SCREEN MAPPER

THE NEW TOOL FOR QUICKLY BUILDING
MULTI-SCREEN DISPLAY TEMPLATES

Quick Guide v1

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Overview:

Screen Mapper is a new tool for After Effects that allows you too quickly build multi-screen display templates.

Design your templates inside the tool, then export to After Effects... Easy!

Screen Mapper will automatically create your master compositions and precomps, name, label and position them correctly.

Installing:

To install the extension, which is a .zxp file type, you can use the aescripts Manager App or the ZXP Installer from aescripts.com
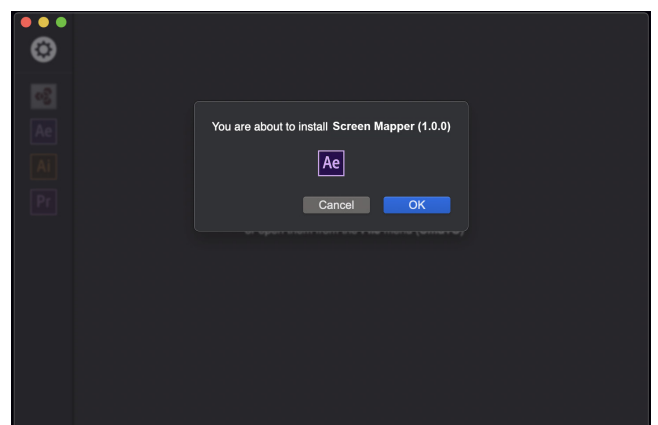
Manager App to install:
https://aescripts.com/learn/aescripts-aeplugins-manager-app/

ZXP Installer:
https://aescripts.com/learn/zxp-installer/

1. Download and install the free ZXP Installer from aescripts.com

2. Drag the .zxp file onto the installer and click install.

3. Restart After Effects.

You can find Screen Mapper under:
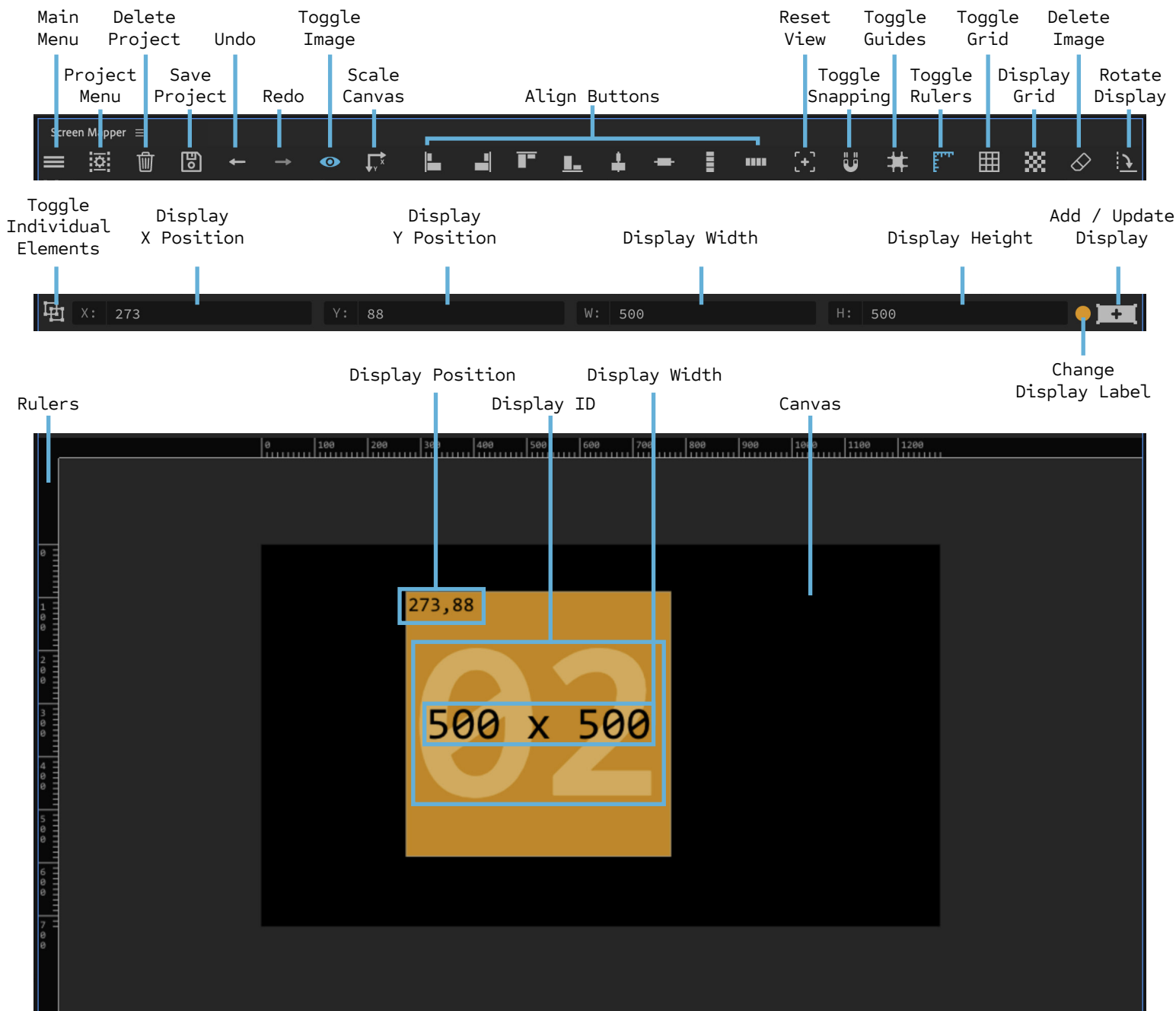Window > Extensions > Screen Mapper.

