

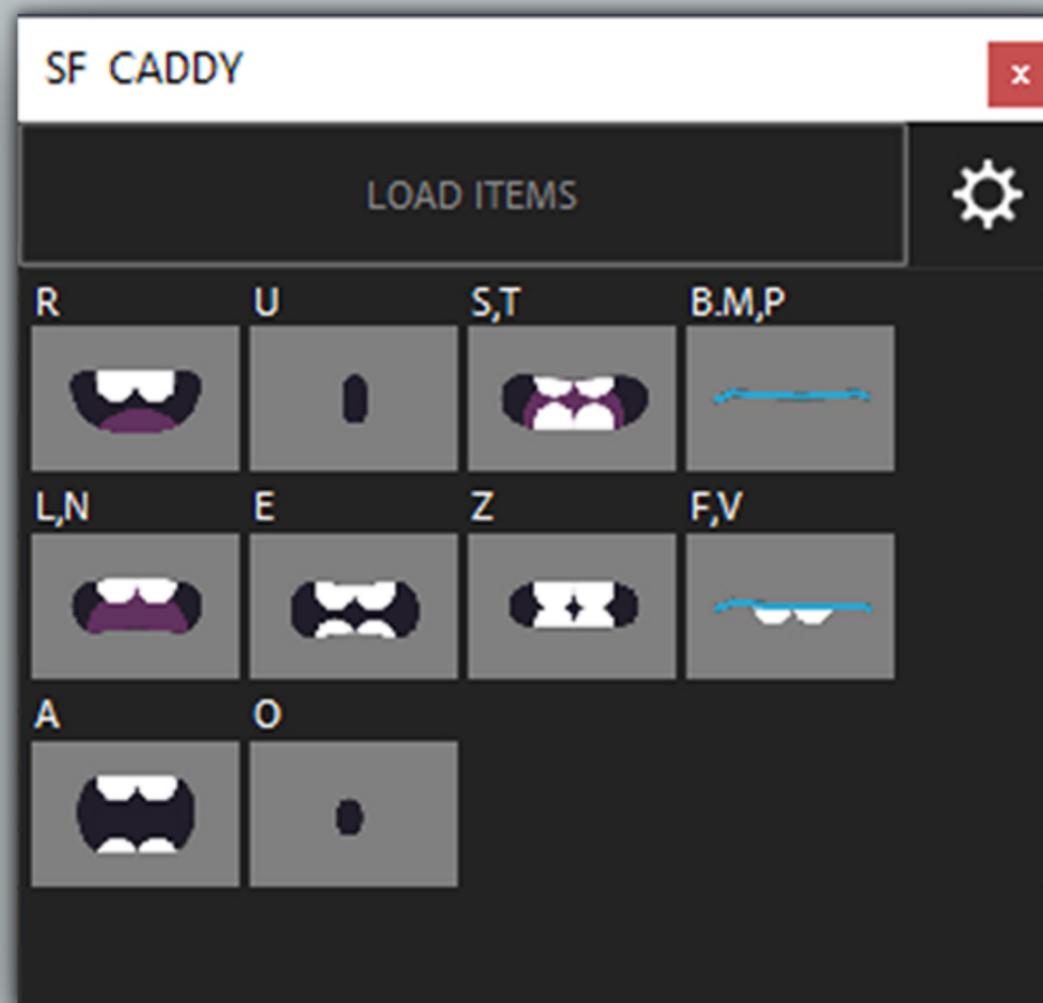
SF-CADDY

Easy replacement tool for After Effects

SF-CADDY is an After effect tool for fast and easy frame replacements.

