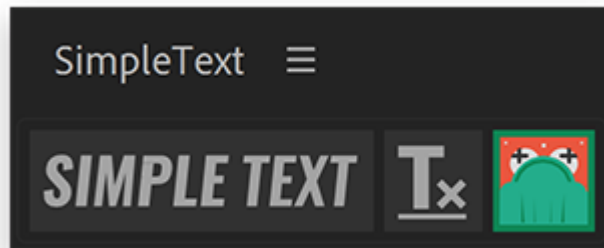


Simple Text V1.0.0

Simple Text for After Effects



Simple Text creates controllers based on shape layers to create text animations. It was developed to be simple, you will use tools you already know from After Effects to create your text animation.



Create text animations in 3 steps

1. **Convert your text layer.** Select the text layer and apply **Simple Text**.
2. **Create your animation.** Use the shape layer to create the animation.
3. **Define the type of delay and the time.** You can choose different types of delay and the entry time between the letters.



SimpleText - Text Animation Script for After Effects

<https://www.youtube.com/watch?v=LZ3FXdp0Mxc>

Installation



Video tutorial



Simple Text - Installation

<https://vimeo.com/399961876>



Step by Step

After Effects CC 2019 or above

- From After Effects CC 2019 or above, you can install scripts by clicking on the following menu.

File > Scripts > Install Script UI Panel...

- Select the file **SimpleText.jsxbin**.
- Close After Effects and open it again.

After Effects CS 6 to CC 2018

- Copy the **SimpleText.jsxbin** file into the After Effects script folder.

Mac OS: `Applications\After Effects<version>\Scripts\ScriptUI Panels`

Windows:

`Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\ScriptUI Panels`

- If After Effects is open, close and open it again.



Starting Simple Text for the first time

Start the script through the After Effects script menu.

Window > SimpleText.jsxbin

If requested, enable **Allow Scripts to Write Files and Access Network**.

You can dock the script wherever you want, by clicking and dragging over the panel name.



Adjustments to ensure the best performance

- If you have a compatible graphics card, enable **GPU Acceleration**.

File > Project Settings... > Video Rendering and Effects

- In After CC 2019 or higher enable **JavaScript Expression Engine**.

File > Project Settings... > Expressions

The script is ready to use! ☐

Quick Start

Video tutorial



Simple Text - Quick Start

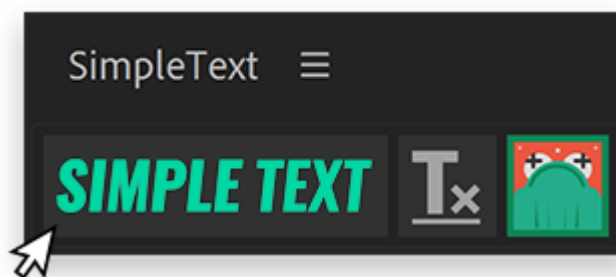
<https://vimeo.com/399961864>

Learn in three steps

1 Convert your text layer

Select a text layer and press the **Simple Text** button:

- **Normal click** for letter animation;
- **Right-click** for word animation;
- **Shift-click** for line animation.



2 Create your animation

The script created a composition known as **Animator ID:1**. Open this composition and use the Animator layer to create your animations.


You can use the following parameters to control the animations of your text layer:

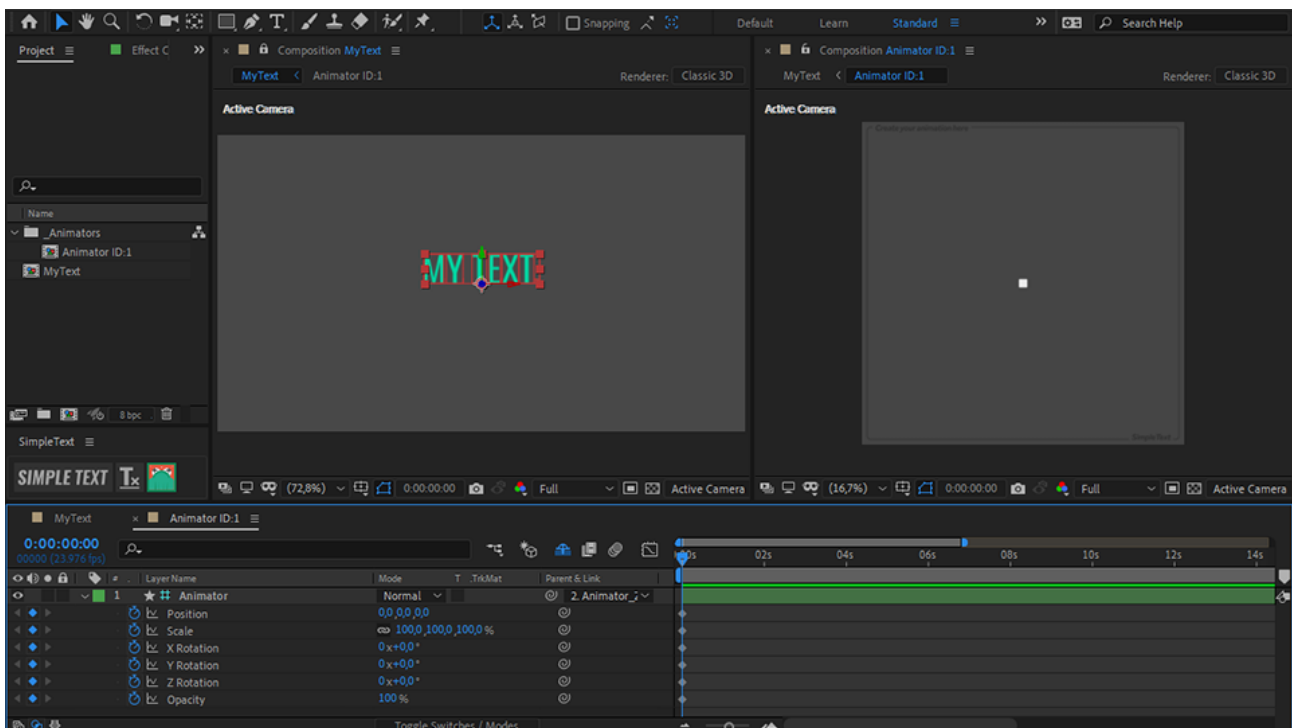
- *Anchor Point*
- *Position*
- *Scale*
- *Rotation*
- *Opacity*

For your text to be in its original position, all parameters must be zero, except for scale and opacity, which must be at 100%.

Please note that you can manipulate the Beziers of the animation path and also use the Graph Editor to adjust the speed curves between the keyframes.

To make it easier to view and create the animations, create a new Viewer by clicking on `View / New Viewer`.

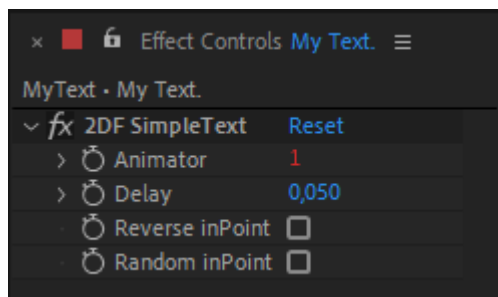
 Also use the shortcut `Ctrl (Cmd on Mac) + Alt + Shift + N`.



3 Adjust the delay you want

Applied to your text layer, there is an effect known as **2DF SimpleText**. In it, you can adjust the input delay between one letter and another, based on seconds.

You can also choose the entry order. Generally speaking, it is **normal** (from left to right). There are specific buttons for **reverse** delay (from right to left) and **random**.



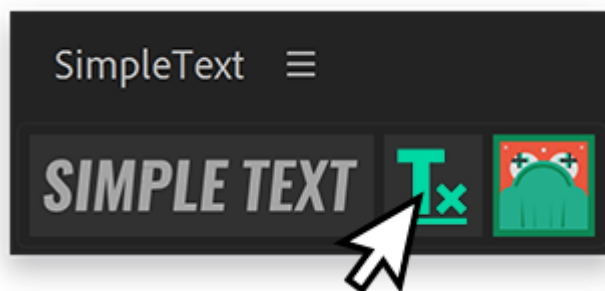
Additional information

Updating a text

If you need to change a text, you may need to maintain Simple Text. This is because the script creates an exact number of animators for each letter. To update, just click the **Simple Text** button with the selected layer, so it will update the animation structure.

Removing Simple Text from your text

If you want to remove the animations from your text layer, click the **Remove Text Animations** button in the script. The script will keep all effects applied to the text.



Animators



Video tutorial



Simple Text - Animators

<https://vimeo.com/399961852>



Meet the Animators

Animators are compositions created by **Simple Text** to command your text animations.

