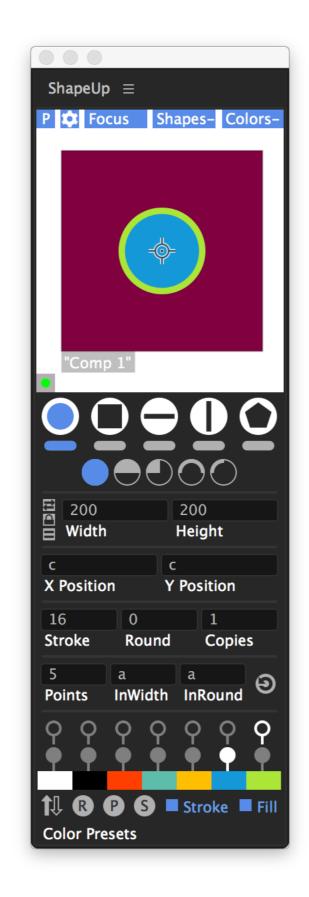
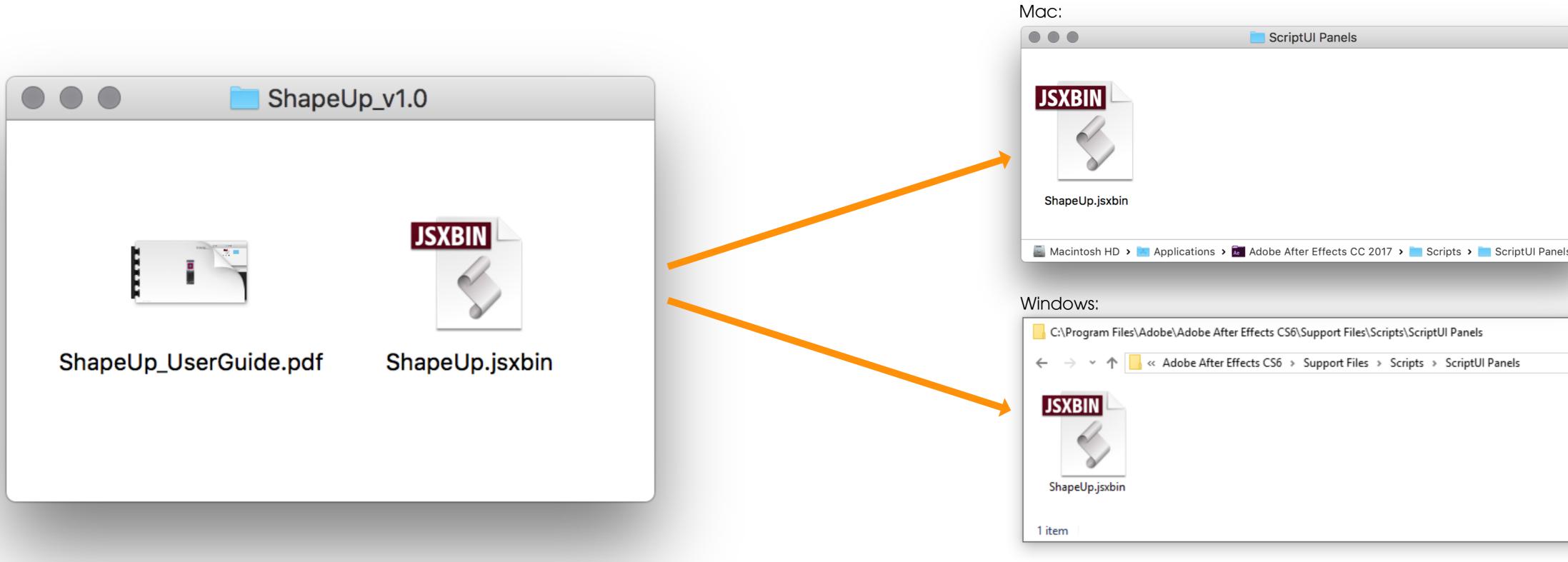
# ShapeUp. Define your Shapes **before** Creation.



Copy "ShapeUp.jsxbin" to

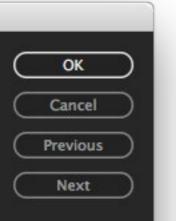
Mac: /Applications/Adobe After Effects Your Version/Scripts/ScriptUI Panels/ Windows: \Program Files\Adobe\Adobe After Effects Your Version\Support Files\Scripts\ScriptUI Panels\



In After Effects: Make sure, that "Allow Scripts to Write Files and Access Network" is checked. -> Preferences/General

