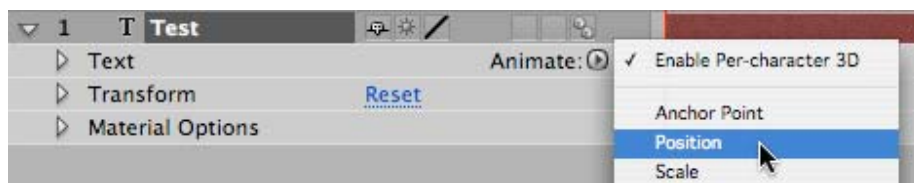
Jump 3D.ffx – 3D Text Animation

One last example that creates 3D text animation.

1. Create a composition, choose Layer > New > Text and type "Test" to create a new text layer.

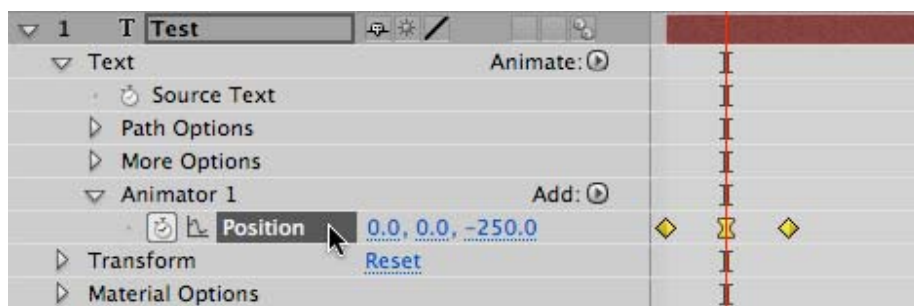


2. Twirl the layer open in the Timeline and choose Enable Per-character 3D from the "Animate:" pulldown.



3. Choose Position from the "Animate:" pulldown to add a text animator property. Select and delete Range Selector 1.

4. On the first frame, click the Position property stopwatch to add a keyframe. Move to frame 10 and change the Z value to -250, then move to frame 20 and change the Z value back to 0.



5. Select the middle keyframe and apply an Ease Ease by pressing F9 or choosing Animation > Keyframe Assistant > Easy Ease.

6. Finally, select the Position property, choose Animation > Save Animation Preset and save it in your user presets folder.

That's the end of this guide. Creating presets can be a little tricky, but once you get used to it you'll find the possibilities are endless!