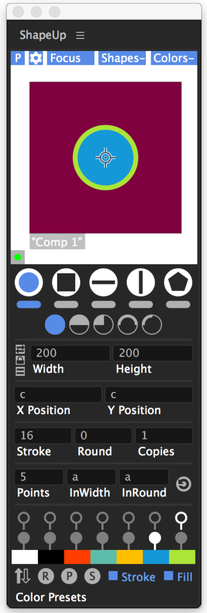
ShapeUp.

Define your Shapes **before** Creation.

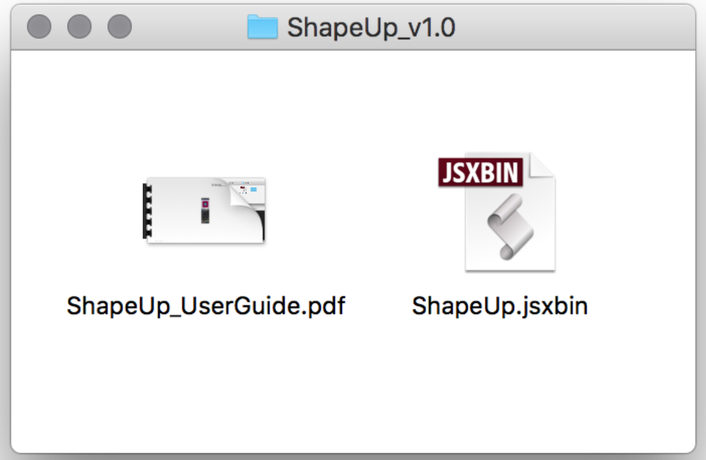


ShapeUp.
Installation

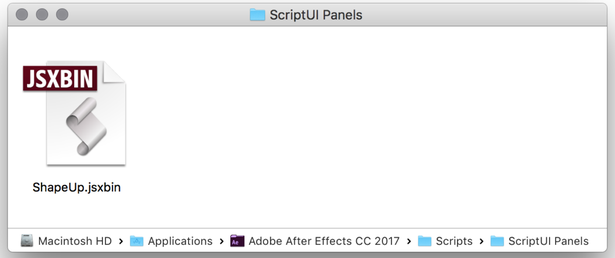
Copy "ShapeUp.jsxbin" to

Mac: /Applications/Adobe After Effects Your Version/Scripts/ScriptUI Panels/

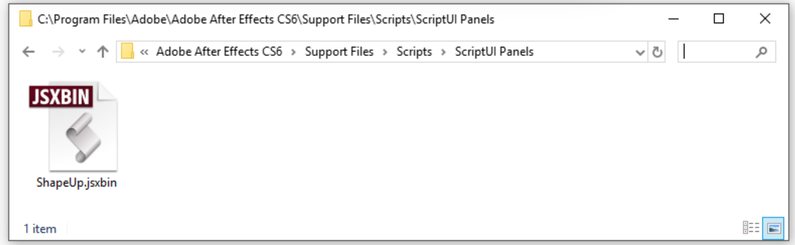
Windows: \Program Files\Adobe\Adobe After Effects Your Version\Support Files\Scripts\ScriptUI Panels\



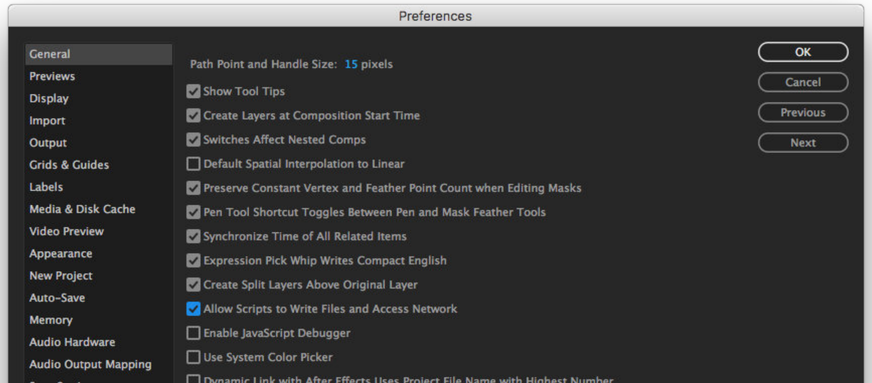
Mac:



Windows:



In After Effects:
Make sure, that "**Allow Scripts to Write Files and Access Network**" is checked. -> Preferences/General

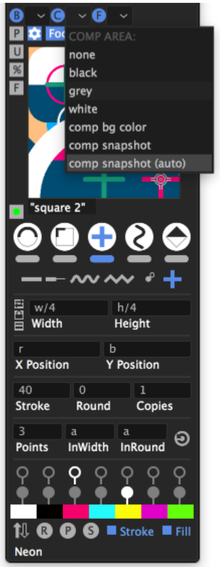


ShapeUp.

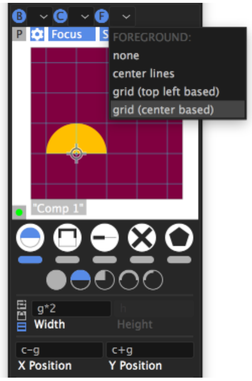
Overview

If you just search and want to get a feeling for your color palette, use it as your background.*

*yes, you can go full screen ;)



Activate the comp snapshot to preview your current frame. It can auto update on shape creation or manually when you do changes outside of ShapeUp.



Grids are are visual help as you can't grab shapes within ShapeUp. But using the "g" token, you can resize and move them according to the grid spacing.*

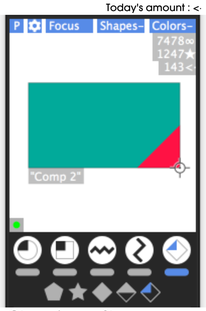
*using CC, the grid can be automatically the same in spacing and color like in AE.

^ ^ An optional scoring system

Amount of shapes created since installation : ∞

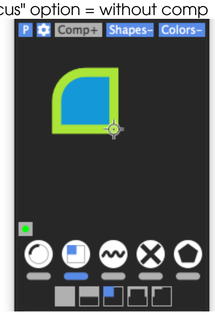
High score for 24 hours : ⋆

Today's amount : <·



Choosing a Shape:
First select a shape family by clicking on it's line below, then activate a sub shape.

"Focus" option = without comp

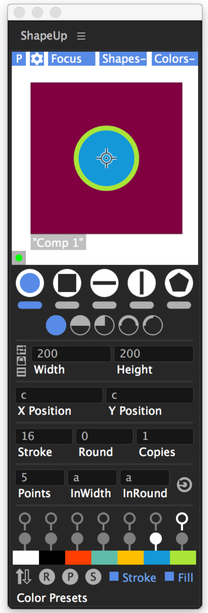


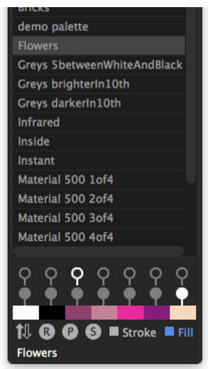
SIZE.

- set sides to equal
- fix the current aspect ratio
- swap dimensions: width/height

COLOR OPTIONS.

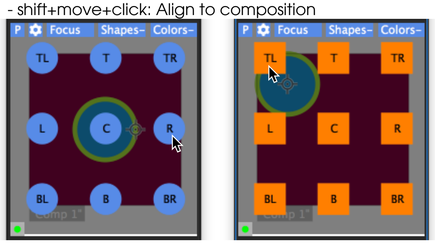
- set stroke & fill colors
- quickly toggle stroke & fill color
- two base colors (default: black & white)
- five more colors to build a palette
- change each color manually
- randomize palette colors
- create a color palette in your comp
- save your palette
- choose from the presets and your custom ones





QUICKLY SET ANCHOR POSITION AND ALIGN TO COMP.