	Preferences
General	
Previews	Path Point and Handle Size: 15 pixels
Display	Show Tool Tips
Import	Create Layers at Composition Start Time
Output	Switches Affect Nested Comps
Grids & Guides	Default Spatial Interpolation to Linear
Labels	Preserve Constant Vertex and Feather Point Count when Editing Masks
Media & Disk Cache	Pen Tool Shortcut Toggles Between Pen and Mask Feather Tools
Video Preview	Synchronize Time of All Related Items
Appearance	Expression Pick Whip Writes Compact English
New Project	Create Split Layers Above Original Layer
Auto-Save	Allow Scripts to Write Files and Access Network
Memory	Enable JavaScript Debugger
Audio Hardware	
Audio Output Mapping	Use System Color Picker
	Dynamic Link with After Effects Uses Project File Name with Highest Number



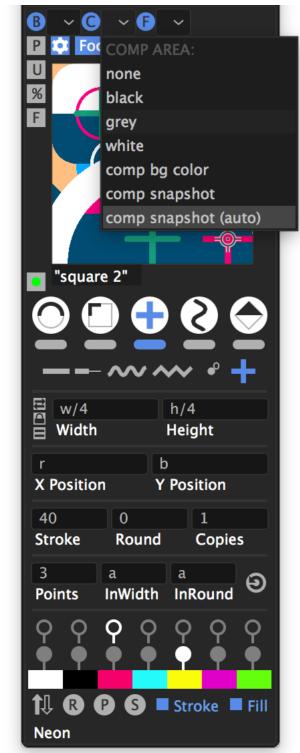


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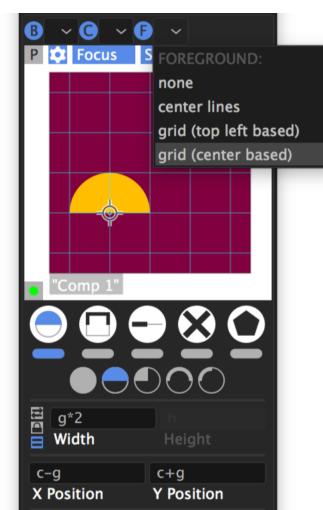


If you just search and want to get a feeling for your color palette, use it as your background.\*

\*yes, you can go full screen ;)



Activate the comp snapshot to preview your current frame. It can auto update on shape creation or manually when you do changes outside of ShapeUp.



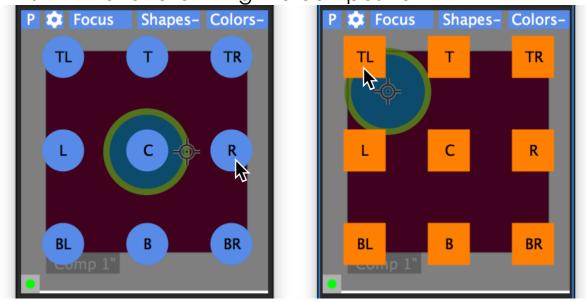
Grids are are visual help as you can't grab shapes within ShapeUp. But using the "g" token, you can resize and move them according

to the grid spacing.\*

\*using CC, the grid can be automatically the same in spacing and color like in AE.

# ShapeUp.

Inside the preview: - alt+move+click: Anchor position - shift+move+click: Align to composition

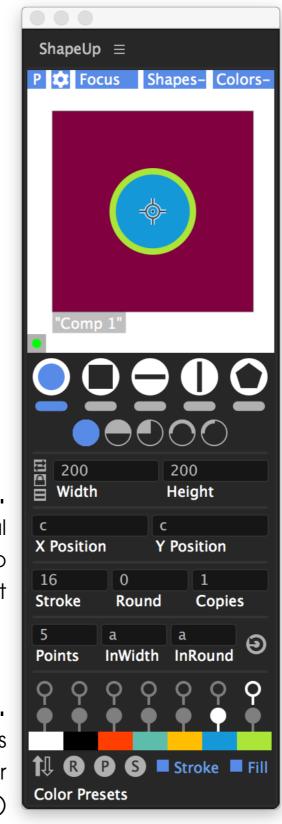


## **CREATE SHAPES!**

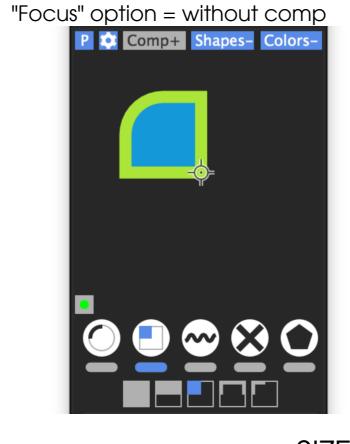
Inside the preview:

