

Auto Audio Mixer

By www.KiwiVFX.com

Script Written by KiwiVFX

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Description

Mix all audio recursively in your active composition.

1. INSTALLATION

1.1 AE SCRIPTS MANAGER

The easiest way to install our tools is by using our manager app.

<https://aescrpts.com/learn/aescrpts-aeplugins-manager-app/>

It can install and license and update all your tools in one click!

1.2 MANUAL INSTALLATION

Scripts with dockable/embeddable UI's are installed/extracted to the "ScriptUI Panels folder" and run from the Window menu in After Effects.

macOS:

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

Windows:

"C:Program Files/Adobe/Adobe After Effects (version)/Support Files/Scripts/ScriptUI Panels/"

2. UI

2.0 Suggestions

1. Save the project before auto-mixing(so you can restore it easily, although You can still use CTRL+ Z Anytime.)
2. Apply Auto Audio mixer as the final step for your project.

2.1 "Mix" Button

Mixes all audio in active composition using settings and FX values.

* Hotkey - "Space".

2.2 "Settings" Button

* Hotkey - "A".

2.2.1 "Transition Duration"

Duration from in point and out point.

2.2.2 "Lowest DB Value"

Minimum volume control for in and out.

2.2.3 "Keyframes Interpolation"

Select from a list "Linear" or "Bezier" or "Easy Ease" keyframes.

2.2.4 "Tight Outs"

Use your defined in and outs if selected.

Else overlaps adding half of the transition duration to in and out Points.

2.2.5 "Mix by work area"

Uses Work area instead of composition's duration.

2.2.6 "Optimize"

Saves time by not animating outs and ins for the not-used duration

within compositions.

2.2.7 "Bypass" Checkbox

Bypasses audio layer using tag.
(can be bypassed with tag (2.2.8)).

2.2.8 "Bypass tag" Input

CASE SENSITIVE tag on the layer name (anywhere) to bypass audio mute.

2.2.9 "Fill Silent Gaps" Checkbox

Uses audio's layer audio out leftovers to fill till the next audio start.
Or to fill composition duration.

2.2.10 "Backwards" Checkbox

Plays all audio backward.

2.2.11 "Apply Effects within Comps" Checkbox

Adds Effects Within Compositions resulting in a recursive effect -
depending on how many sub-compositions you have.

NOTE: This should be set off to achieve desired results - use only if
you know precisely what you are doing!

2.2.12 "Remove processed Tags" Button

Each Comp or layer, after being processed inherits a comment so it
won't process them again.

This button removes all of them for comps and layers.

2.2.13 "Reset to Default Settings" Button

Resets all settings and Effects to defaults.

2.3 "FX" (Effects) Button

*** Hotkey - "S".**

2.3.1 "Low And High" Pass

*** Hotkey - "L".**

2.3.1.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.1.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.1.3 "Wet Out" - Active only when 2.3.1.2("Only in and Out") OFF

Used as an effect for audio layer, amount to affect.

2.3.1.4 "Pass Type"

Select from a list of high or/and low effect

2.3.1.5 "Cutoff Frequency"

Frequency to cut from (Depends on "Pass Type")

2.3.2 "Reverb"

*** Hotkey - "R".**

2.3.2.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.2.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.2.3 "Wet Out" - Active only when 2.3.2.2("Only in and Out") OFF

Used as an effect for audio layer, amount to affect.

2.3.2.4 "Time"

Reverb's time.

2.3.2.5 "Diffusion"

Reverb's diffusion.

2.3.2.6 "Decay"

Reverb's decay.

2.3.2.7 "Brightness"

Reverb's brightness.

2.3.3 "Flanger And Chorus"

*** Hotkey - "F".**

2.3.3.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.3.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.3.3 "Wet Out" - Active only when 2.3.3.2("Only in and Out") OFF

Used as an effect for audio layer, amount to affect.

2.3.3.4 "Voice Separation Time"

Flanger And Chorus voice separation time.

2.3.3.5 "Voices"

Flanger And Chorus voices.

2.3.3.6 "Modulation Rate"

Flanger And Chorus modulation rate.

2.3.3.7 "Modulation Depth"

Flanger And Chorus modulation depth.

2.3.3.7 "Voice Phase Change"

Flanger And Chorus voice phase change.

2.3.3.8 "Invert Phase"

Flanger And Chorus - inverts phase

2.3.3.9 "Stereo Voices"

Flanger And Chorus stereo voices

2.3.4 "Bass And Treble"

*** Hotkey - "B".**

2.3.4.1 Bass

2.3.4.1.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.4.1.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.4.1.3 "Bass"

Amount of bass to add or remove.

2.3.4.2 Treble

2.3.4.2.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.4.2.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.4.2.3 "Treble"

Amount of treble to add or remove.

2.3.5 "Delay"

*** Hotkey - "D".**

2.3.5.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.5.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.5.3 "Wet Out" - Active only when 2.3.5.2("Only in and Out") OFF

Used as an effect for audio layer, amount to affect.

2.3.5.4 "Time"

Delay's time.

2.3.5.5 "Amount"

Delay's amount.

2.3.5.6 "Feedback"

Delay's feedback.

2.3.6 "Stereo Mixer"

*** Hotkey - "S".**

2.3.6.1 Right

2.3.6.1.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.6.1.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.6.1.3 "Right Level" - Active only when 2.3.6.1.2 ("Only in and Out") OFF

Used as an effect for audio layer, the amount for Right volume.

2.3.6.1.4 "Right Pan"

Stereo Mixer - right pan.

2.3.6.2 "Left"

2.3.6.2.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.6.2.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.6.2.3 "Left Level" - Active only when 2.3.6.2.2 ("Only in and Out") OFF

Used as an effect for audio layer, the amount for left volume.

2.3.6.2.4 "Left Pan"

Stereo Mixer - left pan.

2.3.7 "Tone"

*** Hotkey - "T".**

2.3.7.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.7.2 "Type"

Select from a list of sine, triangle, saw or square.

2.3.7.3 "Frequency 1"

Tone's first frequency.

2.3.7.4 "Frequency 2"

Tone's second frequency.

2.3.7.5 "Frequency 3"

Tone's third frequency.

2.3.7.6 "Frequency 4"

Tone's fourth frequency.

2.3.7.7 "Frequency 5"

Tone's fifth frequency.

2.3.7.8 "Level"

Tone's feedback.

2.3.8 "Modulator"

*** Hotkey - "M".**

2.3.8.1 "ON / OFF"

Turns the effect on and off for all layers.

2.3.8.2 "Only in and Out"

Affect only in and out of audio layer with effect.

2.3.8.3 "Type"

select from a list of sine or triangle.

2.3.8.4 "Rate"

Modulator Rate.

2.3.8.5 "Depth"

Modulator Depth.

2.3.8.6 "Amplitude"

Modulator Amplitude.