

User guide

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Blend is a .jsx file which needs to be installed into the ScriptUI Panels folder of the version of After Effects that you are using.

Windows:

C:\Program Files\Adobe\Adobe After Effects 2020\Support Files\Scripts\ScriptUI Panels

Mac:

/Applications/Adobe After Effects CC 2020/Scripts/ScriptUI Panels

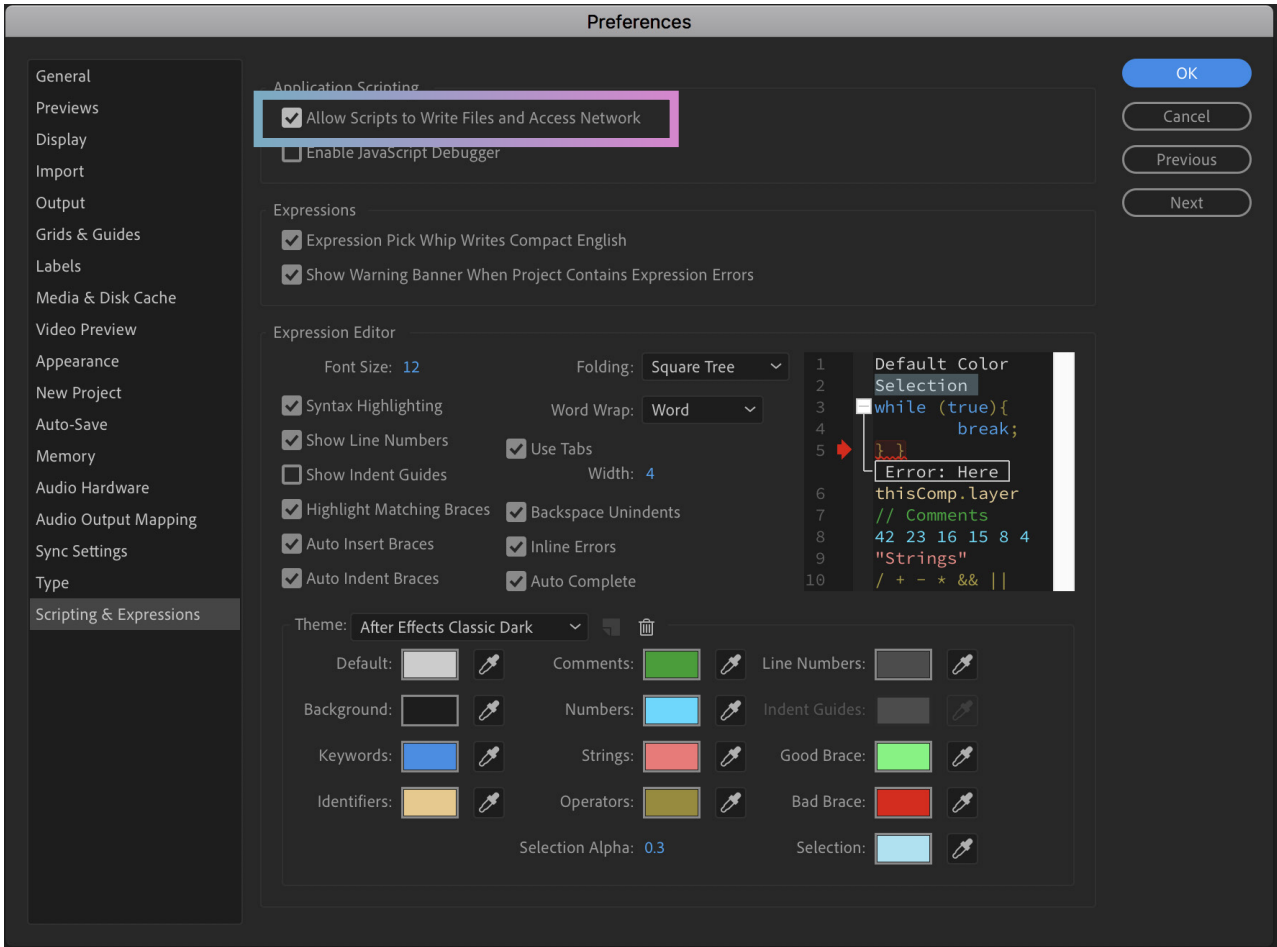
In order to run the script in After Effects you will need to enable ‘Allow Scripts to Write Files and Access Network’.

Windows:

Edit > Preferences > Scripting & Expressions

Mac:

After Effects > Preferences > Scripting & Expressions



Finally, if you are a KBar user, you can create buttons using the following arguments:

blend
add property

The SVG icons for each button are included in the zip folder from aescrpts + aeplugins.

Blend is a tool for After Effects which allows the user to define two states for a desired number of objects to blend between.

The basic blend system creates a start and end controller which both support position, rotation, scale and opacity. The user can also include additional properties, such as trim paths or fill and stroke colours, by using the add property button.

The tool supports parented and 3d layers and provides the user with an easy to use delay system, which when combined with additional properties creates unique results.

Blend is easy to use, removes complexity and allows the user to focus on crafting beautiful animations.