The UI:

With features like rulers, grids, panning and zooming (all of which can be toggled on /off with keyboard shortcuts or via a button on the toolbar). Screen Mapper's interface has been designed to feel as if you're working right within your composition window.

Screen Mapper vis split into two main parts. The toolbar, and the canvas. The toolbar is used to adding and updating displays on the canvas. The canvas is for positioning and resizing displays.

Each display shows its Display ID, dimensions and position within the canvas.

Create New Project:

To create a new project, go to the Main Menu and click 'Create New Project'.

This will then load up the Project Menu, where you can enter project specific detils like Project Name, Dimensions, Gutter and Snapping values as well as add a Background Image.

Add Display:

To add a display to the canvas, enter the displays X position, Y Position, Width, height and label colour via the tool bar or the Add Display Modal (shortcut "E").
Then click the Add / Update Display Button.

To move a display around the canvas simply click and drag it. It will be constrained within the canvas dimensions. To edit the display, make sure it is selected and then adjust its properties within the toolbar or Display Modal. Click the Add / Update button to update it.

To add a new display, make sure no displays are selected within the canvas, enter display property values, then click the 'Add / Update Display' button.

Really there is no limit to the amount of displays you can have, but performance will start to decrease the more displays you've got on the canvas.

Export to AE:

To export your Screen Mapper Project to AE, go to the Main Menu and click 'Export To AE'. You will get prompted if you want to save your project first. (Reccomended for bigger projects with lots of displays).

Screen Mapper will automatically create and add your compositions to your After Effects project, calculating the correct positions for each display.

Project Menu:

Edit project-wide settings within the Project Menu.

General

Project Name:
The Project Name.

Gutter:
The gutter value is the pixel value between two displays touching.

Min Zoom:
The snapping value is the maximum distance that two displays can be within each other before they snap together.

Edge detection:
The edge detection value is the maximum distance that a display can be to the edge of the canvas before it snaps to that side.

Canvas Width:
The width of the canvas.

Canvas Height:
The height of the canvas.

Canvas Background

Two buttons for adding a background image into the project and deleting an existing one.

Project Settings

General:

Project Name:
Untitled Project

Gutter: 0   Snapping: 20   Edge Detection: 20

Canvas Dimensions:

Canvas Width: 1280   Canvas Height: 720

Canvas Background:
[Browse] 🗑

Export Settings:

Duration: (Secs) 25   Frame Rate: 25

[Cancel] [OK]

Export Settings

Duration:
The duration of your compositions when you import the active Screen Mapper project to After Effects.