Inside the preview:
- alt+move+click: Anchor position
- shift+move+click: Align to composition



CREATE SHAPES!

Inside the preview:
- click: Create shape at the top of your layer stack (AE default)
- ctrl+click: Create shape at the bottom of the stack

Two additional options when using one of the five Create Buttons:
- click (same as in preview: top of layer stack)
- ctrl+click (same as in preview: bottom of layer stack)
- shift-click to create shape above a selected layer
- alt-click to create it below a selected layer

USE TOKENS.

Width & Height:
- w = composition width
- h = composition height
- g = grid spacing

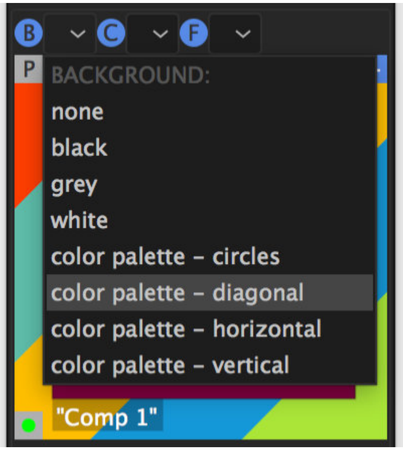
X & Y Position:
- w, h, g
- x = shape width
- y = shape height
- l, c, r = align on X to composition: left, center, right
- u, c, b = align on Y to comp: top, center, bottom

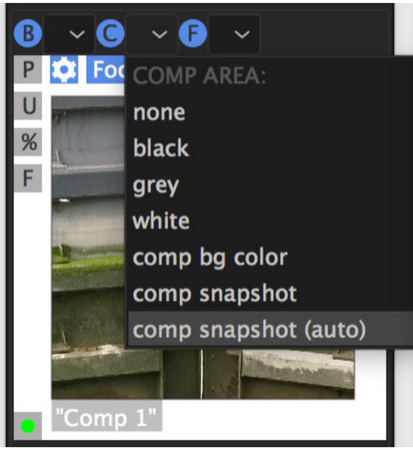
Stroke Width, Rounding:
- w, h, g, x, y

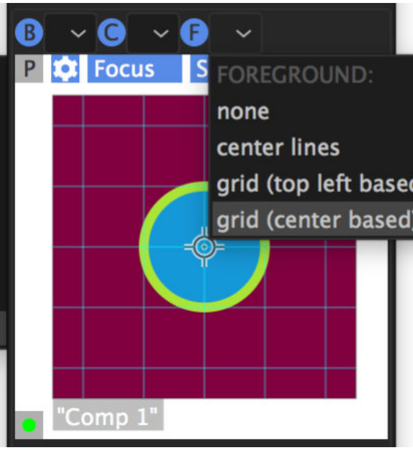
Inner Width, Inner Rounding:
- w, h, g, x, y, a = auto(AE default)

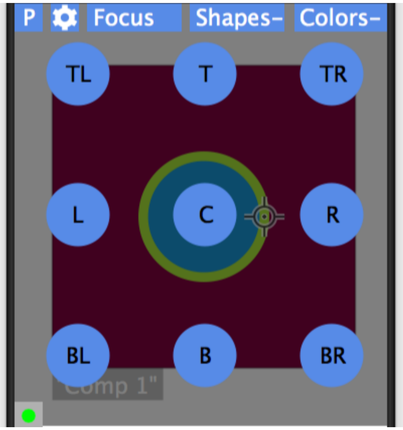
ShapeUp.

