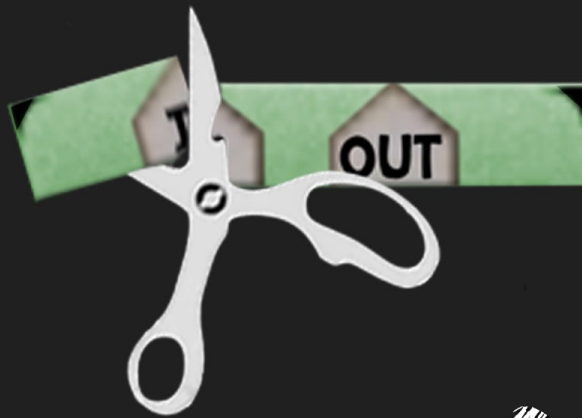# RAPID Reel Composer

NO MORE
TRIMMING | Splitting

Edit Videos For:

- ⌂ Instagram | Tiktok
- ⌂ Social Media Reels
- ⌂ Travel Videos
- ⌂ Vlogs
- ⌂ Family Memories
- ⌂ Tutorials
- ⌂ Cooking Videos
- ⌂ Art Projects
- ⌂ Speed Art

AND MANY MORE!!..

KUPU CREATIVE MEDIA
kupucreativemedia.com

RAPID REEL COMPOSER 1.0
USER GUIDE

Rapid Reel Composer is a powerful After Effects script designed to simplify your video editing process and enable you to effortlessly create social media reels and short videos in just a few clicks. This tool eliminates the need for manually trimming and splitting lengthy footage. To split your video into shorter clips, all you need to do is place markers by pressing the asterisk (*) key on your keyboard at the desired sections of your footage. Rapid Reel Composer will automatically split the selected layer into multiple short clips at the marker locations. Rapid Reel Composer is loaded with various other convenient features that will save you time and streamline your workflow, reducing the need for repetitive tasks. You can use Rapid Reel Composer in Premiere Pro using an alternative method.

Installation

Rapid Reel Composer is a .jsxbin file which needs to be installed into the ScriptUI Panels folder of the latest After Effects version you are using.

Preferred Method

Download and install the [aescripts + aeplugins Manager app](). Log in using your AEScripts.com credentials. Once you have purchased the Rapid Reel Composer script, it will appear in the list of available scripts the app will manage the rest for you.

Manual Installation

1. Download the Rapid Reel Composer zip file and extract the file.
2. Copy the "Rapid Reel Composer.jsxbin" file to the After Effects\Script\ScriptUI Panels\ folder.
3. Restart Adobe After Effects.

ScriptUI Panels folder path for Windows and Mac users are different.
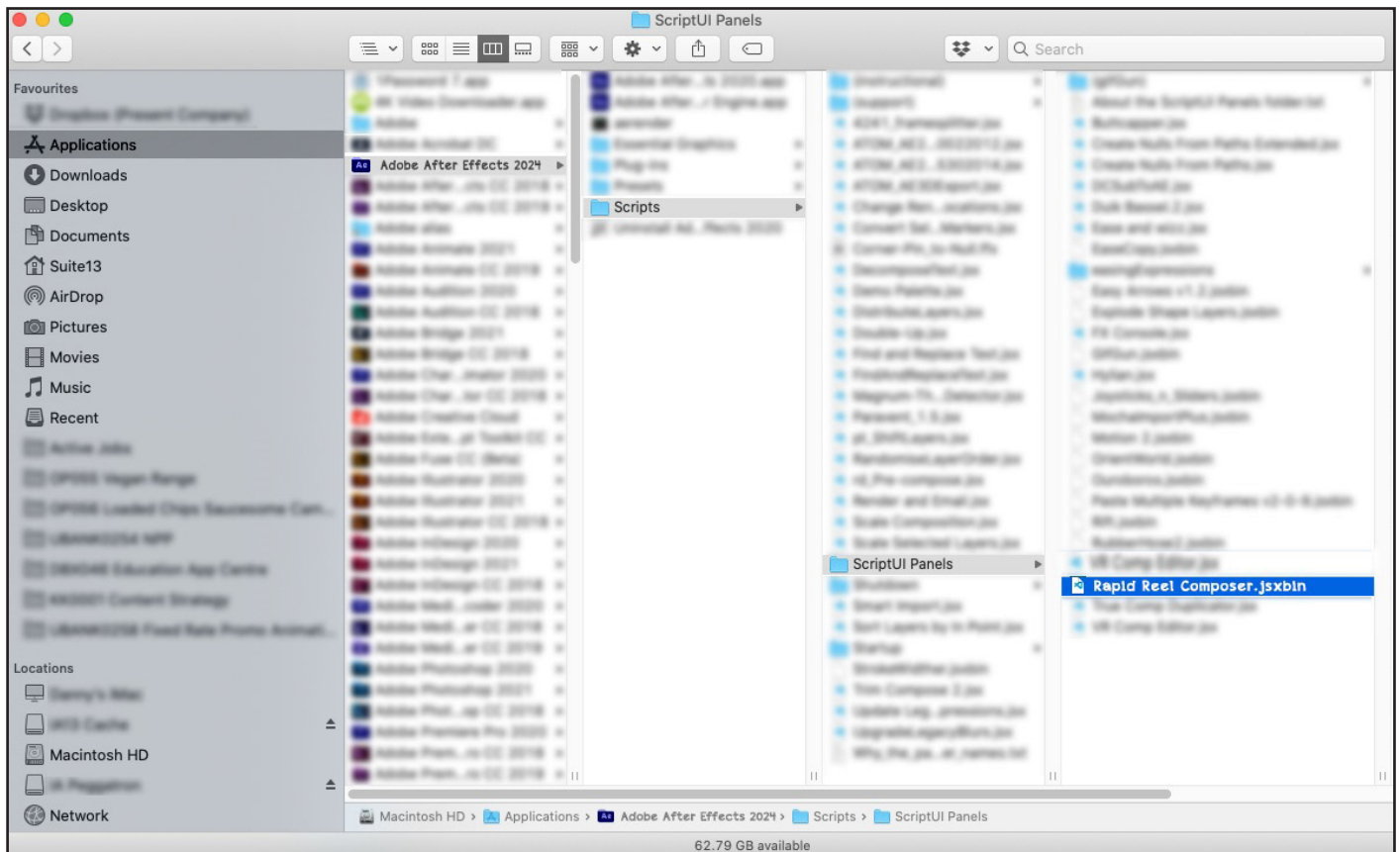
Windows:

C:\Program Files\Adobe\Adobe After Effects <latest version>\Support Files\Scripts\
ScriptUI Panels

Mac:

/Applications/Adobe After Effects <latest version>/Scripts/ScriptUI Panels


Another Installation Method

If you are still confused where to copy the Rapid Reel Composer.jsxbin file, open your After Effects, go to File > Scripts > Install ScriptUI Panel. Then select the Rapid Reel Composer.jsxbin file and install. Restart your After Effects. Now you can load the script

from File > Scripts > Rapid Reel Composer.jsxbin. If you don't find it there, look at Windows > Rapid Reel Composer.jsxbin.

Even if that doesn't work, go to File > Scripts > Run Script File and find the script to run. This will make the script undockable.
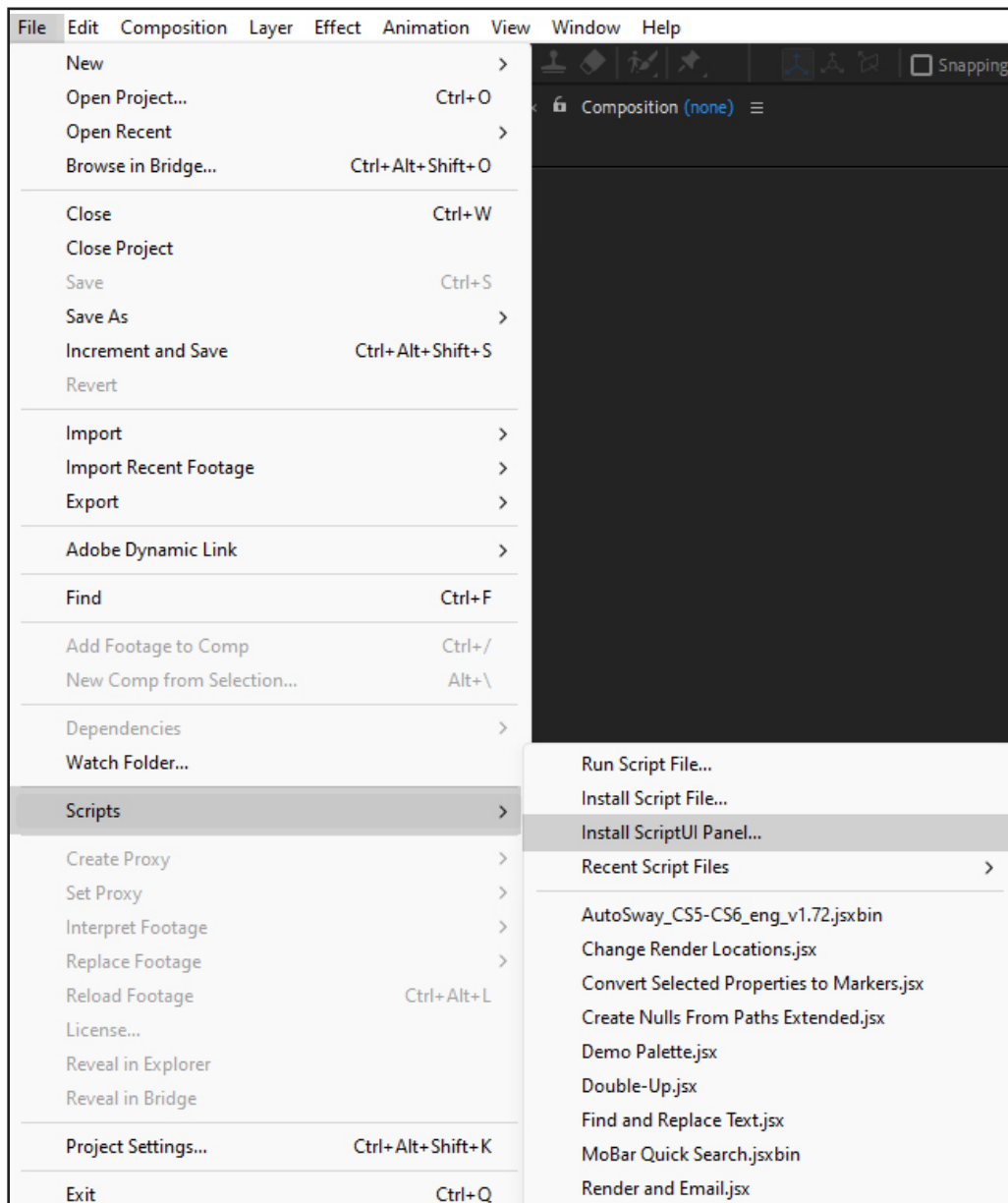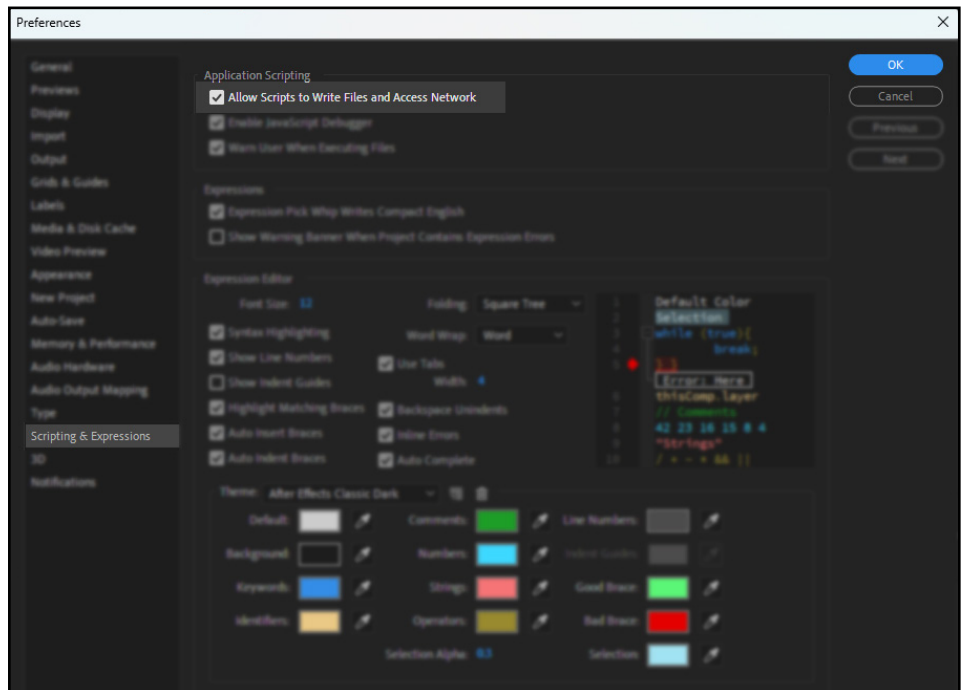
In order to run the script in After Effects you will need to enable 'Allow Scripts to Write Files and Access Network'.