## USE TOKENS.

-w = composition width- h = composition height - g = grid spacing X & Y Position: - w, h, g - x = shape width - y = shape height - I, c, r = align on X to composition: left, center, right - u, c, b = align on Y to comp: top, center, bottom Stroke Width, Rounding, Inner Width, Inner Rounding: - w, h, g, x, y



demo palette				
Flowers				
Greys 5betweenWhiteAndBlack				
Greys brighterIn10th				
Greys darkerIn10th				
Infrared				
Inside				
Instant				
Material 500 1of4				
Material 500 2of4				
Material 500 3of4				
Material 500 4of4				
<b>φ φ φ φ φ φ</b>				
• • • • • • • •				
t↓ R P S ■ Stroke ■ Fill				
Flowers				



### SIZE

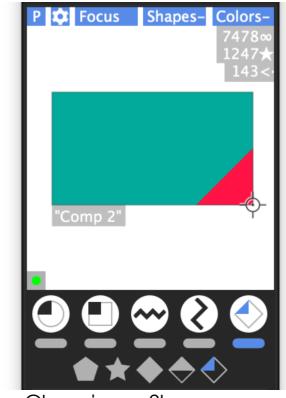
- set sides to equal - fix the current aspect ratio - swap dimensions: width/height

## **COLOR OPTIONS**

- set stroke & fill colors - quickly toggle stroke & fill color 🕴 🛛 🖓 🖓 🖓 S 🗖 Stroke 🖉 Fill Width & Height: - two base colors (default: black & white) - five more colors to build a palette - change each color manually - randomize palette colors - create a color palette in your comp - save your palette - choose from the presets and your custom ones

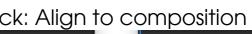
### ^ ^ An optional scoring system

Amount of shapes created since installation :  $\infty$ High score for 24 hours : \* Today's amount : <-

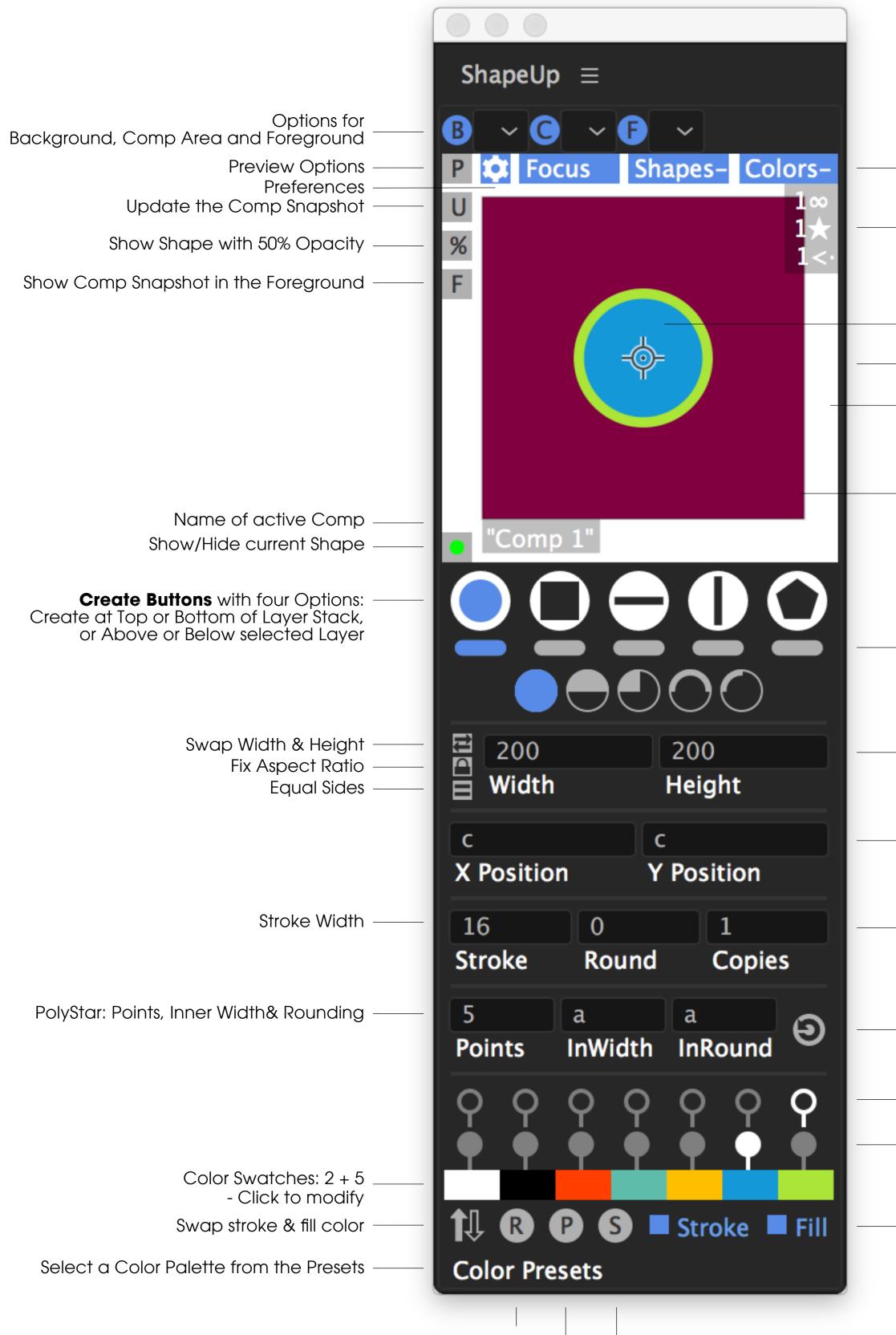


Choosing a Shape: First select a shape family by clicking on it's line below, then activate a sub shape.