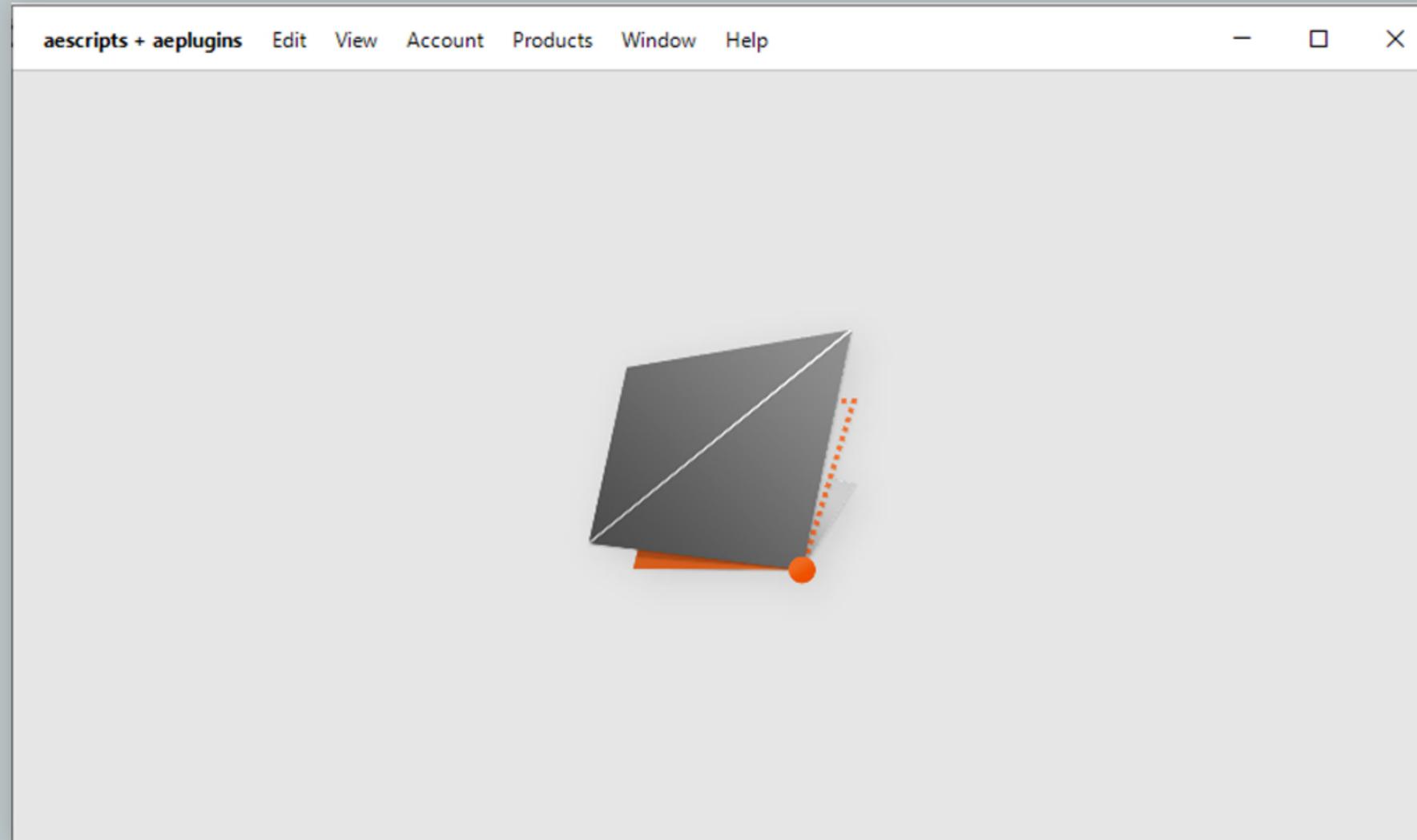
mostly used in (but not limited to) **character animation**.

the tool represents each frame inside a precomp as a small **clickable Image** that let's you jump to that frame without the hassle of going in and out of the comp.