Windows:
Edit > Preferences > Scripting & Expressions
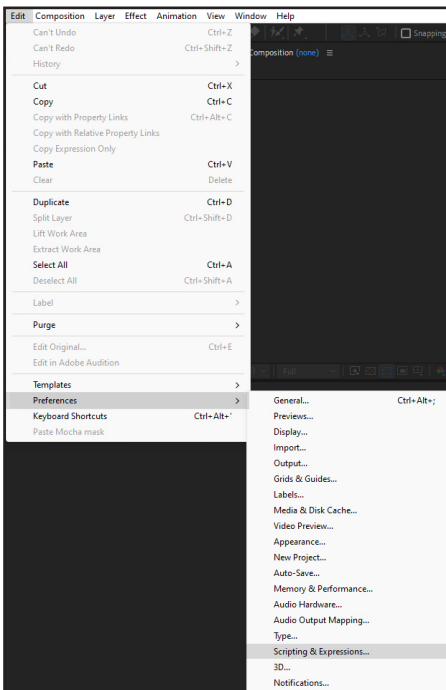
Mac:
After Effects > Preferences > Scripting & Expressions

Open support ticket if you are having any issues and report bugs:
https://aescripts.com/contact/#new-ticket

Visit the product page for detail tutorial about the product

https://aescripts.com/rapid-reel-composer/
https://kupucreativemedia.com/products/