Frame Rate:
The frame rate of your compositions when you import the active project to After Effects.

Add Grid Modal:

Screen Mapper has an option to quickly add a grid of displays to the canvas via the 'Add Grid Modal'. Here you can define the number of Rows, Columns, Total Width and Total Height or the Display Width and Height, as well as the position of the grid. You can choose to have gutter space between each display and select how many different label colours you want it to cycle through, as well as the direction in which it builds the displays.

The Add Grid Modal shortcut key is: "G".

Add Display Modal:

As well as adding or editing displays via the toolbar. You can also do it with shortcut keys via a modal.

The Add Display Modal shortcut key is: "E".
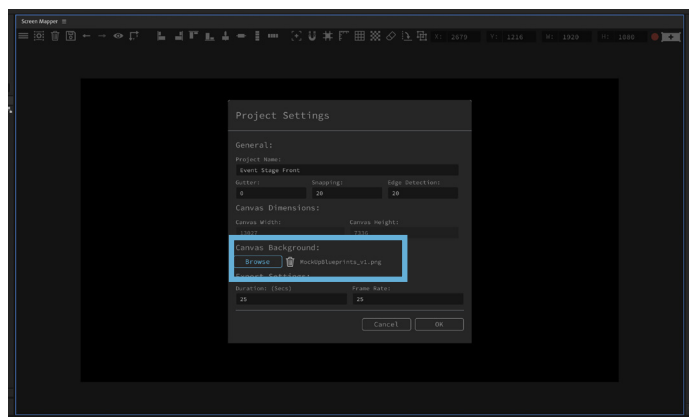
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Importing Images:

Screen Mapper allows you to import an image into your project canvas up to a maxium size of 10000x10000 pixels.

Generally the smaller size image the better the extension performs. This is good if you want to use any kind of blueprint image for reference when creating your Screen Mapper project. Screen Mapper accepts: .jpg and .png
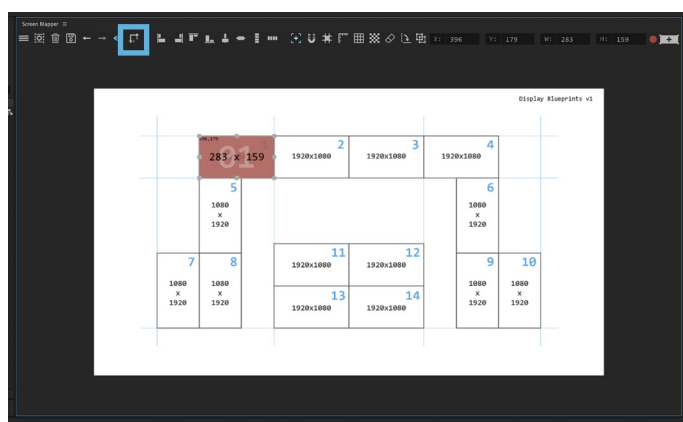
If you need to scale the background image appropriately so that it is 1:1 with displays then use the Canvas Scale Tool, located on the tool bar.

Note: If you want to rescale an image, currently you must do it first with only on display on the screen.