## QUICKLY SET ANCHOR POSITION AND ALIGN TO COMP.



- click: Create shape at the top of your layer stack (AE default)
- ctrl+click: Create shape at the bottom of the stack
- Two additional options when using one of the five Create Buttons:
- click (same as in preview: top of layer stack)
- ctrl+click (same as in preview: bottom of layer stack)
- shift-click to create shape above a selected layer
- alt-click to create it below a selected layer



Randomize Color Palette Create Color Palette in Your Comp Save Color Palette as Preset

# ShapeUp. UI - Explained

Focus or Comp+ Mode Show/Hide Shape Section Show/Hide Color Section

Score;)

Current Shape

Preview with Interactions

- Background

Your Composition Area

Activate Shape Group & Show Sub Shapes

Size: Width & Height

- Position X & Y

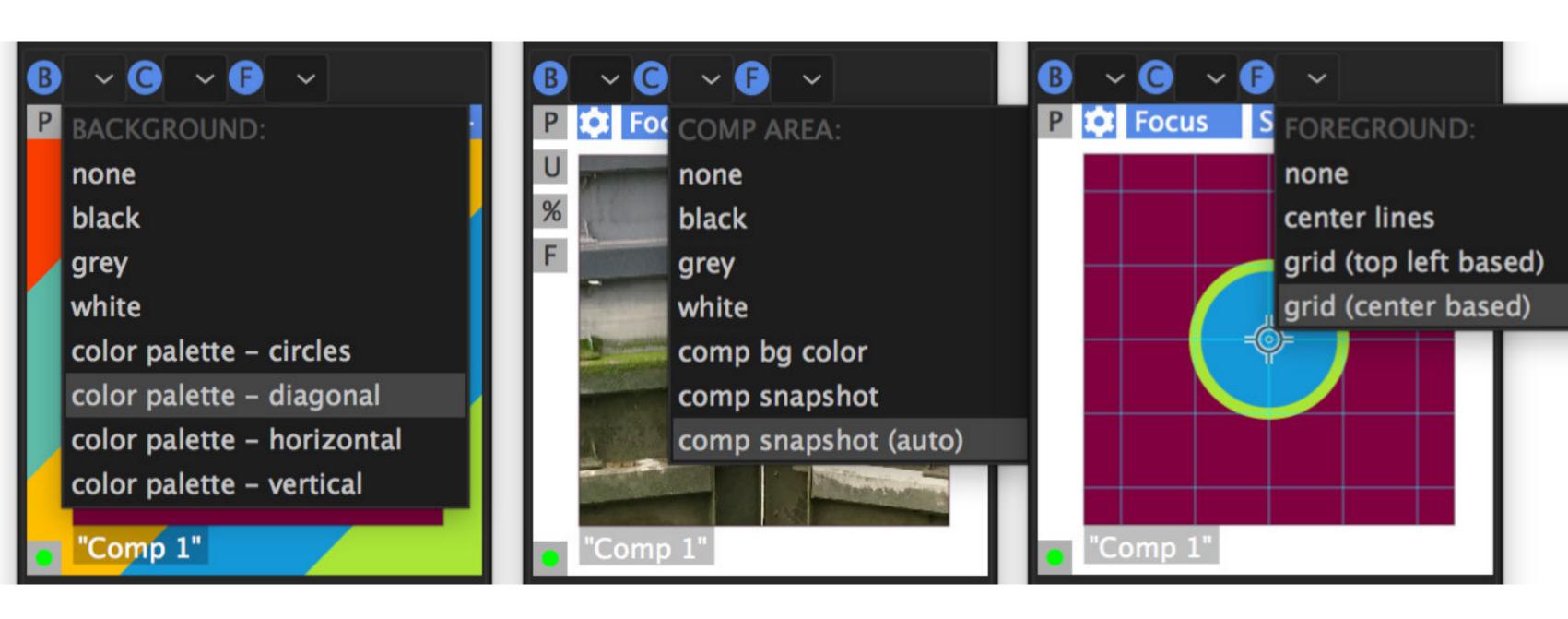
Rounding, Amount of Copies

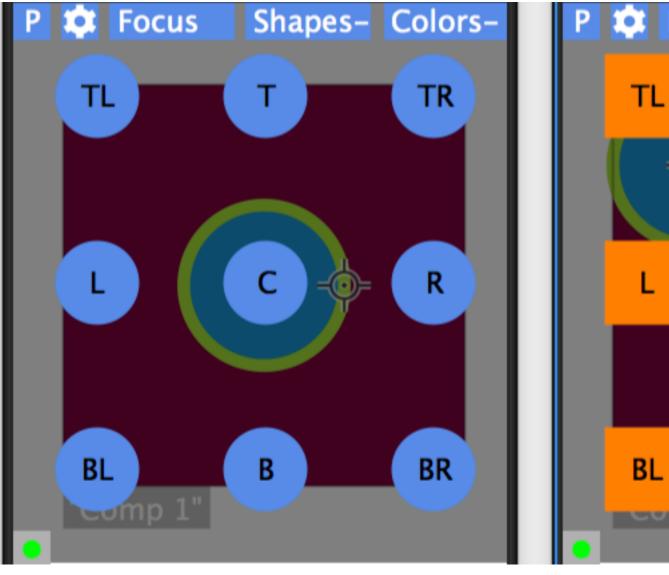
Reset Input Fields to Default

Select Stroke Color

Select Fill Color

Stroke On/Off Fill On/Off

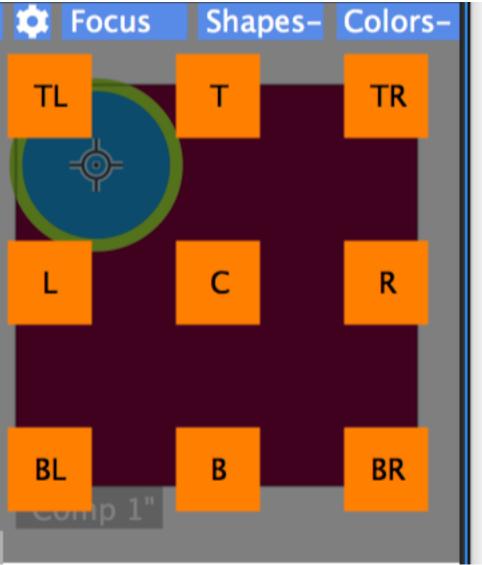




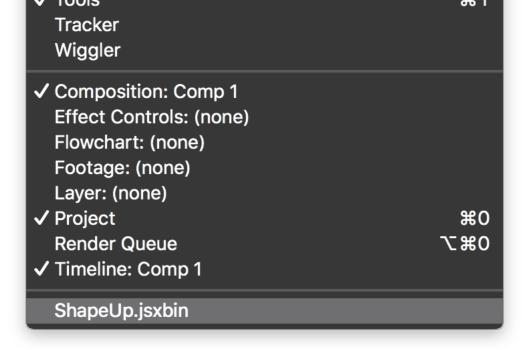
Anchor Position via Alt-Mouse Move + Click

Align to Comp via Shift-Mouse Move + Click

Options to Create Shapes:

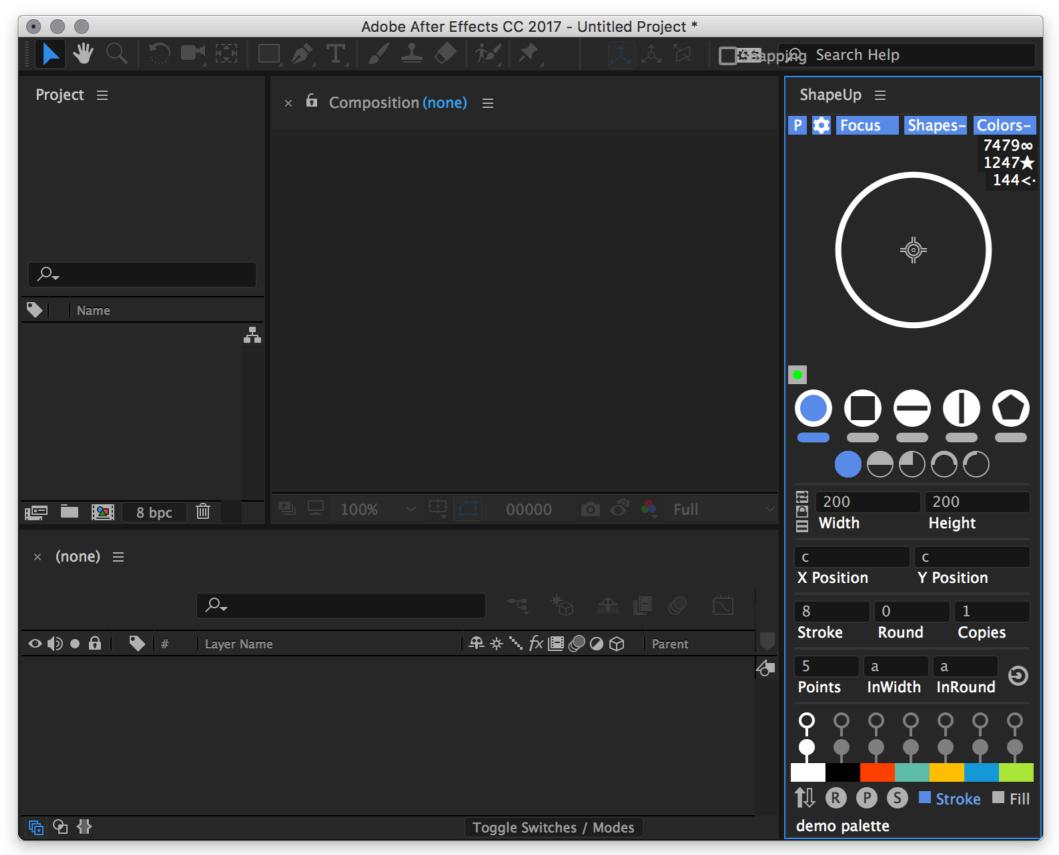


Clicking in the Preview will create the currently displayed Shape
 Clicking the individual Shape Create Buttons: This will create the corresponding Shape even if the Group/Preview is not activated beforehand



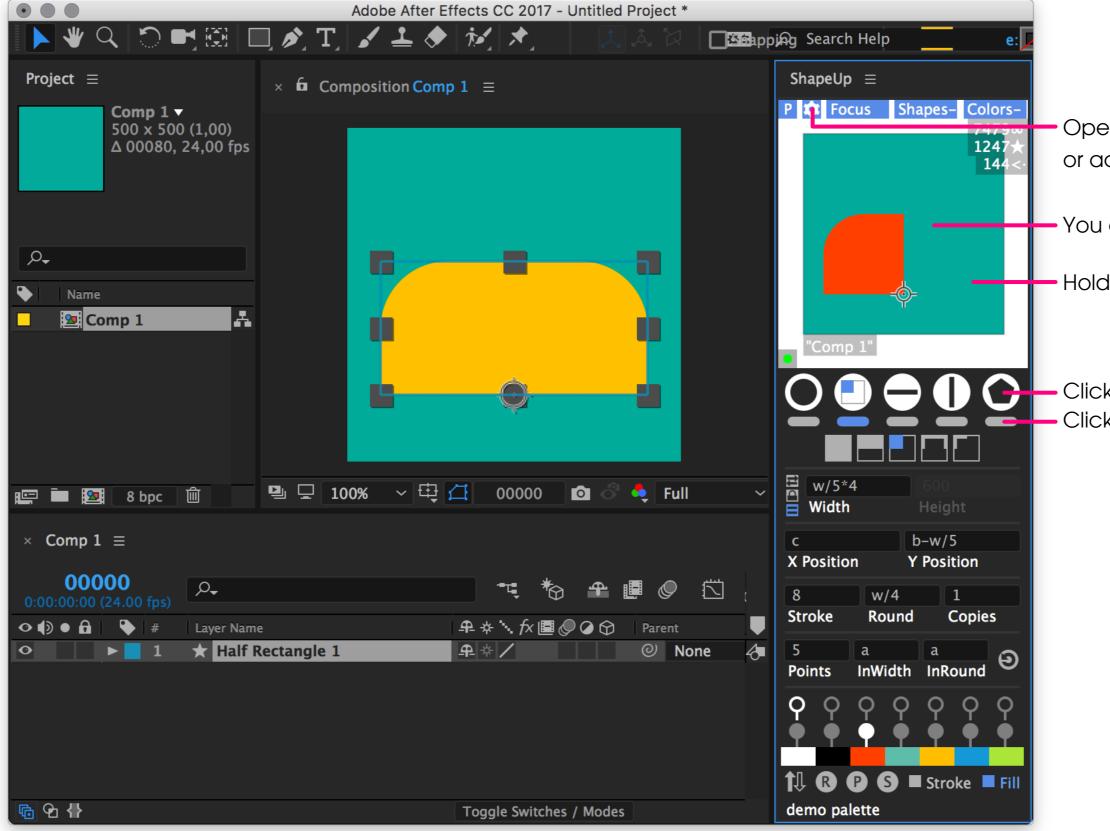
Just Open ShapeUp via Window / ShapeUp

Have it Float or Dock it to your Liking. With no Active Comp, it can look like this:





As soon as you have an Active Comp and hover over the Preview, ShapeUp will adapt it's Preview.



 Open the Preferences, have a Look at the Tokens in the additional Info Window or activate Tool Tips here plus in AE itself.