Rapid Reel Composer Interface
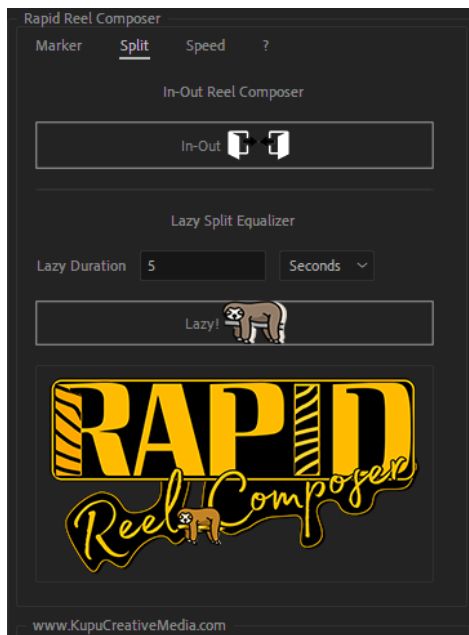
Set Marker　　**>**　　**Split Footage**　　**>**　　**Organize Clips**
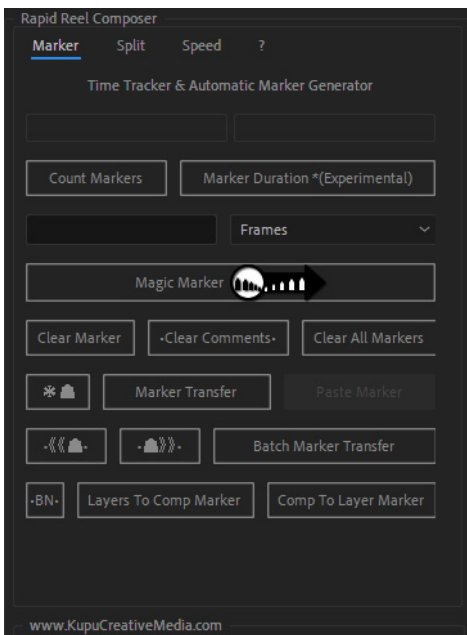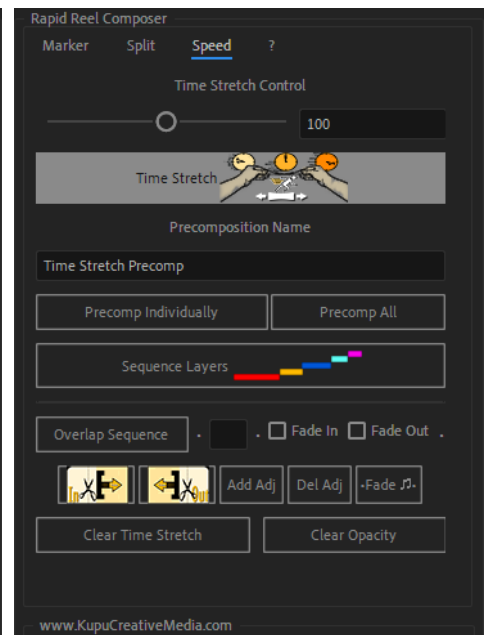
Marker Tab:

All marker related helping tools are here. Use these tools to add markers on your clip, transfer markers, generate automatic markers, copy markers and so on. Get it ready for the next step to split the layers on those markers.

Split Tab:

Split your layers where you set the markers. If you want to be very specific where to cut and here to finish the cut, set the markers as In & Out point and use In-Out Reel Composer button. If you are feeling lazy to set the out point of your cut, just set a marker as in point where to cut it, and mention the duration. Click Lazy button and you are done!

Speed Tab:

After you got your splits, this tab has very useful feature that can help you to organize your final video output. You can change the speed of your footage, sequence the layers, make fade in fade out slideshows, play with audio volume and so on.

Key Features

• Trim footage based on markers.

• Premier Pro workflow supported: Nest all clips, replace nested footage with After Effects project, use the script in After Effects without leaving Premier Pro.

• In-Out: Trim footage to the desired length based on In & Out points.

• Lazy: Automatically trim footage to the desired length starting from the In point.

• Magic Marker: Automatically place markers at the desired intervals.

• Sequence: Easily stagger or overlap layers with a single click.

• Batch Marker Transfer: Copy all selected layers' markers in a null.

• Speed: Time-stretch layers with a single click to speed up footage.

• Marker Transfer: Copy markers from single layer, paste into multiple layers.

• Layers to Comp Marker: Copy multiple layers markers, send as Comp marker.

• Comp to Layers Marker: Copy comp area markers, send to multiple layers.

• Clear marker comments and/or markers

• Detect marker's In & Out duration, make comment stats (experimental feature)

• Shift Markers: Shift markers forward or backward by 1 or 10 frames.

• Laptop Markers: Conveniently add markers if you don't have asterisk (*) key.

• BN: Set the work area with a single click for selected layers..

• Precomp: Precompose individually or for all selected layers within one comp.

• Fade In and Fade Out overlapped layers, including audio.

• Adjust or change audio volume with a single click.

• Add adjustment layers of the same length as the selected layers.

• Utilize handy buttons to trim layers.

Getting Started

Before using Rapid Reel Composer script, ensure you have a compatible version of Adobe After Effects installed.

This script is compatible with After Effects 2019 (cc 16.1) and later versions.

It may also work on other older versions but some functions may not work as expected.

How To Use Rapid Reel Composer 1.0

Marker Tab

<<< Time Tracker And Automatic Marker Generator >>>

<<< Count Markers >>>

The 'Count Markers' button serves to generate statistical insights into the quantity of markers present within your selected layers or compositions. When you select layers that contain markers, this function provides data on the number of layers selected and the total count of markers within those selections.

<<< Marker Duration Button >>>

Please Note: This feature is labeled as experimental and may not function consistently on all computer systems.

The 'Marker Duration' button offers a statistical analysis of the markers present in the selected layers. It calculates the duration between marker in and out points, assuming even-numbered markers as in-points and odd-numbered markers as out-points. Subsequently, this function appends a comment to the last marker of each selected layer. When multiple layers with markers are selected, it affixes comments to the last marker of each layer, along with a comprehensive total duration comment in the timeline. Should you reposition any markers and then click the button again, it updates all marker comments, reflecting the most current duration.

