

**quadrateFX**

## description

**quadrateFX** is a tool for Adobe After Effects, specifically designed to create random vector tiled rectangles simulating the treemapping method of displaying data.

## installation

**quadrateFX** can be run as a dockable panel or as a window.

To install and run as a dockable panel (will be visible in the "Window" menu):

1. Copy the file **quadrateFX.jsxbin** into the folder:  
    "..Support Files/Scripts/Script UI Panels" (on Windows)  
    or "..Scripts/Script UI Panels" (on MacOS) of your After Effects installation.
2. Restart After Effects

To install and run as a window (will be visible in the File -> Scripts Menu):

1. Copy the file **quadrateFX.jsxbin** into the folder:  
    "..Support Files/Scripts/" (on Windows)  
    or "..Scripts/" (on OS X) of your After Effects installation.
2. Restart After Effects

# interface 1/3

The script can be run as a dockable panel (will be visible and run from the "Window" menu of After Effects) or in "window mode" (visible and run from the File -> Scripts menu). The mode depends on which folder you install the script in (see instructions on page 2)

Clicking on the logo brings up a window with small help tips.

By default all generated boxes are put in a single shape layer

By checking this checkbox every box is put on a separate shape layer

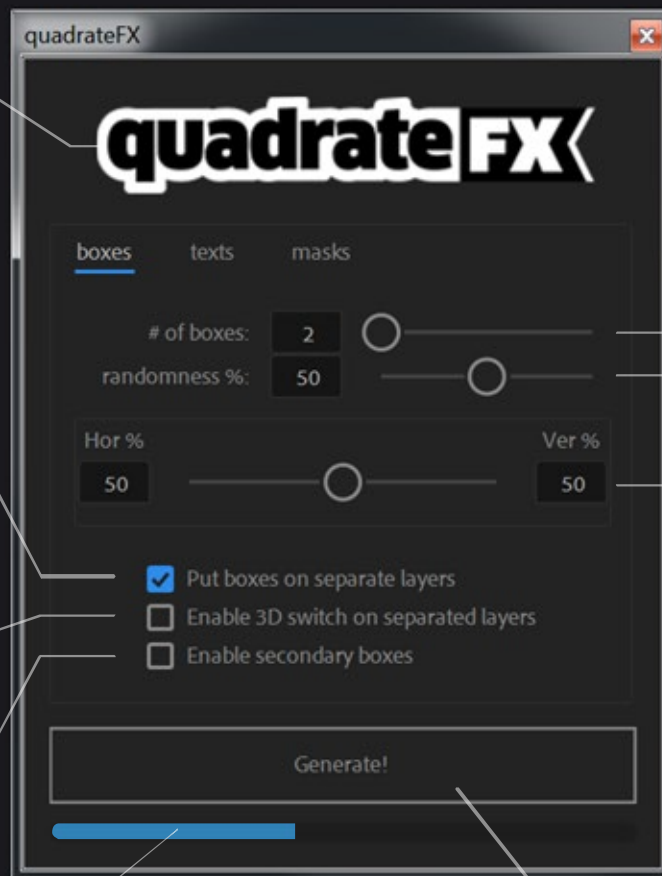
Enables the 3D switch for each separated box shape layer

(this checkbox is enabled only when the "Put boxes on separate layers" is checked)

Generates additional secondary boxes inside the primary boxes

Progress bar

(only visible when the script is run in "Window" mode)



Set the total number of boxes to be generated

Adjusts the size randomness of the generated boxes

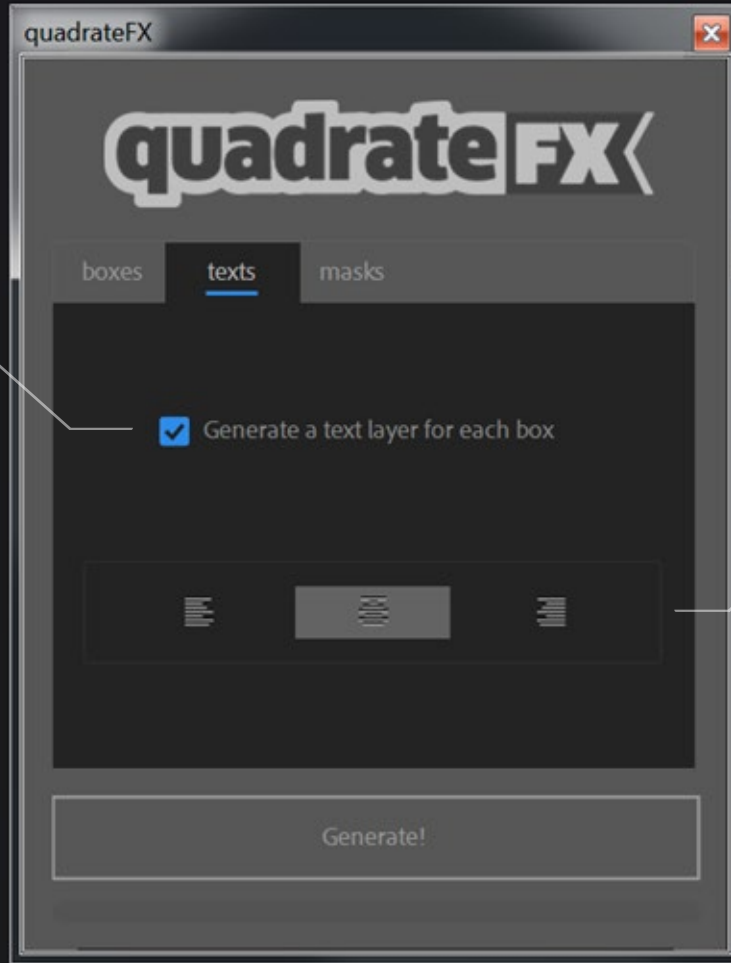
Adjusts the ratio between horizontal and vertical generated boxes