- You can click in the Preview to create the Shape as you see it in the Preview.

- Hold Alt to Select the Anchor Position and Shift to Align the Shape to Your Comp.

O O O O Click one of the Five Create Buttons to Create the Corresponding Shape. Click the Bar below to Activate the Preview of the Shape Family and to Show it's Sub Shapes.

ELLIPSE - Parametric (AE default)		LINE HORIZONTAL - Custom Path
HALF ELLIPSE - Custom Path		HALF LINE HORIZONTAL - Custom Path
QUARTER ELLIPSE - Custom Path - Rounding via AE's Shape Layer -"Round Corners"	~~~~	WAVE LINE HORIZONTAL - Custom Path - AE's Zig Zag (Smooth)
HALF ELLIPSE OPEN - Custom Path	~~~~~	ZIG ZAG LINE HORIZONTAL - Custom Path - AE's Zig Zag (Corner)
QUARTER ELLIPSE OPEN - Custom Path	•	ZERO LENGTH - Custom Path with no Length - Defined by Stroke Width
RECTANGLE - Parametric (AE default) - Default "Roundness"		PLUS SHAPE - Custom Path - Two Separated Lines
HALF RECTANGLE - Custom Path - Rounding via AE's Shape Layer -"Round Corners"		LINE VERTICAL - Custom Path
QUARTER RECTANGLE - Custom Path - Rounding via AE's Shape Layer -"Round Corners"		HALF LINE VERTICAL - Custom Path
HALF RECTANGLE OPEN - Custom Path - Rounding via AE's Shape Layer -"Round Corners"	<pre> </pre>	WAVE LINE VERTICAL - Custom Path - AE's Zig Zag (Smooth)
QUARTER RECTANGLE OPEN - Custom Path - Rounding via AE's Shape Layer -"Round Corners"		ZIG ZAG LINE VERTICAL - Custom Path - AE's Zig Zag (Corner)
		ZERO LENGTH - Custom Path with no Length - Defined by Width
		X SHAPE - Custom Path - Two Separated Lines

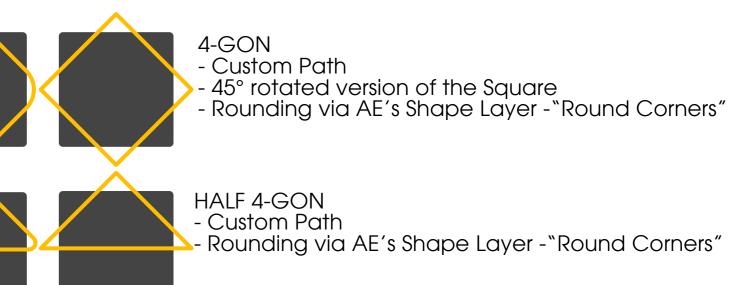




POLYGON - Parametric - Default Outer Roundness



- STAR Parametric Default Options: Inner Width, Inner and Outer Roundness



HALF 4-GON - Custom Path - Rounding via AE's Shape Layer -"Round Corners"



QUARTER 4-GON - Custom Path - Rounding via AE's Shape Layer -"Round Corners"

On Installation and saved in the Factory Settings, Shapes will align to the Cor as you would expect them, e.g. a half Circle will snap to the bottom Edg But as ShapeUp works like a Construction Kit as well, you can uncheck these Bo> and all Shapes will behave like a Rectangle with the set Dimensions. Examp This Time align a Full Circle to the Bottom first. Now switching to the Half Circle ago you can fill the upper Half of the Circle - it won't snap to the Botto

Choose to Launch ShapeUp with a Random Color Palette, the last used one, or set it to the current Palet

Set your Default Preview Optio

If you are using CC, ShapeUp is able to read AE's Grid and Guide Cold plus the main Grid Spacing. For CS6 or just if you need different numbers in Shapel do it here. Grids and Guides are just a visual Help as you can't drag/move shapes ShapeUp's Preview. But using the Grid Spacing as a Token / a fixed Amount is quite help

Score: The 24h Count resets at Midnigh Tool Tips are available as well, which display the available Tokens for each input fie and Key+Mouse Actions. As they are a bit long, they can be separately switched on/o