UI - Explained

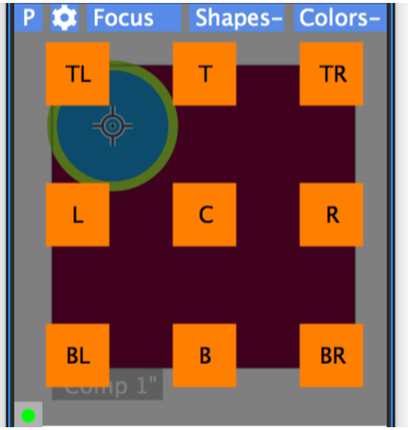








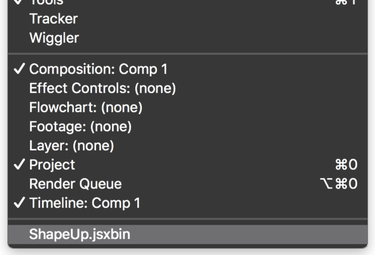
Anchor Position via Alt-Mouse Move + Click



Align to Comp via Shift-Mouse Move + Click

Options to Create Shapes:

- Clicking in the Preview will create the currently displayed Shape
- Clicking the individual Shape Create Buttons:
  This will create the corresponding Shape even if the Group/Preview is not activated beforehand

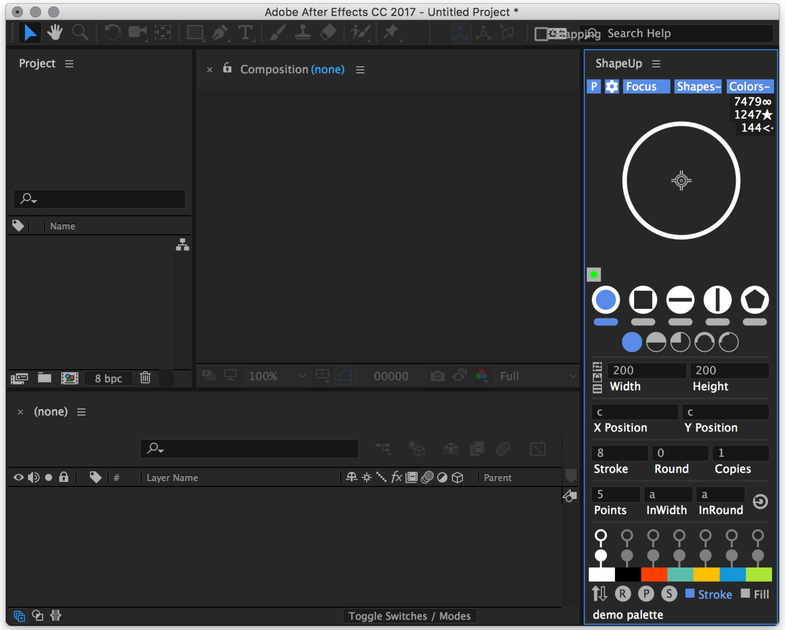


Just Open ShapeUp via Window / ShapeUp

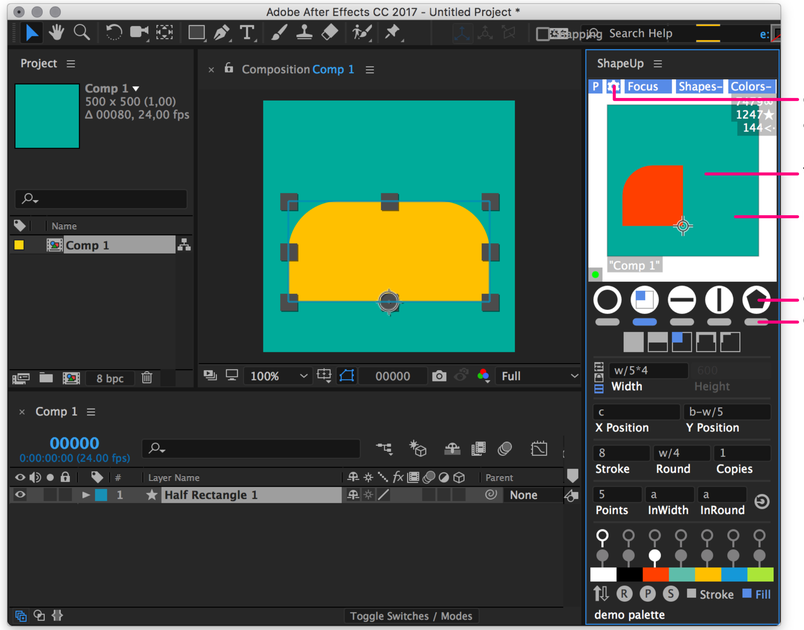
ShapeUp.