This feature proves invaluable when working with lengthy footage that boasts numerous markers, particularly when you have specific duration constraints. For instance, when crafting reels for platforms like Instagram, where a one-minute duration limit may

apply, this tool offers an estimate of the total duration of markers between in and out points. It is worth noting that you can exceed your desired duration, creating, for example, a 1-minute and 30-second clip. For such scenarios, the 'Time Stretch' feature, elaborated on in the 'Speed Tab' section, becomes a valuable resource.

Please Note: On certain computer systems, this feature may not consistently display statistics or generate comments. If you encounter such issues, closing and reopening the script may resolve them. Given that this is an experimental feature, user feedback and bug reports will inform potential improvements or the possibility of its removal in future updates.

<<< Magic Marker >>>

The 'Magic Marker' button facilitates the automatic creation of bulk markers on selected layers. To employ this feature effectively, ensure you have set the composition's work area in and out points.

Within the input box, input your desired quantity, and from the dropdown menu, select the unit of measurement, choosing from 'Frames', 'Seconds', or 'Minutes'. This value dictates the number of automatic markers you wish to generate within the selected work area. Even when dealing with cropped layers, this function generates automatic markers based on the specified value.

If you prefer to exclude markers from the cropped area, it is advisable to ensure that your in and out work area aligns properly with the layer's dimensions. You can set the in-point by pressing 'B' and the out-point by pressing 'N' on your keyboard, or you can select the layers and simply click on the 'BN' button within the Rapid Reel Composer script to define the work area.

Please Note: The 'Magic Marker' feature complements the 'Lazy' button, rendering it unnecessary to estimate marker durations. Occasionally, when employing the 'Magic Marker' function, your computer's performance may experience temporary slowdown,

or the script may appear unresponsive. This tends to occur when working with extended footage and applying markers at close intervals. To safeguard your work, it is advisable to save your project file before using the 'Magic Marker'.

<<< Clear Marker >>>

The 'Clear Marker' button exclusively removes markers from the selected layers that were generated using the 'Magic Marker' feature. Notably, it does not affect manually created markers, preserving those markers. Specifically, it removes markers created in the previous step, such as markers generated by the 'Magic Marker' button.

For example, if you have generated some markers in a layer using Magic Marker button, then manually add few more markers, then again generated markers on the same layer using Magic Marker button, the Clear Marker button will only remove the last step's markers that you created by using Magic Marker button.

<<< •Clear Comments• >>>

A single click on the button removes comments from markers created by the script, specifically those added by the 'Marker Duration' feature. For a more comprehensive action, a double-click on the button forcibly removes all comments from markers across the selected layers and compositions.

Note: Wherever you see the dot sign in a button, it means that button has multiple functions.

<<< Clear All Markers >>>

The 'Clear All Markers' button deletes all markers from the selected layers. Even when

manually created markers are present, this function effectively clears them, ensuring a clean slate for marker management.

<<< ✱ ▮ Button >>>

The asterisk (*) represents the shortcut key for creating markers. If you are working on a laptop or using a keyboard without a numpad, this convenient button can save you time. Simply select one or multiple layers and click on this button to add a marker at the current position. If you wish to create automatic markers, you can use the 'Magic Marker' button.

<<< Marker Transfer & Paste Marker >>>

The 'Marker Transfer' button enables the efficient copying of markers from a single selected layer. To use this function, select your layer with markers, click the 'Marker Transfer' button, and it will copy all markers into system memory. Subsequently, select the target layer or layers where you want to transfer the markers and click 'Paste Marker'. This action will copy all of the markers into the newly selected layers. Notably, you can copy markers from different compositions as well.

<<< • ‹‹ ▮ • Button >>>

This button is designed to shift / move markers on selected layers. A single click will move all markers one frame backward, while holding the shift key and clicking will move the markers ten frames backward.

<<< • ▮ ›› • Button >>>

This button is intended for shifting / moving markers on selected layers. A single click will move all markers one frame forward, while holding the shift key and clicking will move the markers ten frames forward.

Note: Wherever you see the dot sign in a button, it means that button has multiple functions.

<<< Batch Marker Transfer >>>

When dealing with numerous layers that contain markers and the need to transfer them efficiently, the 'Batch Marker Transfer' button proves to be invaluable. Simply select all the layers and click the button. This action will generate a null object and copy all the markers onto it. Subsequently, you can easily transfer these markers from the null object to the composition area or to other layers using the 'Layers To Comp Marker' button or the 'Comp to Layers Marker' button.

<<< BN: Set Comp Work Area >>>

After you've created your splits, select all of them and establish the composition's work area by pressing 'B' and 'N' on your keyboard. Alternatively, you can simply click the 'BN' button in the script to set the work area. Once this is done, you're ready to render your video if you don't require any further editing. If you select a layer or layers and click 'BN', the composition's work area will be set to the in and out points of the very first layer and the very last layer in the selection. If no layers are selected and you press 'BN', the composition's work area will be set to the duration of the current composition's in and out points.

<<< Layers To Comp Marker >>>

With the 'Layers To Comp Marker' feature, you can select multiple layers and swiftly copy their markers to the composition area in a single click. These markers can then be transferred back to multiple layers by using the 'Comp To Layers Marker' button. This streamlined process simplifies the management and movement of markers within your project.