1. Import a background image via the Project Menu
2. Add a display and align it up with a reference in your image
3. With a single display selected, select the Canvas Scaling Tool and enter the correct dimensions of the selected display
4. Screen Mapper will resize the image and the display to scale
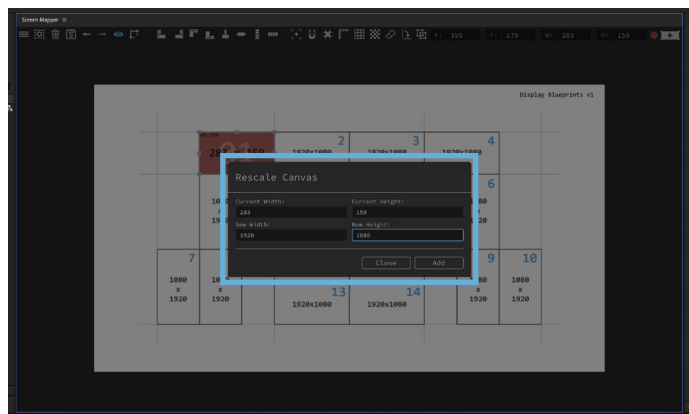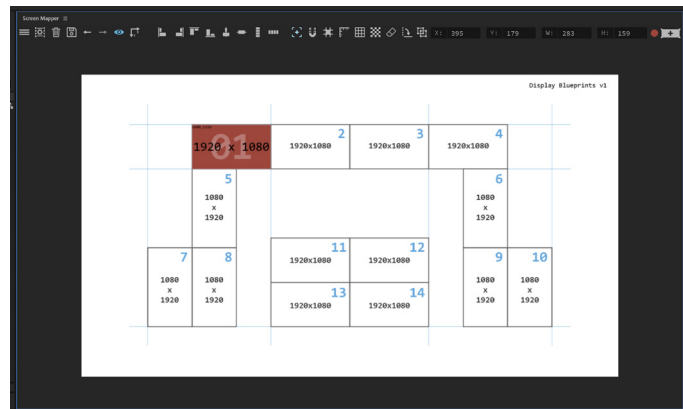

1. Import a background image via the Project Menu

2. Add a display and align it up with a reference in your image

3. With a single display selected, select the Canvas Scaling Tool and enter the correct dimensions of the selected display

4. Screen Mapper will resize the image and the display to scale

Screen Mapper Preferences:

You can access the Screen Mapper preferences by clicking on the little burger menu on the extension window and then clicking 'Preferences' on the context menu.

This will bring the Screen Mapper Preferences window forward. It is broken down into 3 sections:
General, Displays and **After Effects**.

General

Under the General Tab you can set the defaults values for new projects. These include:

Default Dimensions:
The default canvas size dimensions.

Default Spacing Controls:
The default spacing control values.

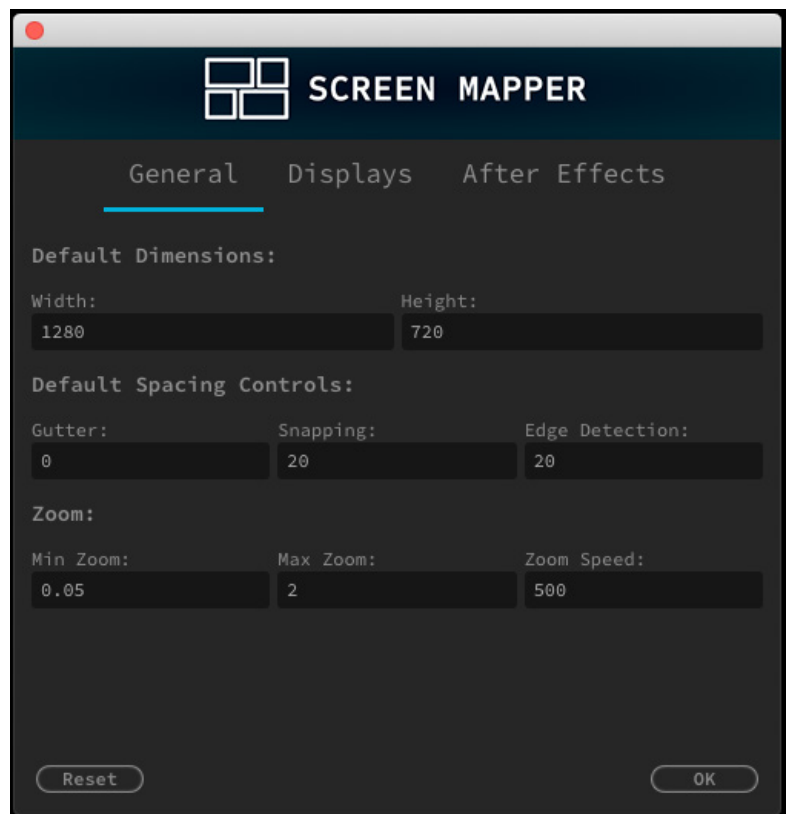**Zooming:**
Range is between: 0.01-4
1 = 100%

Min Zoom:
The minimum amount you can zoom in.