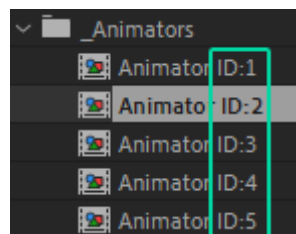


To keep the text animation looking the same as the Animator animation, it is important to keep the font size 50 to average, use the scale parameter of the text layer to adjust its final size.

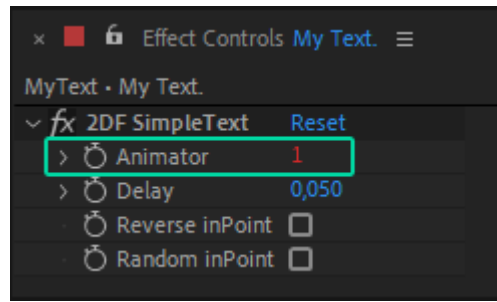


Creating Animators

Each time **Simple Text** is applied to a text layer, a new Animator is created. **Animators** are identified by their respective numbers.



In your text layer, you can switch between the Animators already created by typing the intended number in the Animator field of the 2DF effect SimpleText.



You can use the same Animator in different text layers, you can apply **Simple Text** with the Animator selected in the project. In case the text layer already has **Simple Text** applied, simply select the animator number in the **2DF Simple Text effect**.

If **Simple Text** is applied to more than one text layer, an animator will be created for all of them.

To create variations of an animator, you can simply duplicate it.

 Select the animator in the project and click `Ctrl (Cmd no Mac) + D`

Organizing Animators

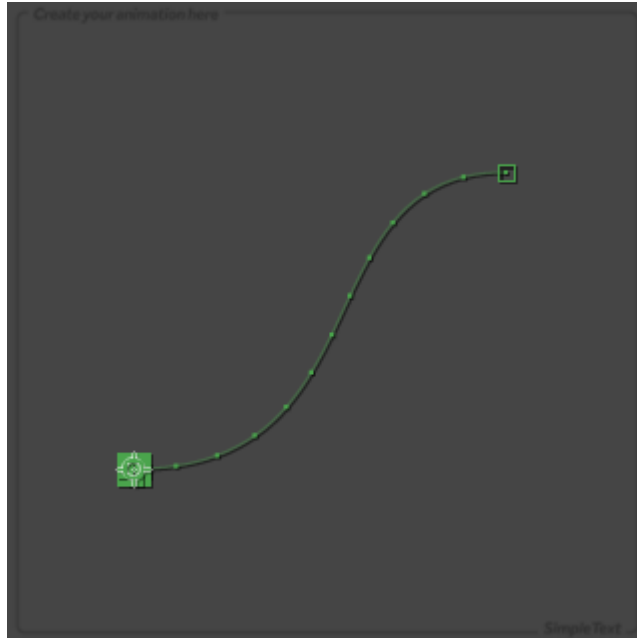
To facilitate the animators organization, you can use comments and sub-folders in the project.

Name	Comment
└ _Animators	
└┬ Animate In	
└ Animator ID:1	Jumping letters
└ Animator ID:2	Fast and Furious
└ Animator ID:3	Crazy Spin
└┬ Animate Out	
└ Animator ID:4	Falling letters
└ Animator ID:5	Animator 4, different timing

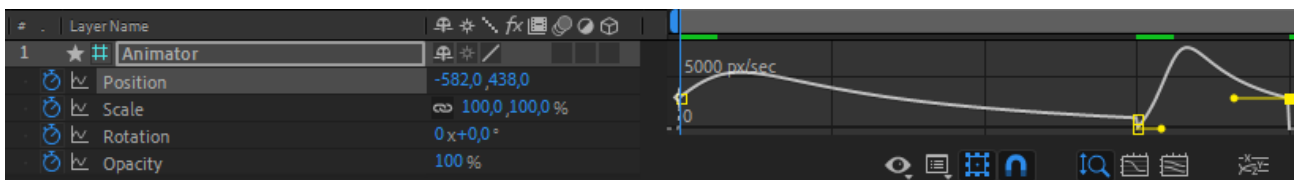
You can save your favorite animators. Just save them to a project and import that project when necessary.

