Installation

Copy
Universal Audio.jsxbin
to the following location:

Mac
Applications/After Effects (version)/Scripts/ScriptUI Panels

PC
Program Files\Adobe\Adobe After Effects (version)\Support Files\Scripts\ScriptUI Panels

HOW TO USE

Simply select your audio layers and click the universalize button (top left icon) your audio will now be distributed throughout all comps and nested comps found in your main comp as well as timed correctly to always line up with your main comp, if you have comps that have been stretched or reversed, this will be compensated for.

The audio layers that you have made universal will be remembered and if any changes are made to the markers on those layers, their timing, the timing of any comps etc. you can refresh all of the universal audio by clicking refresh. At any point you can select a new set of audio layers and click universalize and the previous universal audio will be replaced

If you would like to keep the existing universal audio while making more audio universal, you can hold ALT while clicking universalize.

You are also able to change the label color and rename the UniversalAudio comp that was created in your project panel, click refresh after changing label color or renaming and all the instances of this UA throughout your project will now have the name and label color that you gave that comp.

Clicking the bin icon will remove all the universal audio from the entire project, if you hold ALT while clicking this remove button then only the latest UA will be removed.

Whenever UA layers are orange this indicates that this UA may not accurately reflect the timing in the main comp, one reason for this would be that you have comp layers in your project that have been used multiple times in the same comp, it won't be possible for the UA layers within those to be timed correctly to all the duplicates, however the UA layer will always prefer to be pushed into the selected instance of the reused comp layer (if you double click comp layers to open them, then the comp instance you are working in will naturally be the instance that is selected), you can also lock the layers you don't want UA to go into to avoid this.

KBAR SUPPORT

To add Universal Audio buttons to KBar, simply add the Universal Audio JSXBIN script to KBar, the function names that KBar can then use for each button are: *universalize, refresh, remove, options, view*

Icons are included with the script that can be used for the KBar buttons:

CLEAN: **STANDARD:**

SINGLE COMP MODE

When single comp mode is enabled, you no longer need to select audio layers to make universal, simply have the comp you want audio reference placed in open and active, and click universalize, the script will work backwards through your comps to collect all audio in containing comps to provide you with audio reference in the current open comp.

If the comp has been used multiple times in another comp, the UA will be timed according to the selected instance. You can lock any audio layers that you do not want to be pulled into the UA comp.

The source comp will be set to the comp that is found to be at the root of the comp tree ie. the comp main comp, the comp that has not been placed in any other comps. Single comp mode does not currently support time remap compensation and include time markers.

COMPENSATE FOR TIME REMAPPING

You may be using comps that you have time remapped, if you would like to have audio to reference within those remapped comps you can enable "Compensate for any time remapping." when enabled, whenever a time remapped comp is encountered, the universal audio placed in that comp will be remapped to cancel out the remapping of its containing comp, timing to this remapped universal audio will now always line up with the audio outside of that comp.

INCLUDE TIME MARKERS

When this checkbox is enabled, time markers will be added to the universal audio layer that relate to the current time of the main comp, giving you a reference for the current time of the main comp.

INCLUDE VISUAL REFERENCE

When enabled, the layers that you make universal will be visible in every comp, giving you visual timing reference throughout your project; useful for timing your animation to an animatic or any other visual timing reference that encompasses your entire project.

THE VIEW SOURCE BUTTON

The button with the eye icon is used to take you to your the main comp, the comp that has the audio that you make universal, if single comp mode is enabled then this will take you to the root comp of the single UA, if you have multiple UAs added to you project, clicking view source multiple times will cycle through each of the main comps for each UA, if you select a UA layer, then hold ALT and click view source, you will be taken one comp back from that UA, and the layer that that selected UA was pushed into will be selected, useful for quickly navigating backwards through the audio tree and tracing the path of each selected UA, you can also use this to help diagnose why a UA layer is orange, ie. why it may not be timed correctly.