Max Zoom:
The maximum amount you can zoom out.

Zoom Speed:
The speed you can zoom in and out.

Screen Mapper Preferences:

Displays

Under the Displays Tab you can set the dimensions for each of your 5 quick display presets. To add a quick display just hit one of the shortcut keys "1", "2", "3", "4" or "5".

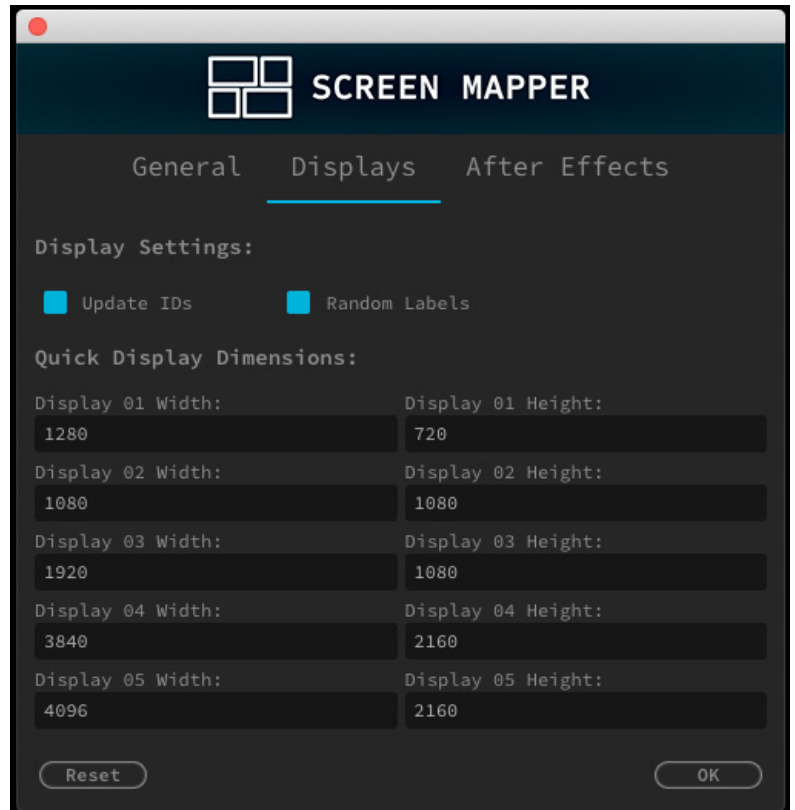**Update IDs:**
With this checked, when you delete a display each ID will update so they are no gaps or missing numbers.

E.g. if you have 4 displays: 1,2,3,4 and delete display 2. They will re update IDs to: 1,2,3. If this is left unchecked the displays would stay: 1,3,4.3", "4" or "5".

Random labels:
With this checked, every time you add a new display it will choose a label colour at random.

Screen Mapper Preferences:

After Effects

Under the After Effects Tab you can set the defaults for importing your Screen Mapper Canvas into After Effects.

Default Duration:
The duration of your compositions in After Effects.

Default FrameRate:
The frame rate of your compositions in After Effects.

Create Guides:
Add guides around the edges of your composition / displays in After Effects.

Add IDs:
Add a text layer with the ID in After Effects.