The easiest way to install is using the **aescripts + aeplugins manager app**

Download from here: <https://aescripts.com/learn/aescripts-aeplugins-manager-app/>

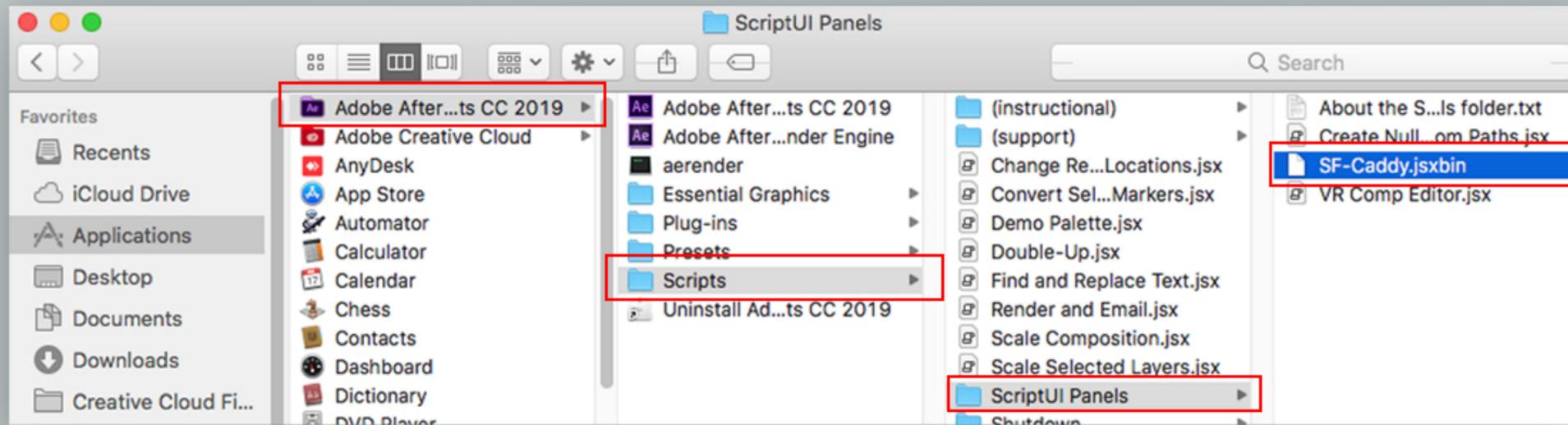


If you would prefer to install manually, check the next page for instructions:

to install the tool, simply copy **SF-CADDY** to the following folder.

MacOS:

Applications/Adobe After Effects <Version>/Scripts/ScriptUI Panels

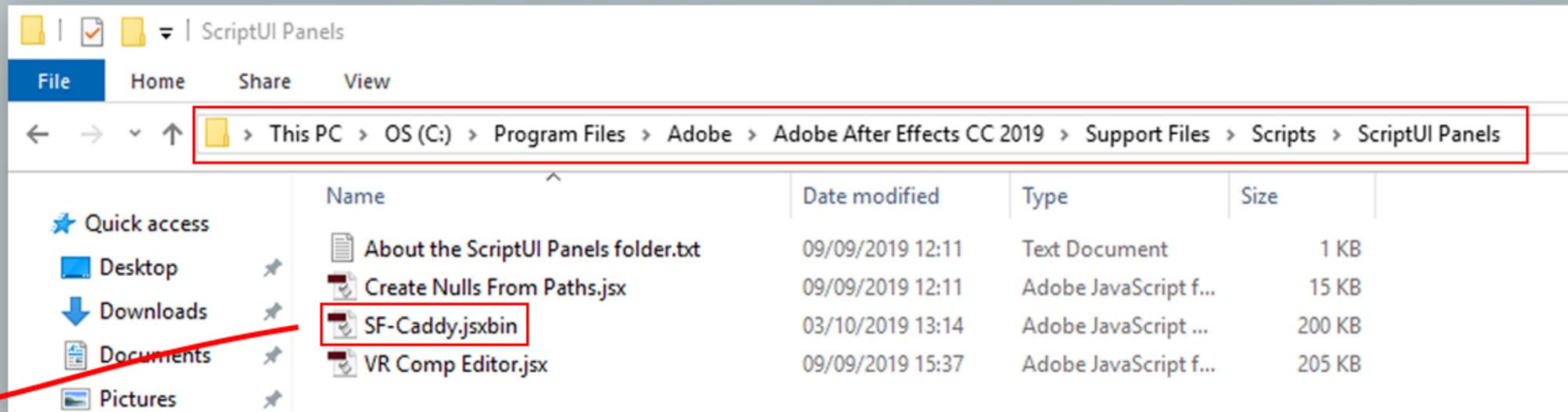
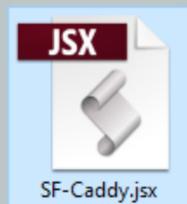