Quick Start

Have it Float or Dock it to your Liking. With no Active Comp, it can look like this:



As soon as you have an Active Comp and hover over the Preview, ShapeUp will adapt it's Preview.



Open the Preferences, have a Look at the Tokens in the additional Info Window or activate Tool Tips here plus in AE itself.

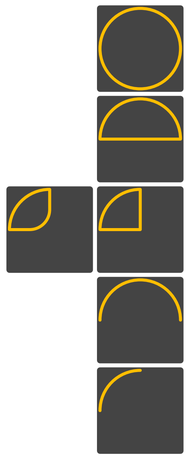
You can click in the Preview to create the Shape as you see it in the Preview.

Hold Alt to Select the Anchor Position and Shift to Align the Shape to Your Comp.

Click one of the Five Create Buttons to Create the Corresponding Shape.
Click the Bar below to Activate the Preview of the Shape Family and to Show it's Sub Shapes.

ShapeUp.

Available Shapes



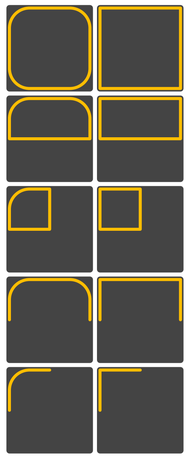
ELLIPSE
- Parametric (AE default)

HALF ELLIPSE
- Custom Path

QUARTER ELLIPSE
- Custom Path
- Rounding via AE's Shape Layer -"Round Corners"

HALF ELLIPSE OPEN
- Custom Path

QUARTER ELLIPSE OPEN
- Custom Path



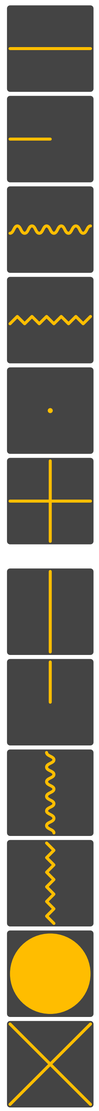
RECTANGLE
- Parametric (AE default)
- Default "Roundness"

HALF RECTANGLE
- Custom Path
- Rounding via AE's Shape Layer -"Round Corners"

QUARTER RECTANGLE
- Custom Path
- Rounding via AE's Shape Layer -"Round Corners"

HALF RECTANGLE OPEN
- Custom Path
- Rounding via AE's Shape Layer -"Round Corners"

QUARTER RECTANGLE OPEN
- Custom Path
- Rounding via AE's Shape Layer -"Round Corners"



LINE HORIZONTAL
- Custom Path

HALF LINE HORIZONTAL
- Custom Path

WAVE LINE HORIZONTAL
- Custom Path
- AE's Zig Zag (Smooth)
  (the max amount of ridges is limited to 100 by AE)

ZIG ZAG LINE HORIZONTAL
- Custom Path
- AE's Zig Zag (Corner)
  (the max amount of ridges is limited to 100 by AE)