Trim to Displays:
Resize all your displays to the bounding box of them together - Leaving no unsused space.
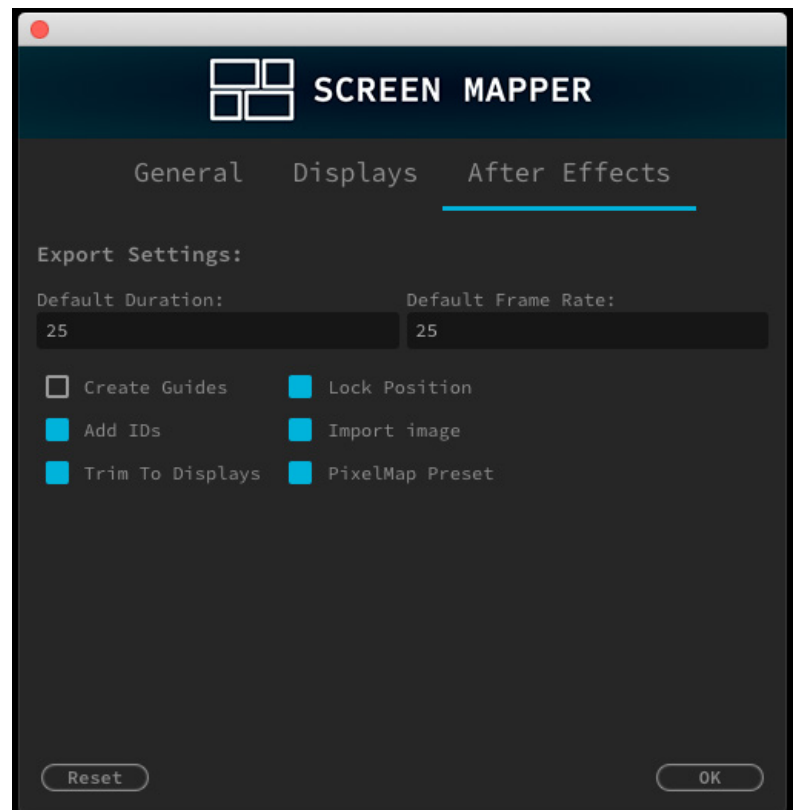
Lock Position:
Lock the position of compositions with an expression so they don't get moved accidently.

Import Image:
Import the background image you used into your After Effects project and composition.

PixelMap Preset:
Adds a shape layer with a pixel mapping preset.

Keyboard Shortcuts - Diplays:

Screen Mapper utilises keyboard shortcuts for quickly moving and duplicating displays as well as many other actions for speeding up the build process.

Note: Due to a bug within After Effects Mac OS keyboard shortcuts, both Windows and Mac use the control Key, instead of the Apple command Key.

Move Displays

Key	Action
A	Move left 1px
D	Move right 1px
W	Move up 1px
S	Move down 1px

Duplicate Displays

Keys	Action
Shift **A**	Duplicate Display left
Shift **D**	Duplicate Display right
Shift **W**	Duplicate Display up
Shift **S**	Duplicate Display down

Add Custom Display

Key	Action
1	Add Quick Display 01
2	Add Quick Display 02
3	Add Quick Display 03
4	Add Quick Display 04
5	Add Quick Display 05

Modify Displays

Key	Action
R	Rotate Display 90°
L	Change label colour
Shift **L**	Change label colour counter
Backspace	Delete Display

Select Displays

Keys	Action
Cntl **A**	Select All Displays
Cntrl **Tab**	Select Next Display
Ctrl **Shift** **Tab**	Select Previous Display

Keyboard Shortcuts - Project:

Show Modals

Q	Toggle Menu Modal
E	Toggle Display Modal
G	Toggle Grid Modal

Modify Project

Ctrl	**Z**	Undo Action
Shift	**Z**	Redo Action
Ctrl	**S**	Save Project

Modify Canvas

	–	Zoom in
	+	Zoom out
	M	Toggle Snapping
	I	Toggle Background Image
	;	Toggle Guides
Alt	**;**	Toggle Grid
Ctrl	**R**	Toggle Rulers

Analytics:

Screen Mapper gives you the option to 'Send Anonymous Analytics'. This tracks what buttons you click most, which helps us to know what feature users are using most, and to understand workflows on how it can be improved.

Enabling Anonymous Analytics also sends an error log should you experience an error, which is a massive help with bug reporting as we get notified on them quicker and thus they get fixed quicker.

Analytic Data List:

- Screen Mapper Version
- Operating System
- Licence Type
- IP Address
- After Effects Version
- Previous Action Log
- Each button ID within the extension (when clicked)
- Date and Time

Need More Help?

File a support ticket on the aescripts website.

Thanks!