1.0

STAIRCASE
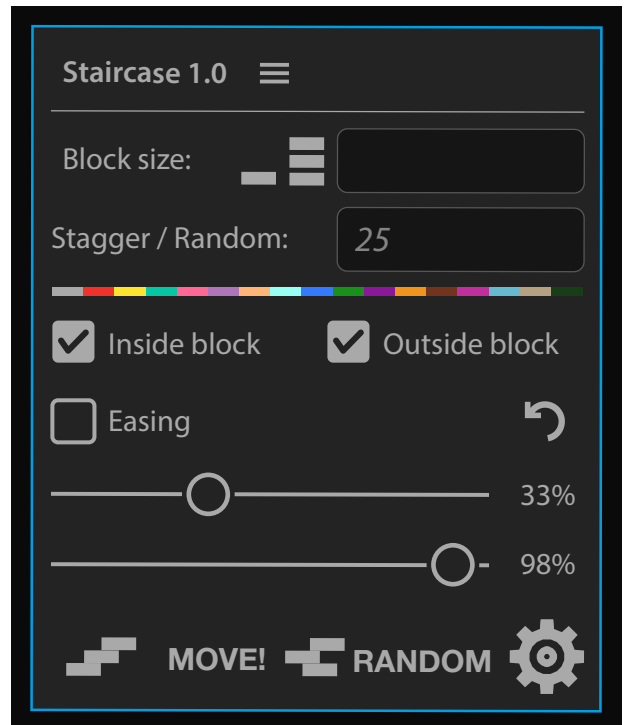
Staircase is a tool for After Effects that allows you to quickly stagger, sequence and randomise blocks of layers.

Divide your layers into seperate blocks via block size, or via label colour.

Staircase comes with some great additional features like staggering based on position, adding easing to each block and fading between blocks when sequencing.

You can also modify the UI to only show the features you use most.

Installation

1. Unzip the compresssed file you have downloaded and move "Staircase 1.0.jsx" to the "ScriptUI Panels" folder, located here:
Windows:
Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\Script UI Panels
Mac OS:
Applications/Adobe After Effects <version>/Scripts/ScriptUI Panels

2. Allow Staircase access to the network to avoid errors while loading the script.
You can do this by checking the box under General tab of After Effects Preference pane:
Windows:
Edit > Preferences > General
Mac:
After Effects > Preferences > General

Once installed, restart After Effects and run the script. You can find it under:
Windows > Staircase 1.0

Interface

In order to save precious real estate on screen, Staircase shares some input fields. Depending on what boxes are checked and what fields have values in them, depends on the functions Staircase provides when run.
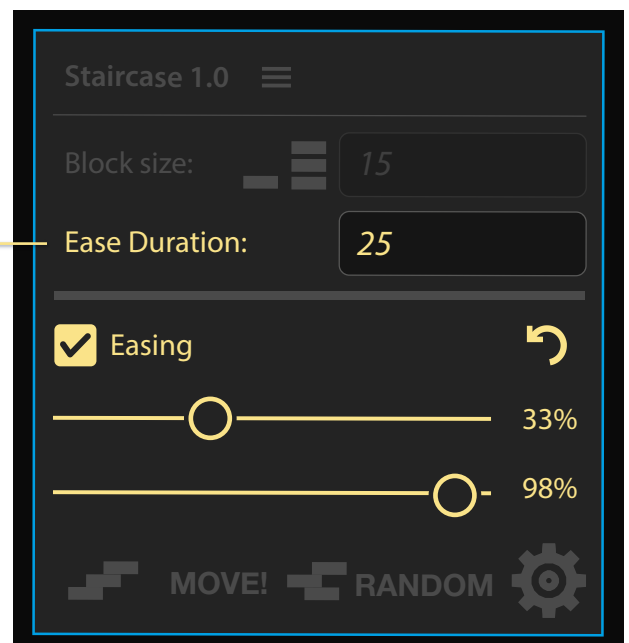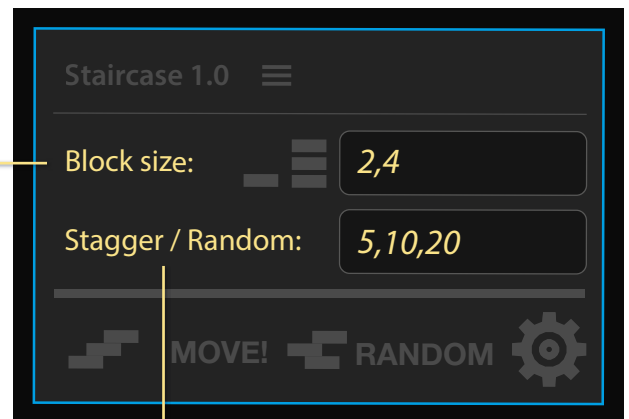
If "Block size" has values in it, Staircase will assume you want to seperate your selected layers into blocks of however many values you entered.