UI Panel:





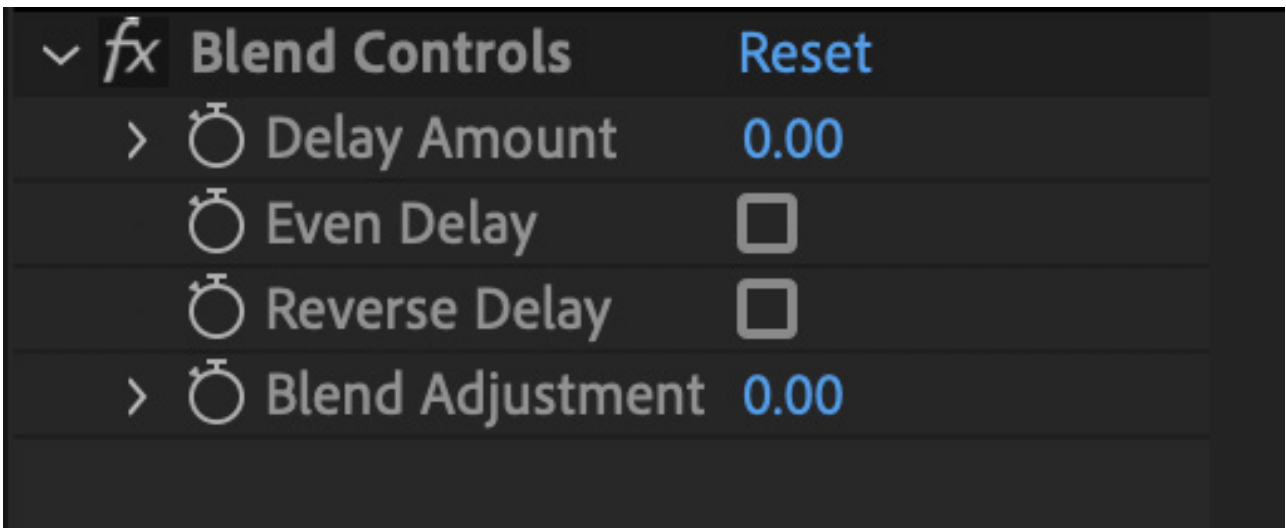
Blend

Select an object you would like to use when creating a blend system.

Click the Blend icon to create a blend system. A start and end controller will be created and the Blend Controls effect will be applied to start controller. The selected object will be renamed, duplicated and attached to the two controllers.

Animate the start and end controllers’ Position, Scale, Rotation and Opacity and the blend objects will update appropriately.

To add more blend objects, simply select a blend object and press cmd + d (mac) or control + d (windows) and delete objects to remove them.

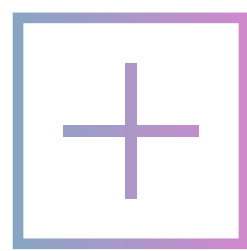


The Blend Controls effect allows you to add delay to the blend system. If the Delay Amount is set to 5 each blend object will be delayed by 5 frames.

If Even Delay is checked, both the start and the end of the blend objects will be delayed equally and the middle of the blend will be delayed separately.

Reverse Delay reverses the direction which the delay is applied throughout the blend objects.

Blend Adjustment pushes the blend objects toward either the start or end controller.



Add property

Adding properties to a blend system is easy.

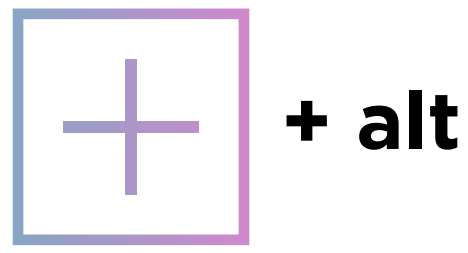
First locate the blend object named “*Unique Name Blend - 1*”. Add at least 2 keyframes with different values to the property you wish to add to the blend system. *The two keyframes will be used as a minimum and maximum value of a Slider Control when added to the system.*

Select the keyframes and click the Add Property button. This will add an expression to the keyframed property and create a Slider Control on both the start and end controllers.

Finally, you will need to update all the blend objects. First delete all existing blend objects except for “*Unique Name Blend - 1*” then create new blend objects with the new property and expression by using cmd + d (mac) or control + d (windows).

Now the property is added to the blend system, simply adjust the Slider Control on either the start or end controller from 0 to 100 to update the blend.

Note: you can add multiple properties at the same time and the system will create unique Slider Controls for each property added.

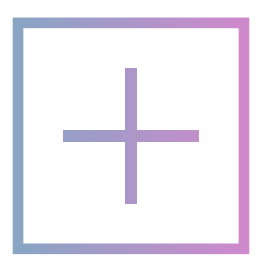


Property groups

Follow the same steps to add a property except now select the keyframes for multiple properties and hold alt when clicking the Add Property button to create a grouped property.

A dialogue box will appear prompting you to name your property group. Write an appropriate name and click Ok.

A uniquely named Slider Control will be created on both the start and end controllers which will control all of the properties added to the system.



Adding colour

There are two methods for adding colour, the first method is exactly the same as how you would add any other property to a blend system.



Alternative colour

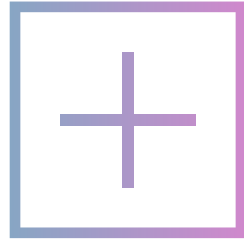
The second method goes as follows:

Find the colour property that you would like to add to the blend system, this could be a stroke, fill or a colour control of any effect.

Select the colour property and whilst holding shift, click on the Add Property button.

You will notice that this creates a Colour Control instead of a Slider Control on both the start and end controllers.

Simply change the value of the Colour Control to adjust the colours of the blend.



Stroke width

The process of adding stroke width properties to a blend system is exactly the same as any other property, except when doing so there is a small difference.

When the property is added you will notice that on the start controller a Maintain Stroke Width Checkbox Control will have also been created.

If checked, this allows you to maintain a consistent stroke width regardless of scale values.

Several people kindly offered to help beta test the tool. With that said I'd like to say a huge thank you to the following:

Evan Abrams
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You all are amazing and I truly appreciate the support, advice and suggestions.

Version 1.0:
Initial tool launch.