Advanced techniques

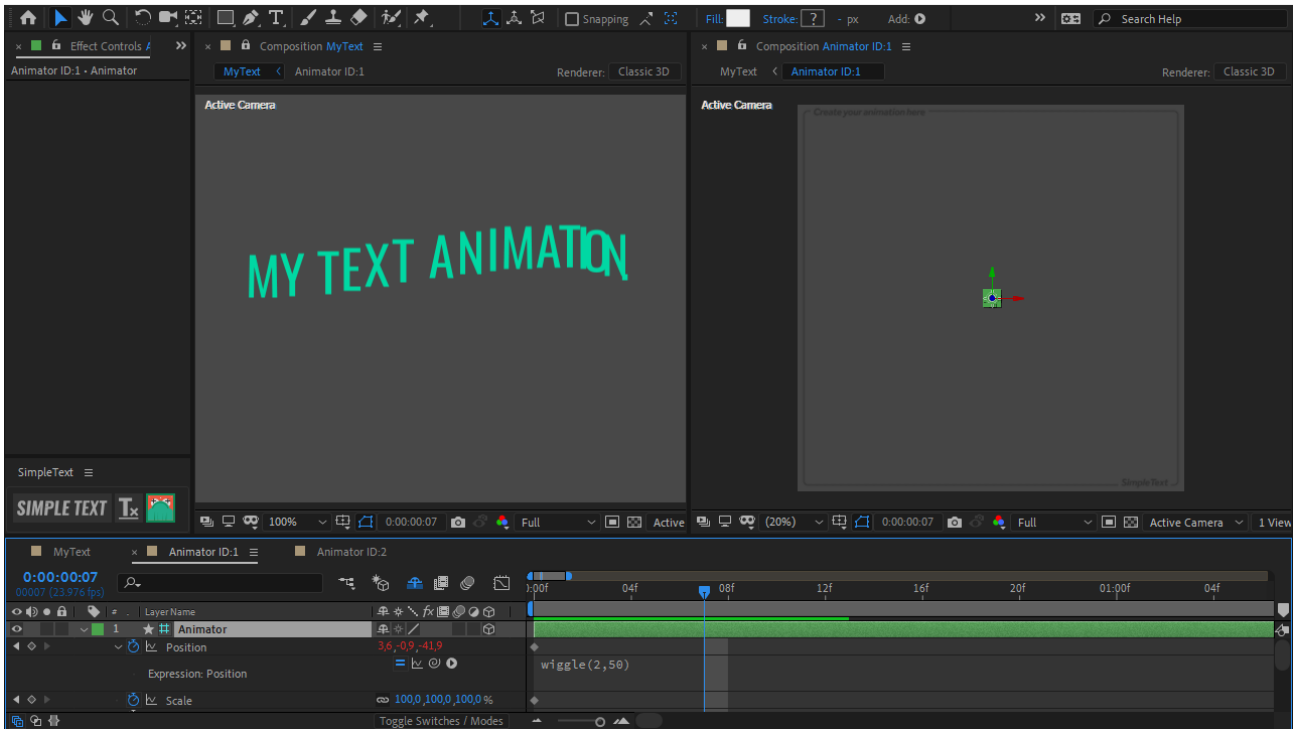
With Animators, you have total control over the animations. You can manipulate the Beziers of the animation path.



Use the Graph Editor to adjust the speed curves between the keyframes.



You can apply expressions in the animation parameters.