If "Block size" is empty. Staircase will assume you want to seperate the blocks via label colour. When "Block size" is empty and layers are selected, Staircase will show you what coloured labels are selected by highlighting them in the UI.
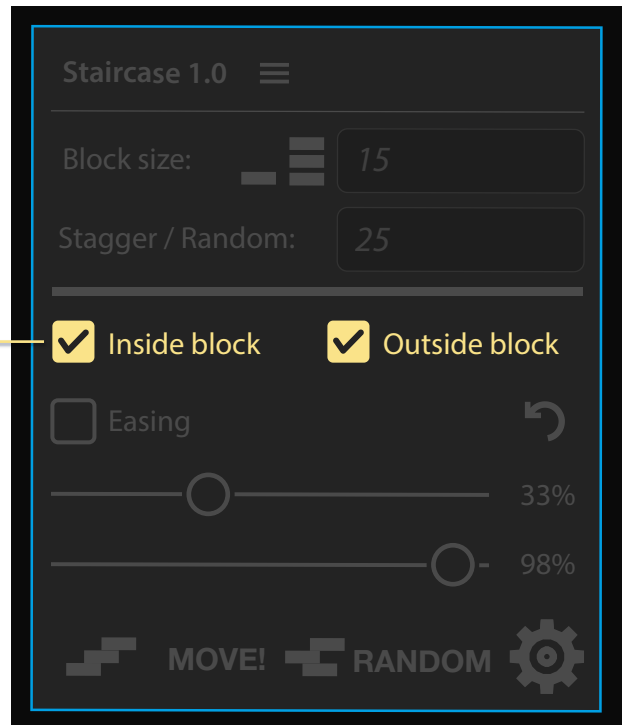
If "Stagger / Random" has values in it, and you click **"MOVE!"** Staircase will assume you want to stagger each block (or inside each block), by the values entered in the text area. If you click **"RANDOM"** Staircase will assume you want to randomise each block up to a maximum of the value you entered.

If "Stagger / Random" is empty. Staircase will assume you want to sequence each block.

If the easing UI is enabled, and "Easing" is checked, the "Stagger / Random" field becomes "Ease duration". Staircase then assumes you want to ease layers or blocks to a maximum duration of the value entered.

The "Inside block" and "Outside block" check boxes allow you to either affect the layers inside of each block, the outside of each block. (e.g. from one block in relation to another) or both.

Modifier Keys

Staggering:
Alt + Click will stagger selected layers / blocks based on their position.
Note: You can control more of the position properties in the settings.

Sequencing:
Shift + Click will add a fade to the front of the block.
Alt + Click will add a fade to the back of the block.
Shift + Alt + Click will add a fade to the front and back of the block.
Note: You can control more of the fade properties in the settings.

Random:
Shift + Click will randomise the block forwards and backwards in time up to the maximum value inputted.
Note: You can control more of the randomise properties in the settings.

STAIRCASE

Settings

Show block controls in main UI
This will either show or hide the "Inside block" and "Outside block" check boxes in the main UI. Reload the script to see changes.

Show easing controls in main UI
This will either show or hide the easing controls in the main UI. Reload the script to see changes.

Unit Value
This alows you to choose a unit value of frames, seconds or minutes.
Note: For subframes just enter a decimal.

Round to nearest frame
This will round to the nearest whole frame when easing.

Fade time:
This is the maxium fade value for each block. It is dependent of what the unit value is (See above).

Ignore layers outside fade time
When checked, this won't add a fade to any layer that doesn't start or stop within the specified fade time of a block.

Start from CTI
This will move all selected layers to CTI when performing an action.

Random from CTI
When checked, this will randomly move all blocks forwards to a maximum specified value from the CTI. When unchecked it will move forwards randomly from the most lowest in-point of all selected layers.

Merge coloured blocks
When checked this will merge blocks with the same label.

Equal Positions same time
When checked, if two or more layers have the same position they will be offset by the same amount.

Position based on bounding box
When checked, position is calculated based on a layer or blocks nearest edge in relation to the direction selected. If unchecked it is based on the center of the layer or block.

Block Direction
This controls which direction the layers inside blocks are staggered when based on position.

Comp Direction
This controls which direction blocks are staggered in relation to other blocks when based on position.