ZERO LENGTH
- Custom Path with no Length
- Defined by Stroke Width

PLUS SHAPE
- Custom Path
- Two Separated Lines

LINE VERTICAL
- Custom Path

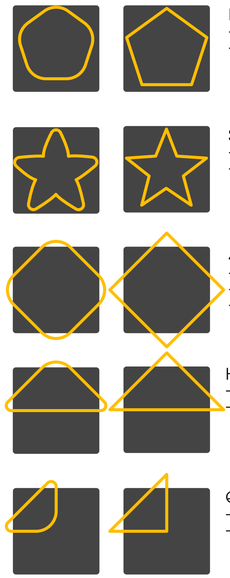
HALF LINE VERTICAL
- Custom Path

WAVE LINE VERTICAL
- Custom Path
- AE's Zig Zag (Smooth)
  (the max amount of ridges is limited to 100 by AE)

ZIG ZAG LINE VERTICAL
- Custom Path
- AE's Zig Zag (Corner)
  (the max amount of ridges is limited to 100 by AE)

ZERO LENGTH
- Custom Path with no Length
- Defined by Width

X SHAPE
- Custom Path
- Two Separated Lines



POLYGON
- Parametric
- Default Outer Roundness

STAR
- Parametric
- Default Options:
  Inner Width, Inner and Outer Roundness

4-GON
- Custom Path
- 45° rotated version of the Square
- Rounding via AE's Shape Layer -"Round Corners"

HALF 4-GON
- Custom Path
- Rounding via AE's Shape Layer -"Round Corners"

QUARTER 4-GON
- Custom Path
- Rounding via AE's Shape Layer -"Round Corners"

ShapeUp.
Preferences

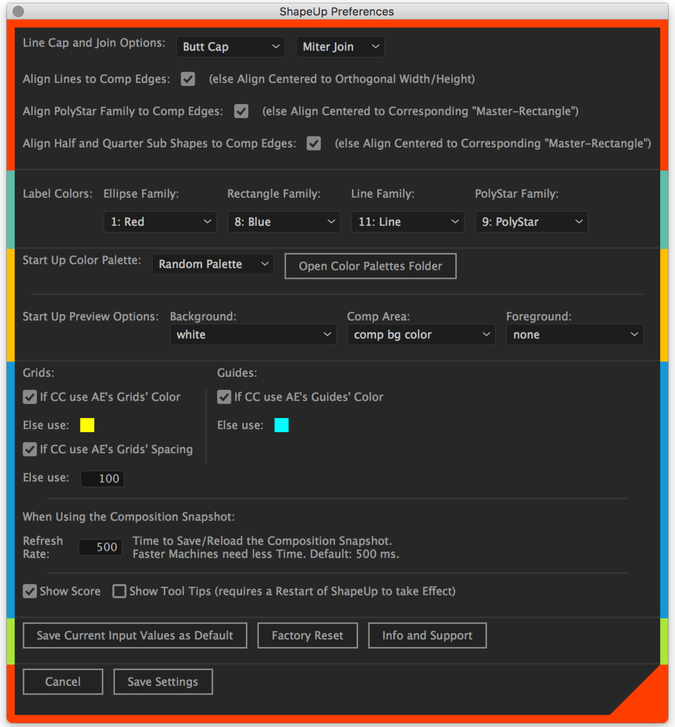
On Installation and saved in the Factory Settings, Shapes will align to the Comp as you would expect them, e.g. a half Circle will snap to the bottom Edge. But as ShapeUp works like a Construction Kit as well, you can uncheck these Boxes and all Shapes will behave like a Rectangle with the set Dimensions. Example: This Time align a Full Circle to the Bottom first. Now switching to the Half Circle again, you can fill the upper Half of the Circle - it won't snap to the Bottom.

Choose to Launch ShapeUp with a Random Color Palette, the last used one, or set it to the current Palette.

Set your Default Preview Options.

If you are using CC, ShapeUp is able to read AE's Grid and Guide Colors, plus the main Grid Spacing. For CS6 or just if you need different numbers in ShapeUp, do it here. Grids and Guides are just a visual Help as you can't drag/move shapes in ShapeUp's Preview. But using the Grid Spacing as a Token / a fixed Amount is quite helpful.