<<< Comp To Layers Marker >>>

With the 'Comp To Layers Marker' feature, you can efficiently transfer your composition markers to multiple layers in a single click. This feature is particularly valuable when the need arises to move markers from one composition to another, streamlining the process.

Split Tab

<<< In - Out Reel Composer >>>

The 'In - Out Reel Composer' tool is designed for precise video editing. It relies on the placement of markers to define In and Out points within your desired layers. In this method, odd-numbered markers denote In points, and even-numbered markers indicate Out points. This approach is particularly valuable for crafting family videos, travel vlogs, and other content where you need meticulous control over the presented footage.

For example, if you have a 5-minute video clip and you've positioned markers at 3 seconds, 9 seconds, 40 seconds, 46 seconds, 1 minute 20 seconds, and 1 minute 55

seconds on the timeline, the first split will encompass the duration from 3 seconds to 9 seconds, resulting in a 6-second clip. The second split will be from 40 seconds to 46 seconds, also 6 seconds in length. The third split will span from 1 minute 20 seconds to 1 minute 55 seconds, totaling 35 seconds in duration.

To maintain order and organization, each split clip will reside within its precomposition, named based on the source clip's name. A numerical suffix is added to each split clip's name. Furthermore, a new folder called 'Footage' is created in the project assets area to streamline management. When you apply this method, the main layer becomes invisible, and the audio is muted by default. If you need to rectify a mistake or wish to remove all the created splits in the current composition, you can simply delete the newly created folder from the asset panel. Subsequently, your main layer can be made visible again, and you can reapply the script as needed.

<<< Lazy Split Equalizer >>>

The 'Lazy Split Equalizer' tool is perfect for quick and effortless video splitting. This 'Lazy Method' only requires the placement of In point markers for efficient splitting. It automatically divides the footage based on the markers into segments of a specified duration. This approach is well-suited for creating tutorials, speed art, travel videos, cooking content, and similar content where you want to share specific moments with your audience.

To utilize the 'Lazy Method', you need to set an input value (e.g., 10 frames, 10 seconds, 1 minute) in the provided input box and select the unit of measurement (Frames, Seconds, or Minutes) from the dropdown menu. After entering your desired value, the tool takes your marker as the In point and splits the footage at that specific point. The duration of each split is consistent and determined by your input value.

For instance, if you have a 5-minute video clip and you've placed markers at 10 seconds, 25 seconds, 1 minute 35 seconds, and 2 minutes 20 seconds on the timeline, with an input value of 10 seconds and 'Seconds' selected from the dropdown, the

resulting splits will be as follows: the first split from 10 seconds to 20 seconds, the second split from 25 seconds to 35 seconds, the third split from 1 minute 35 seconds to 1 minute 45 seconds, and the fourth split from 2 minutes 20 seconds to 2 minutes 30 seconds. This method is ideal for scenarios where you don't require precise In and Out points, and you want all splits to have the same duration. It's particularly valuable for creating speed art or tutorial videos.

As with the 'In - Out Reel Composer', the resulting split clips are placed within their own precompositions, named based on the source clip, and organized in the 'Footage' folder. The main layer is made invisible, and audio is muted by default. To remove created splits or rectify errors, simply delete the newly created folder from the asset panel.

Speed

<<< Time Stretch Control >>>

<<< Time Stretch >>>

The 'Time Stretch' button is a powerful tool that facilitates the adjustment of video clip speeds by stretching or compressing time. It proves valuable for scenarios where you want to alter the pace of your footage, such as in speed art, travel vlogs, and various other video genres. This feature enables the modification of the speed for multiple layers.

To modify the speed of your video clips, you can select a value from the slider or input your desired value in the provided box. A setting of 100 represents the regular speed, and you can increase the speed by choosing a value below 100 or decrease it by selecting a value greater than 100. This tool is particularly useful for ensuring your video's tempo matches your creative vision.

Consider a scenario where you have 50 small split layers resulting from previous steps (marker and split layer steps). To maintain organization, you can precompose these split layers into a single precomposition or multiple precompositions. Select all the desired split layers in the preferred order, input your chosen value, and click the 'Time Stretch' button.

After applying the 'Time Stretch' feature, each of the layers stretches in time while staying in their original position on the timeline. You'll need to reorder them in a sequential manner. For this purpose, the 'Sequence Layers' button becomes handy. It allows you to sequence your layers based on your selection order, making the editing process more efficient.

NOTE: BEAWARE OF YOUR AUDIO! When you speed up or slow down your footage, your audio will sound like chipmunk! You can address this by adding background music or by re-recording the audio description for your video. Or, you can add your original layer back to the footage, disable the eye button for its visibility but let the audio button visible.

The 'Time Stretch' function is ideal for various scenarios where you want to experiment with video speed, and it complements your creative endeavors.

<<< Precomposition Name >>>

Here, you can specify a name for your precomposition, which will be used when you employ the 'Precomp All' button.

<<< Precompose Individually >>>

You have two options for organizing your clips. You can set markers by pressing the

asterisk (*) key on individual clips, or for a cleaner approach, you can select all layers and precompose them (similar to Nesting in Premiere Pro).

When you select multiple layers and click this button, each selected layer is precomposed into a new composition. These newly created compositions share a similar duration and name to the source layers. In your current composition, the original layers remain in their respective positions, but they are moved into their individual precompositions. This approach allows for precise editing of each clip without affecting the original clips.