Copy the SF-Caddy file to this folder

Windows:

C:\Program Files\Adobe\Adobe After Effects <Version>\Support Files\Scripts\ScriptUI Panels

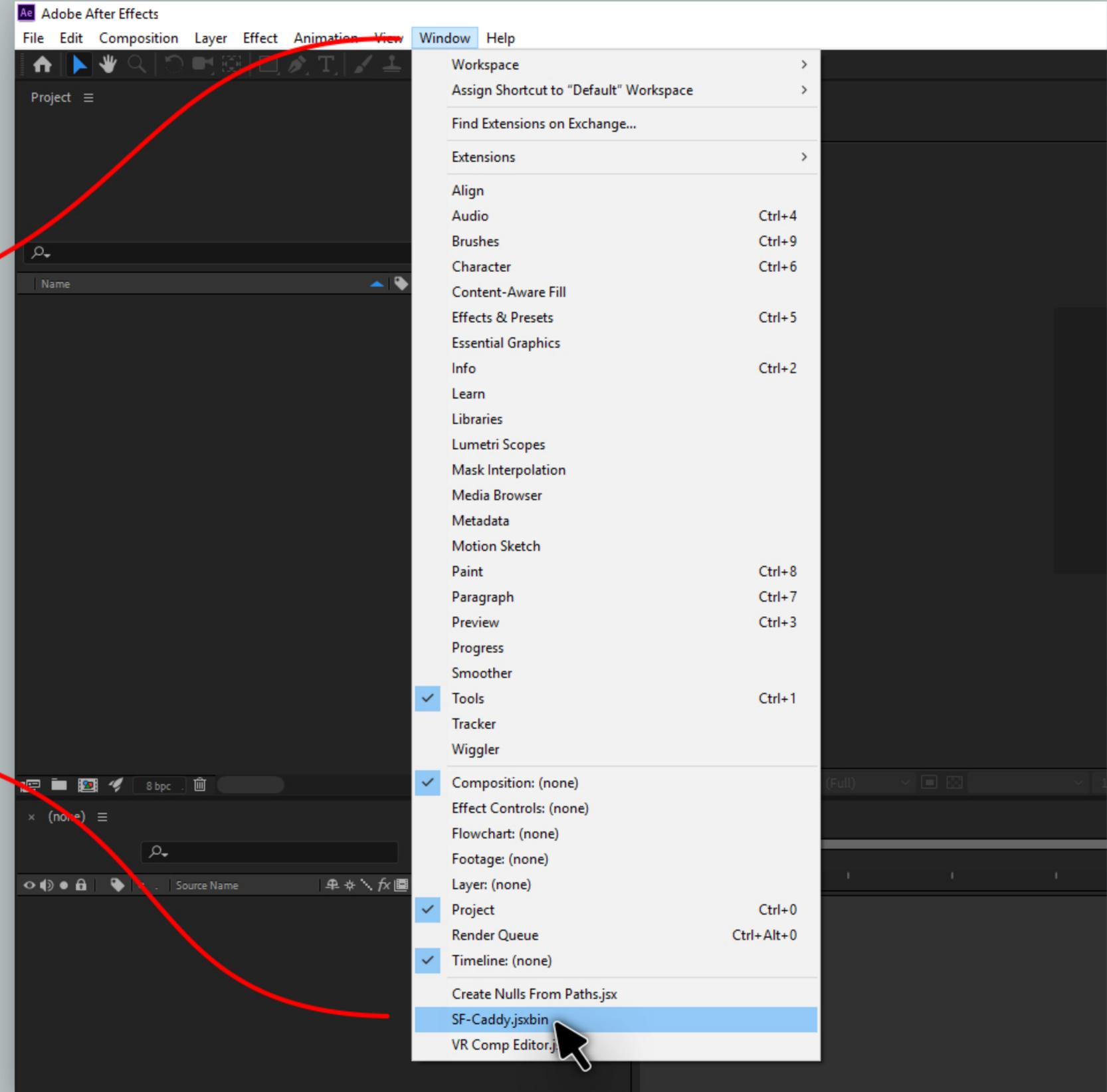
Copy the SF-Caddy file to this folder



boot up after effects and click the **window** tab on the top bar.