Starts the generation procedure

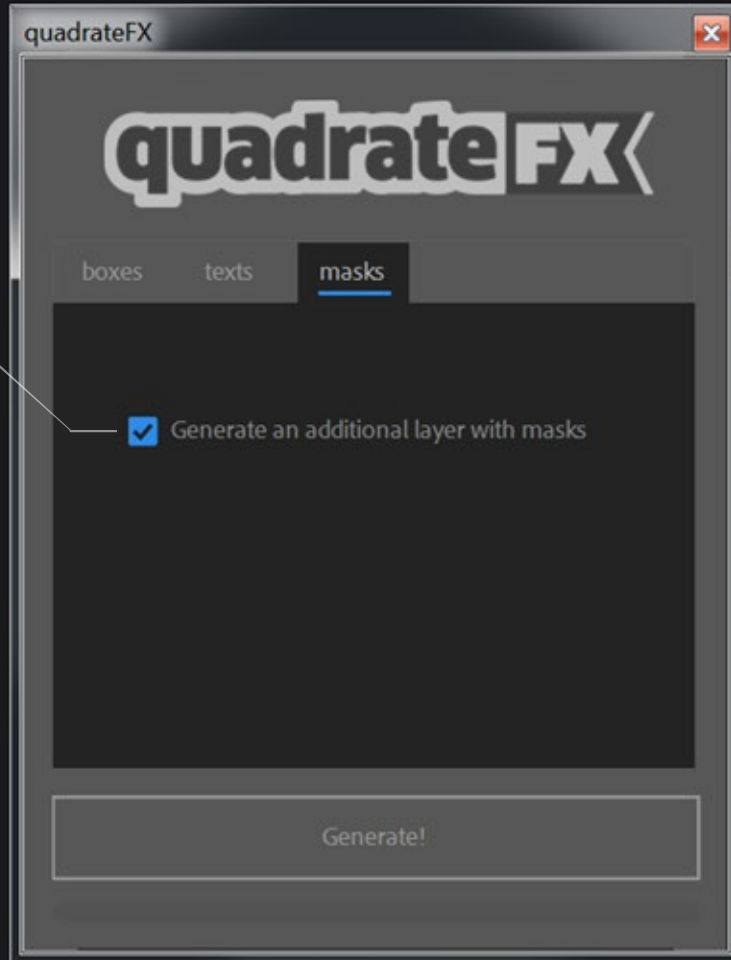
Generates a dynamic text layer in the center of each generated box

The source of the text is controlled from the effects panel and can show the following values:

- Position X \_
- Position Y \_
- Position X & Y \_
- Extrusion Depth \_
- RGB Values - Horizontal \_
- RGB Values - Vertical \_
- Index Number \_
- Random Numbers [00-99] \_
- Random Numbers [000-999] \_
- Random Numbers [0000-9999] \_
- Random HEX Code \_
- Area Of Rectangle \_



Set the alignment for the text numbers



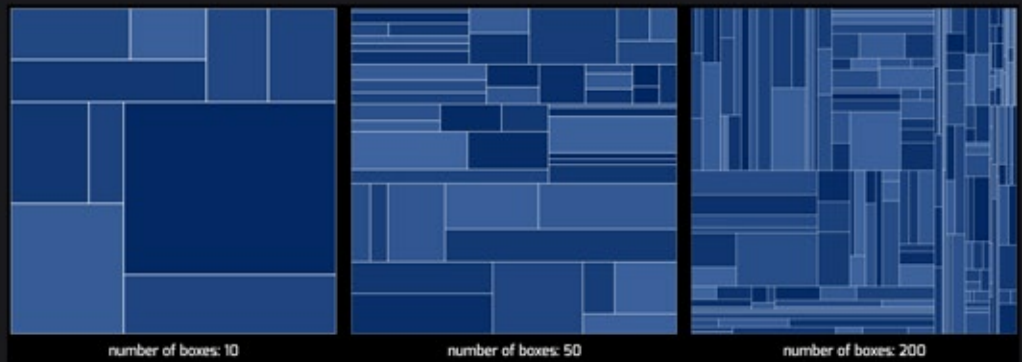
Generates an additional solid layer with all the primary boxes as masks.