<<< Precomp All >>>

If you have multiple layers selected, clicking the 'Precomp All' button enables you to group all the selected layers into a single precomposition. The name for this precomposition is derived from the value entered in the 'Precomposition Name' box. This is a convenient method to streamline your project management, especially when dealing with numerous split layers. By selecting all layers from bottom to top and clicking 'Precomp All', you can efficiently group them into a single precomposition.

<<< Sequence Layers Button >>>

The 'Sequence Layers' button is a helpful tool for organizing your layers in sequence without leaving any blank spaces. It operates in a manner similar to After Effects' default Sequencer in the Keyframe Assistant menu but offers greater customization and ease of use.

Begin by importing your footage and placing it into the composition. To sequence or stagger the layers one after another, click the 'Sequence Layers' button. Make sure to select the layers from the bottom to the top, following the standard editing order in After Effects.

After applying the 'Time Stretch' feature, each layer is stretched while remaining in its original position on the timeline. Consequently, you'll need to rearrange them in a sequential order. To achieve this, simply select all the layers, ensuring you select them from bottom to top, and click the 'Sequence Layers' button. This action sequences your layers based on your selection order, eliminating the need to navigate the Keyframe Assistant menu for layer sequencing.

The 'Sequence Layers' button arranges all selected layers directly following the first selected footage. If you prefer your layers to be sequenced from the first frame, it's advisable to move your first selected layer to the first frame and then select the remaining layers before pressing the 'Sequence Layers' button.

<<< Overlap Sequence Button >>>

As the name implies, the 'Overlap Sequence' button allows you to set a value to determine the overlap between selected layers. The specified value is measured in frames. For example, if you input a value of 20, each selected layer will overlap with the previous and subsequent layers by 20 frames.

The 'Fade in' and 'Fade out' checkboxes provide options to create a fade effect for your layers, excluding the first selected layer. If you enable the 'Fade in' checkbox and input a value of 20 in the input box, each selected layer will have a 20-frame fade-in, coupled with the overlap between layers. This feature adjusts the opacity values of all selected layers, creating a smooth fade-in effect.

To restore the visibility of all layers and remove opacity keyframes applied through the 'Fade In' and 'Fade Out' feature, you can utilize the 'Clear Opacity' button located at the bottom right of the panel. This button resets the opacity properties for all selected layers, making them 100% visible and removing any opacity keyframes.

<<< Trim In & Trim Out Button >>>

Located beneath the 'Overlap Sequence' button, the 'Trim In' and 'Trim Out' buttons serve a straightforward purpose. By selecting your desired layer or layers and positioning the timeline indicator where you want to trim, pressing the corresponding button will trim the footage at that point. This allows you to make precise adjustments to the In and Out points of your footage as needed.

<<< Add Adj. & Del Adj. Button >>>

Add Adj. is Add Adjustment Layers. Del Adj. is Delete Adjustment Layers.

The 'Add Adj'. button facilitates the addition of adjustment layers to one or multiple selected layers, ensuring they match the duration of the source layers. This is a time-saving option for enhancing the visual quality of your layers or applying effects consistently across multiple layers. Conversely, the 'Del Adj'. (Delete Adjustment Layers) button enables the removal of any adjustment layers from selected layers. It automatically identifies and deletes adjustment layers from the selected layers without the need for manual selection.

<<< • Fade ♫ • >>>

The 'Fade Music' button is a versatile tool with multiple functions. It allows you to change the audio volume level for multiple layers and create audio fade-in and fade-out effects.

To adjust the audio volume level for selected layers, input your desired value in the input box adjacent to the 'Overlap Sequence' button. If you wish to decrease the audio volume, you can use a negative value in the input box. Clicking the 'Fade Music' button

will apply the volume adjustment. Any existing keyframes in the audio properties of the selected layers will be replaced with the new value.

For creating fade-in and fade-out effects, input your desired value in the input box and check the 'Fade in' and/or 'Fade out' checkboxes. There's no need to input a negative value in the input box because the script automatically determines whether to apply fading in or out based on your checkbox selection. This feature adds keyframes for the fade-in and fade-out effects. The fade-out value is placed at the end of the layer. So if you have a music layer and you want to fade out before the track is finished, you should trim the layer same as your desired duration, then use the Fade Music button to fade in or out. This allows you to smoothly transition audio in and out.

<<< Clear Time Stretch Button >>>

The 'Clear Time Stretch Button' is a convenient tool for reverting any time stretching modifications applied to your layers back to their original state. Simply select all the layers you want to reset Time Stretch, press the 'Clear Time Stretch' button and it will reset the time back to normal. You can keep playing with the Time Stretch slider, Apply Time Stretch, and Clear it out to experiment your desired footage speed. The regular speed value is 100. If you go below 100 then the footage will be fast, if you choose a value greater than 100 then the footage will get slow down.

<<< Clear Opacity Button >>>

The 'Clear Opacity' button is designed to remove all fade-in and fade-out keyframes from the opacity properties of selected layers. It's particularly useful if you've applied the 'Overlap Sequence' option with fade effects and later decide to eliminate all opacity keyframes. This action restores the visibility of the layers to 100%.

Premiere Pro Workflow

Rapid Reel Composer enhances video editing by integrating with Adobe Premiere Pro and After Effects. While it doesn't load directly into Premiere Pro, it complements a live action workflow.