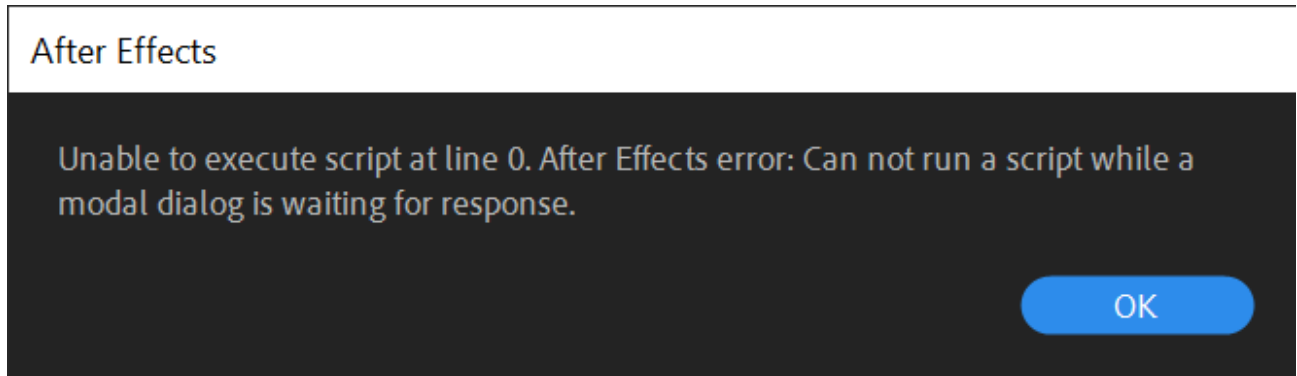


Divide your text into parts to use more than one animator with different types of delays in the same sentence.



FAQ

I received a notification at the end of a render, what does it mean?



Messages like this can happen at the end of the render.

Depending on the version of your After Effects you may receive this message. This has to do with the technology used to create the buttons, but it has no impact on your work.

At most, it may be necessary to restart the script, closing and opening it again through the Window menu in After Effects.

The script buttons are flicking or are gone, what to do?

After Effects is dynamic software, sometimes in some updates they end up messing with settings that change the behavior of some scripts.

This can cause this type of behavior in Simple Text. Usually the buttons return to normal on their own, but if necessary, close and open the script again via the Window menu in After Effects.

The script suddenly stopped working giving an 'Unable to

execute script at line X' error message.

Usually this type of error is also resolved by closing and opening the script again. Sometimes this process needs to be done twice to ensure that the script restarts completely.

The cause of these errors can be the most variable, but in the vast majority of cases just restarting the script already solves the problem.

I received the message "This script is optimized to work with up to 100 letters. The layer X has X letters, you may face some instability. Do you want to continue?". What to do?

The script depends on a huge amount of expressions to make it possible to create text animations more quickly and intuitively. This can make your After Effects or its renders slow down when working with many texts simultaneously. The solution in these cases is to pre-render with alpha channel layers or compositions that are already finished. This will reduce the number of expressions being calculated, and make your workflow faster.

Acknowledgments

Gratitude and Recognition 🙌

I hope this script will reach its goal of being **simple enough to make your life easier by turning text animations in After Effects into something quick and intuitive.**

Studying scripts and coming up with a new solution that can generate real value to users **was only possible because I could rely on people who used their time to help me learn this new skill.** Whether it was about creating courses, testing the script or even openly sharing knowledge, to the point I will have a hard time being square with them.

For this, I'm thankful to everyone who contributed, right from the initial stage of this project, that happened via social media, in which many people shared their difficulties related to text animation in After Effects.

My special thanks go to these people, some of them quite close to me, others who don't even have an idea about who I am:

- **Cristina Camila Marques:** Such an amazing wife, even during the first year of life of our daughter Camila and the third year of our son Lucas (that period when children are simply tireless), and during the Covid-19 pandemic when we were locked at home, she made it possible for me to find space to study and commit myself to this project.
- **Adam Plouff:** Besides creating amazing tools that I continue to use and love, he is an amazing guy, who replied to all my questions in a super open and honest way. He also developed the base interface tool used in the script, called **Battlestyle**.
- **Arthur Ferraz:** For creating the audios of the promos and tutorials of Simple Text.
- **Gabriel Goldman:** For all the support with the tutorials and initial tests of the script on Mac OS. He also gave me the initial insight for the script, and probably didn't know that.
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- **Filipe Campeiro**: Beta tester of the product and also of the strategies and launch.
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- **Dan Ebbert**: I could find many people in forums who had the same questions as I did about expressions and scripts. In 90% of the cases, it was this guy who had the right answer.
- **Jeff Almasol**: He develops RD Scripts, great tools, which make life much easier for those who develop scripts.
- **Nico Duduf**: Besides developing the amazing DUIK, he keeps the project free and open-source, which is extremely important for those who are studying scripts.
- **Mathias Moll**: Outstanding courses not only about scripts but also an initiation to the world of programming.
- **Tomas Sinkunas**: Script Developer for AE, in the CEP times, he continues studying and taking the UI Script to its limit, and making the codes of his studies available.
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- **Zack Lovatt**: The study guide that he recommends for those who want to learn scripts is perfect. He is also very active in the scripting communities, helped a lot in discussion forums.
- **Friends and family** in general with whom I was able to talk about this project at all levels.
- A plethora of **users from the motion graphics communities** and After Effects forums.

