TEXT SPLIT AND ANIMATE

Instantly create multiple text layers with animation

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This version (1.0) is compatible with Adobe After Effects CS6 and above.

INSTRUCTION

INSTALLATION

1. Unpack the archive you have downloaded and copy/paste files to "ScriptUI Panels" folder:

Windows

C:\Program Files\Adobe\Adobe After Effects (your version)\Support Files\Scripts\ScriptUI Panels

Mac OS

Applications/Adobe After Effects (your version)/Scripts/ScriptUI Panels

2. Restart After Effects.
3. Run the script in After Effects by clicking **Window → Text_Split_and_Animate_v1.0**
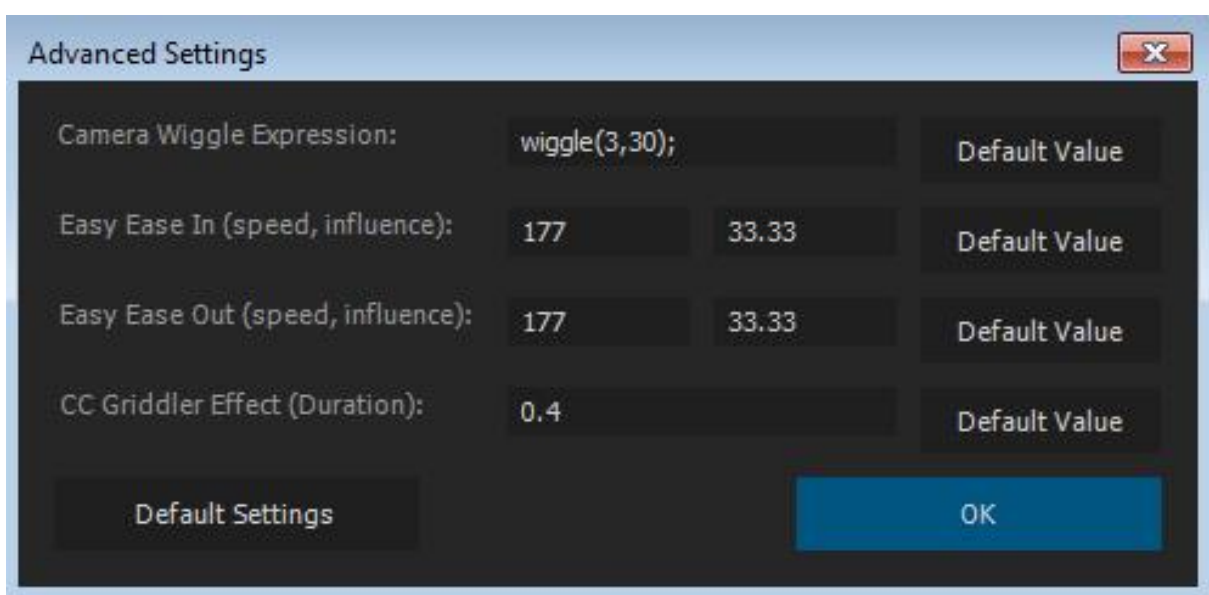
STEP 1: TEXT AND SPLIT METHOD