Score: The 24h Count resets at Midnight…
Tool Tips are available as well, which display the available Tokens for each input field and Key+Mouse Actions. As they are a bit long, they can be separately switched on/off.



Set your favorite Line Options regarding Caps and Joins.

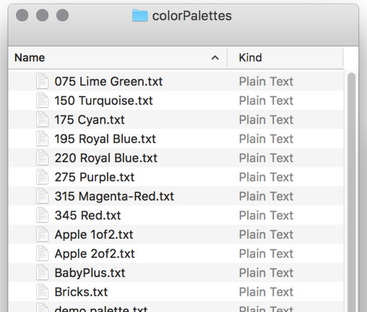
Set the Label Colors for the Shape Families.

Open the Folder containing the Color Palettes for Maintenance.

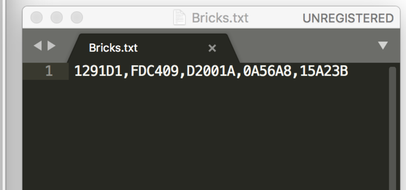
"Guides" = Center Lines

Composition Snapshot - Refresh Rate:
ShapeUp can Save a Snapshot of your active Comp at the current Time.
Depending on if the frame is rendered already and on how fast your machine is, the default time of 500 ms could be fine. Refresh Time: Time from an auto-triggered Snapshot or a manual one, if necessary Rendering the frame, saving it to your Drive to Loading it back into ShapeUp.

Save Current:
Saves the Input Values as Default, which ShapeUp uses on Start and when you hit the Reset Button.
Factory Reset:
Will reset the Input Fields, reset the Default Settings for the Inputs and the Preferences itself.
Info and Support:
Find a List with the available Tokens for the Input Fields and open a Support Ticket if needed.



Info on Color Palettes:
You can open the Folder containing the Color Palettes via the Button in the Preferences.
Each Color Palette is saved as a txt Document, containing HEX values. So it is easy to do Maintenance:
Copy, modify, create new ones - straight with a text editor or just delete all the unloved ones. ;)
You can copy these files to your projects as back up.



ShapeUp.

Trouble Shooting & Limitations & Known Issues

Trouble Shooting:

"ShapeUp won't Save my Color Palette":
Please use just alphanumeric Characters, Dashes and Underscores.

"The Comp Snapshot Function doesn't work":
Try increasing the Refresh Rate in the Preferences.

Limitations:

When working with the **Comp Snapshot**: To keep it simple and avoid cluttering your Computer, there is only one Comp Snapshot.
So when you Switch between Comps, you will have to manually Update the Comp Snapshot, or create a Shape when Auto is on.
Using the Position of a selected Object (**"s"-Token** in the Position Input Field) does not work with Layers utilising Expressions on their Position.
But it works with Layers with a animated Position via Keyframes and with Layers, which have one Parent, but not if they are rotated or scaled.
As ShapeUp is build within the "Legacy" Scripting Language, there are some Limitations to the Preview:
In General, the Preview should be a Visual Help for you to get an Idea about Dimensions of the Shape in Relation to your Comp, you can try Colors, change the Anchor Position and do the Alignment. But ShapeUp can't display everything and not in every Detail.
Line Caps and Joins: CS6 will use Round Caps all the Time, CC Projecting Caps… Sorry.
But of course, all Lines will be Created in your Composition as you defined them in the Preferences.
Polygons and Stars: I implemented the Display of up to 18 Points - I hope, that is enough for you. Of course ShapeUp will Create as Many Points as you define - more than 18. The Rounding, Inner Width and Inner Rounding won't be displayed. When you get to extreme Roundings of the special 4-gon (matching a corresponding Square in Size), the Rounding wll not be that accurate in the Preview.