Note that this layer, is a simple solid layer which does not interact with quadrateFX's effect controls and does not include any secondary boxes.

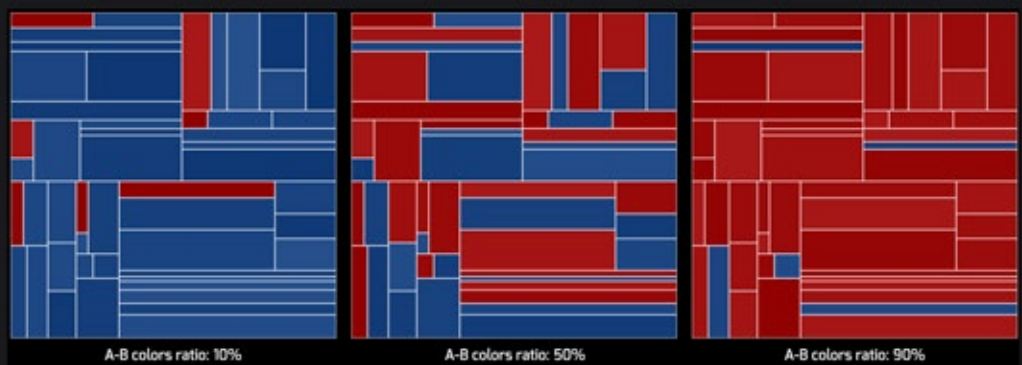
Its intended use is to function as a source layer for third party plug-ins such as 'Element3D'.

# examples

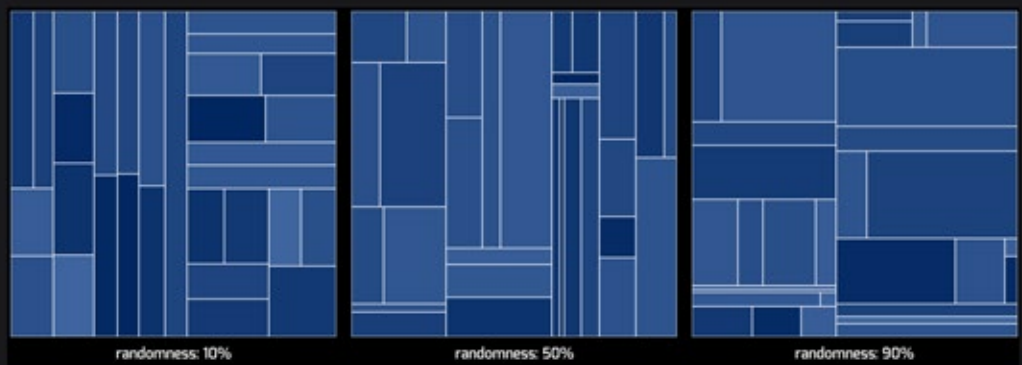
Examples of different numbers of generated boxes



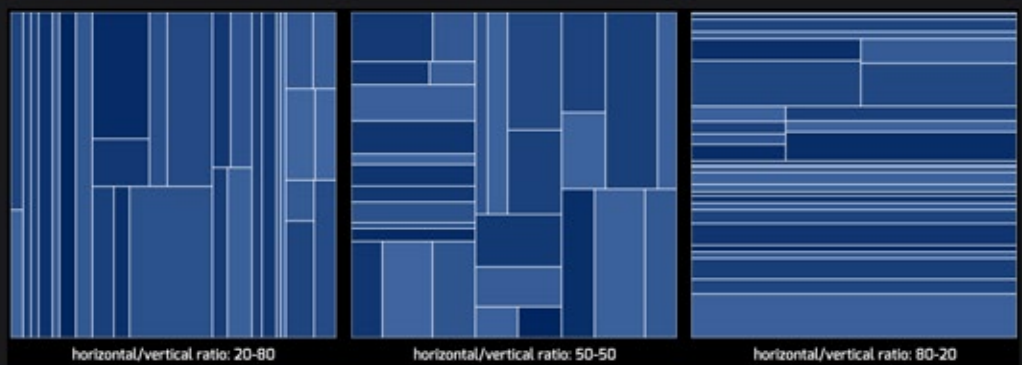
A-B Colors ratio examples



Size randomness examples



Horizontal/Vertical ratio examples



# effect controls

Once the boxes have been created, you will find a number of the following effect controls in the effect panel of the shape layer of quadrateFX.