1. Choose from what direction to read each split: from Left to Right (for example: English) or Right to Left (for example: Hebrew).
2. Choose split method (Space, Comma, Character and Custom).
3. Write the text you want to split and animate.
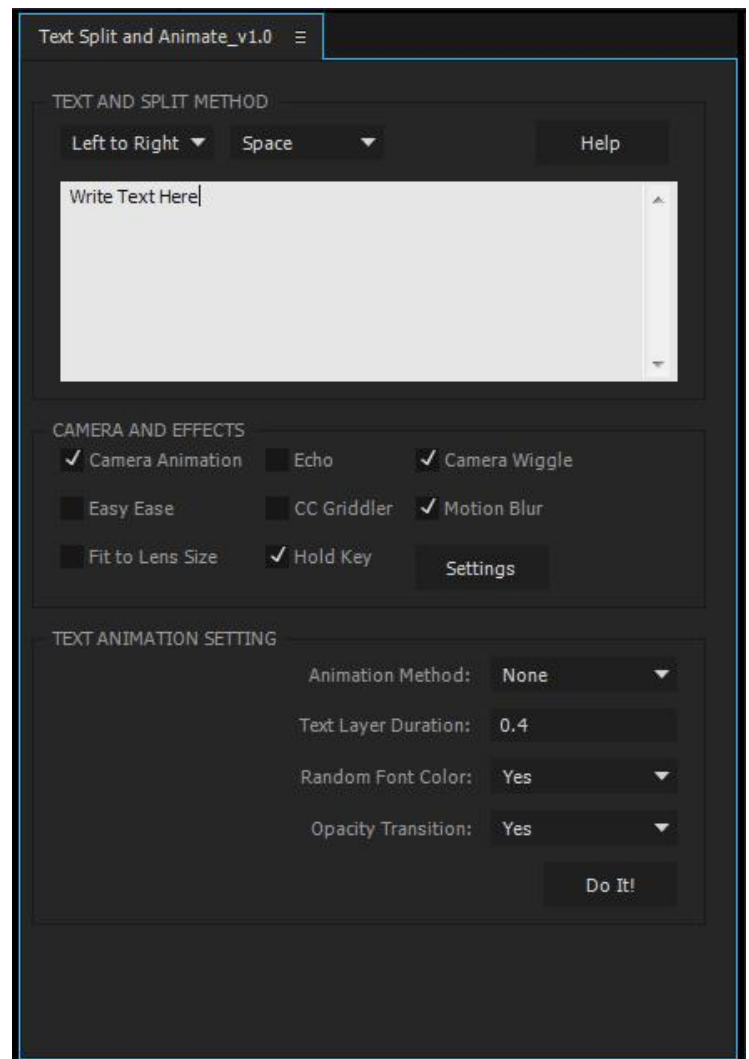
Note: The trial mode is limited to 125 text characters per process. Only the first 125 characters will be used. The full version does not have any limitations.

STEP 2: CAMERA AND EFFECTS

4. Camera Animation – This option will add a camera and a null to the comp and will add key frames to animate the scene accordingly. For animation to be see in the final result, you will need to check the "Camera Animation" checkbox, otherwise only the text layers will have different position key frames without any camera movement.

5. Easy Ease – This option will add Easy Ease to all key frames for the null layer position.

6. Fit to Lens Size – In case you want each split to be see all over the Camera point of view (this option will fill up the screen).

7. Echo – This is AE Built-in filter that will be added to the text layers.

8. CC Griddler - This is AE Built-in filter that will be added to the text layers.

9. Hold Key – Check if you want to pause the text layer position for a bit, uncheck if you want it to just pass it without any pause.

10. Camera Wiggle - Check this option to add a wiggle expression to the null position, this will make the movement a bit shaky/alive.

11. Motion Blur – This will add motion blur to all text layers, but don't forget to make it active (Enable Motion Blur) when you want to test further or go to render.

12. After choosing the settings you would like to use, you can also press the "Settings" button to manual refine some of the properties.

Advanced Settings			
Camera Wiggle Expression:	wiggle(3,30);		Default Value
Easy Ease In (speed, influence):	177	33.33	Default Value
Easy Ease Out (speed, influence):	177	33.33	Default Value
CC Griddler Effect (Duration):	0.4		Default Value
Default Settings			OK

STEP 3: TEXT ANIMATION METHOD

13. Animation Method – Choose the Animation method you would like to use or choose 'None'. You can create different movement each 'Do It!' process and it will continue from the last text layer position created before. This will work as long as you don't restart the script or change the comp manually.

14. Text Layer Duration – This option will let you to decide how long each text layer should appear in the timeline. This number can be in seconds (for example: 3) or in milliseconds (for example: 0.4).

15. Random Font Color – This option allow you to use random font color for each text layer. In case you choose 'No' the color will be taken from the color pallet as it was set by the user.

16. Opacity Transition – This option will create fade in fade out for each text layer.

17. When you ready, press on the 'Do It!' button. You should see a new comp named '###Text_Comp' that will include the finish product. The 2nd time you click on the button it will add new layers to the comp created before ('###Text_Comp'), in this way you can create animation with different properties. To start from the beginning (clean start) restart the script.

If you encounter a problem that doesn't seem to have a solution, open a new project and restart the script.

If you need additional assistance you can always open a support ticket here: http://aescripts.com/contact/