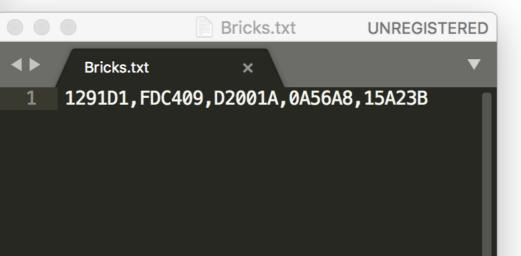


	ShapeUp Preferences	
mp	Line Cap and Join Options: Butt Cap ~ Miter Join ~	Set your favorite Line Op
ge.	Align Lines to Comp Edges: 🔽 (else Align Centered to Orthogonal Width/Height)	
xes ble:	Align PolyStar Family to Comp Edges: 🔽 (else Align Centered to Corresponding "Master-Rectangle")	
ain,	Align Half and Quarter Sub Shapes to Comp Edges: 🔽 (else Align Centered to Corresponding "Master-Rectangle")	
om.	Label Colors: Ellipse Family: Rectangle Family: Line Family: PolyStar Family:	
	1: Red ~ 8: Blue ~ 11: Line ~ 9: PolyStar ~	Set the Label Colors for
tte.	Start Up Color Palette: Random Palette ~ Open Color Palettes Folder	Open the Folder contai
ons.	Start Up Preview Options:       Background:       Comp Area:       Foreground:         white       ~       comp bg color       ~       none       ~	
	Grids: Guides:	"Guides" = Center Lines
ors, Up,	✓ If CC use AE's Grids' Color If CC use AE's Guides' Color	
s in	Else use: Else use: Else use: If CC use AE's Grids' Spacing	
ful.	Else use: 100	Composition Snapshot -
	When Using the Composition Snapshot:	ShapeUp can Save a Sn
	Refresh Rate: 500 Time to Save/Reload the Composition Snapshot. Faster Machines need less Time. Default: 500 ms.	Depending on if the fran the default time of 500 r
it eld	Show Score Show Tool Tips (requires a Restart of ShapeUp to take Effect)	Snapshot or a manual o to Loading it back into S
off.	Save Current Input Values as Default Factory Reset Info and Support	Save Current:
		Saves the Input Values o
	Cancel Save Settings	Factory Reset:
		Will reset the Input Fields
		Info and Support:

ColorP	alettes	3
Name	^	Kind
075 Lime Green.txt		Plain Text
150 Turquoise.txt		Plain Text
175 Cyan.txt		Plain Text
195 Royal Blue.txt		Plain Text
220 Royal Blue.txt		Plain Text
275 Purple.txt		Plain Text
315 Magenta-Red.txt		Plain Text
345 Red.txt		Plain Text
Apple 1of2.txt		Plain Text
Apple 2of2.txt		Plain Text
BabyPlus.txt		Plain Text
Bricks.txt		Plain Text
P		

Info on Color Palettes:

You can open the Folder containing the Color Palettes via the Button in the Preferences. Each Color Palette is saved as a txt Document, containing HEX values. So it is easy to do Maintenance: Copy, modify, create new ones - straight with a text editor or just delete all the unloved ones. ;) You can copy these files to your projects as back up.



Options regarding Caps and Joins.

for the Shape Families.

taining the Color Palettes for Maintenance.

ot - Refresh Rate:

a Snapshot of your active Comp at the current Time. frame is rendered already and on how fast your machine is, 00 ms could be fine. Refresh Time: Time from an auto-triggered al one, if necessary Rendering the frame, saving it to your Drive to ShapeUp.

es as Default, which ShapeUp uses on Start and when you hit the Reset Button.

elds, reset the Default Settings for the Inputs and the Preferences itself.

Find a List with the available Tokens for the Input Fields and open a Support Ticket if needed.

### Trouble Shooting:

"ShapeUp won't Save my Color Palette":

### Limitations:

# ShapeUp. Trouble Shooting & Limitations & Known Issues

Please use just alphanumeric Characters, Dashes and Underscores.

"The Comp Snapshot Function doesn't work": Try increasing the Refresh Rate in the Preferences.

When working with the **Comp Snapshot**: To keep it simple and avoid cluttering your Computer, there is only one Comp Snapshot.

So when you Switch between Comps, you will have to manually Update the Comp Snapshot, or create a Shape when Auto is on.

Using the Position of a selected Object ("s"-Token in the Position Input Field) does not work with Layers utilising Expressions on their Position. But it works with Layers with a animated Position via Keyframes and with Layers, which have one Parent, but not if they are rotated or scaled. As ShapeUp is build within the "Legacy" Scripting Language, there are some Limitations to the Preview:

In General, the Preview should be a Visual Help for you to get an Idea about Dimensions of the Shape in Relation to your Comp, you can try Colors, change the Anchor Position and do the Alignment. But ShapeUp can't display everything and not in every Detail.

Line Caps and Joins: CS6 will use Round Caps all the Time, CC Projecting Caps... Sorry.

But of course, all Lines will be Created in your Composition as you defined them in the Preferences.

Polygons and Stars: I implemented the Display of up to 18 Points - I hope, that is enough for you. Of course ShapeUp will Create as Many Points as you define - more than 18. The Rounding, Inner Width and Inner Rounding won't be displayed. When you get to extreme Roundings of the special 4-gon (matching a corresponding Square in Size), the Rounding wll not be that accurate in the Preview.