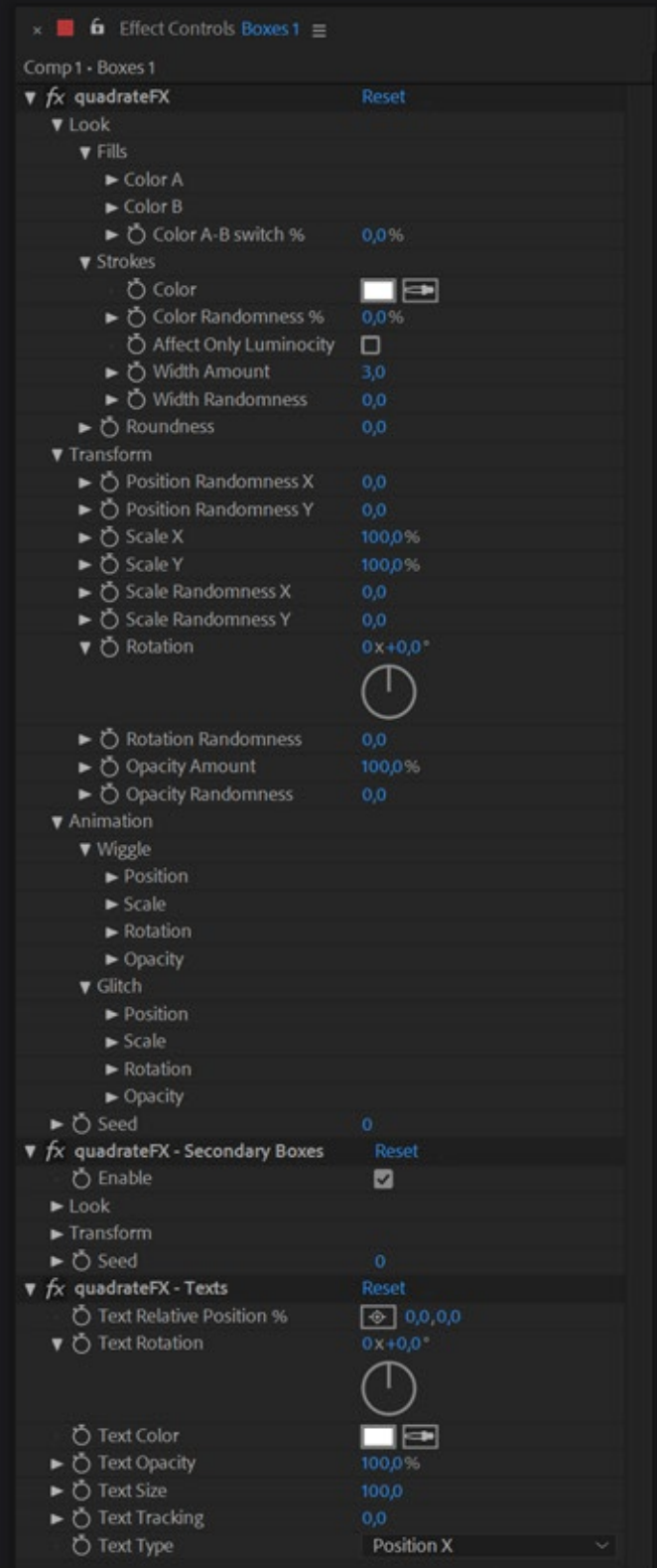
effect controls for adjusting the look of the boxes

effect controls for adjusting the position, scale, rotation and opacity of the boxes

effect controls for animating and glitching the boxes

effect controls for adjusting the look of secondary boxes

effect controls for adjusting the dynamic text layers



## compatibility

The script is compatible and has been successfully tested on:

- After Effects CC
- After Effects CC 2014
- After Effects CC 2015
- After Effects CC 2015.3
- After Effects CC 2017
- After Effects CC 2018
- After Effects CC 2019

on both Windows and Mac OS platforms.

## trial limitations

You can test quadrateFX free for 7 days. In trial mode these limitations apply:

- The “# of boxes” value goes only up to 20.



### 1.05 December 27th, 2018

- **added:** quadrateFX is now fully compatible with After Effects CC2019

### 1.04 November 25th, 2018

- **added:** option to generate a solid layer with all the generated boxes as masks
- **fixed:** setting the text-type to "Extrusion Depth" on 2D separated layers no longer displays an error
- **fixed:** The "affect luminosity by size of boxes" was reversed. It now works as intended.
- **changed:** quadraFX no longer uses the "Tahoma" font as the default font for every text layer it generates. It will now use whatever font is selected in the After Effects Character Panel upon generation.

### 1.0 August 30th, 2018

- initial release

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This script is provided "as is," without warranty of any kind, expressed or implied. In no event shall the author be held liable for any damages arising in any way from the use of quadrateFX.