- Import your footage into Premiere Pro.

- Create sequences from your clips by selecting them, right-clicking, and choosing 'New Sequence From Clip'.

- Group all your footage by selecting them in the timeline, right-clicking, and choosing 'Nest'.

- Rename your nested composition as needed and select it.

- Right-click on the nested composition and select 'Replace With After Effects Composition'.

- After Effects will open, and you'll be prompted to save the After Effects (.aep) file.

- In After Effects, add markers by pressing the asterisk key (*) and use Rapid Reel Composer for your editing needs.

- Save the .aep file when your editing is complete in After Effects.

- Your Premiere Pro project will automatically update, allowing you to return to Premiere Pro for further edits.

- Watch the tutorial on the product page for details.

Troubleshooting

Most of the problems are resolved by closing the script, reload it and restrat After Effects.

<<< Marker Duration Button >>>

THIS BUTTON IS EXPERIMENTAL. THIS MAY NOT WORK ON SOME COMPUTER.

Sometimes Marker Duration Button may not show you the result as expected. Close the script and reload it.

Sometimes you may get 'No composition is active or no layers are selected' alert even though you have layers selected. Close the script, select all of your desired layers and reload the script again.

Note: Some computer may fail to show the stats and produce the comment about the duration. You may try to close the script and re-open to see if the issue if fixed. As this is an experimental feature, we may improve it or completely get rid of it in future updates, based on user bug reports and feedback.

<<< Apply Magic Marker Button >>>

Sometimes when you apply magic marker, the computer gets slow down or the script seems stuck. It happens when you have a long footage and you want to apply markers on frames with very close value. It creates a lot of markers that makes your computer slow and even crash the software. So please save your project file before you apply Magic Marker.

<<< •Clear Comments• >>>

If the button doesn't work, closing the Rapid Reel Composer script and restart after effects may fix the problem. If you still have problems, get a ticket from product page and report the bug. We will try to fix it on the next update.

<<< Other Issues >>>

If you have issues with running the script, make sure Expressions Engine for the project is set to JavaScript.

To do that, go to File > Project Settings > Expressions Engine > JavaScript

Also, in Edit > System Preferences > Scripting & Expressions, check 'Allow Scripts to Write Files and Access Network'.

For Mac, go to After Effects > System Preferences > Scripting & Expressions, check 'Allow Scripts to Write Files and Access Network'.

If you encounter any issues other than above mentioned points while using Rapid Reel Composer,
please report about the bug and issues in detail. I will try to fix it and update on the next version.

Open support ticket if you are having any issues and report bugs:
https://aescripts.com/contact/#new-ticket

Support & Contact

If you have questions, need assistance, or want to provide feedback, please don't hesitate to reach out.

Open support ticket if you are having any issues and report bugs:
Open Rapid Reel Composer, go to '?' tab, click on 'Registration' button.
Then click on 'Get Support' button to get a new ticket and report bugs.

Or go to the webpage below -
https://aescripts.com/contact/#new-ticket

Visit the product page for detail tutorial about the product

https://aescripts.com/rapid-reel-composer/
https://kupucreativemedia.com/products/

Legal Information

Please review our latest End-User License Agreement (EULA) for terms and conditions regarding the use of Rapid Reel Composer.
You can find the latest EULA at the product page.

End-User License Agreement (EULA)

Last updated: 15 November 2023

Please read this End-User License Agreement ('Agreement') carefully before clicking the 'I Agree' button, downloading or using Rapid Reel Composer ('After Effects Script').

By clicking the 'I Agree' button, downloading or using the After Effects Jsx Script File, you are agreeing to be bound by the terms and conditions of this Agreement. If you do not agree to the terms of this Agreement, do not click on the 'I Agree' button and do not download or use the Application.

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You agree not to, and you will not permit others to:

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<<< Modifications to Application >>>

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<<< Term and Termination >>>

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MD Akhteruzzaman (Kupu Creative Media) may, in its sole discretion, at any time and for any or no reason, suspend or terminate this Agreement with or without prior notice.

This Agreement will terminate immediately, without prior notice from MD Akhteruzzaman (Kupu Creative Media), in the event that you fail to comply with any provision of this Agreement. You may also terminate this Agreement by deleting the After Effects Jsx Script File and all copies thereof from your mobile device or from your desktop.

Upon termination of this Agreement, you shall cease all use of the After Effects Jsx Script File and delete all copies of the After Effects Jsx Script File from your mobile device or from your desktop.

<<< Severability >>>

If any provision of this Agreement is held to be unenforceable or invalid, such provision will be changed and interpreted to accomplish the objectives of such provision to the greatest extent possible under applicable law and the remaining provisions will continue in full force and effect.

<<< Amendments to this Agreement >>>

MD Akhteruzzaman (Kupu Creative Media) reserves the right, at its sole discretion, to modify or replace this Agreement at any time.

<<< Contact Information >>>

If you have any questions about this Agreement, contact:
hello@kupucreativemedia.com

Thank you for choosing Rapid Reel Composer! I hope it enhances your After Effects experience and helps you achieve your creative goals.

MD AKHTERUZZAMAN (Kupjoler Manush)
Sydney, Australia
Kupu Creative Media
https://kupucreativemedia.com/
https://aescripts.com/rapid-reel-composer/