Open the Window menu

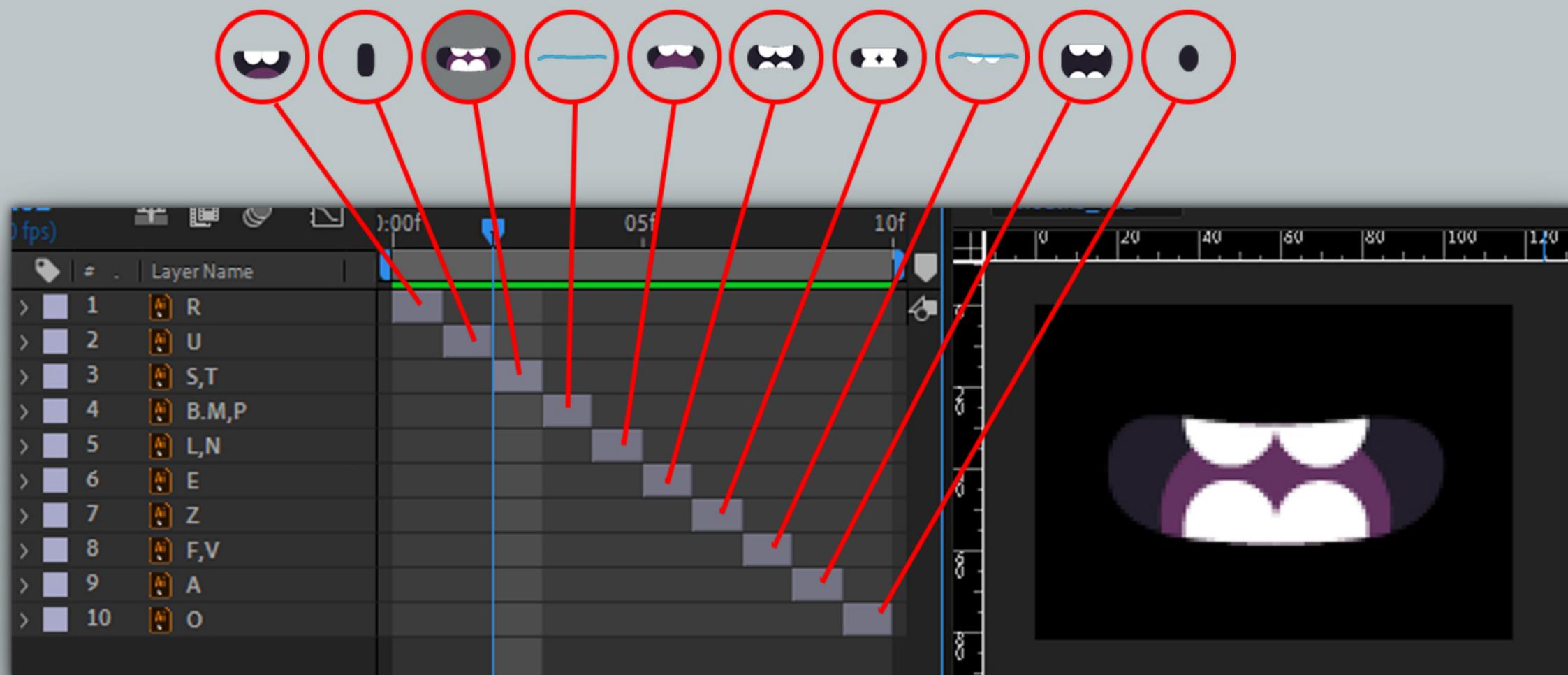
Click on SF-Caddy.jsxbin tool



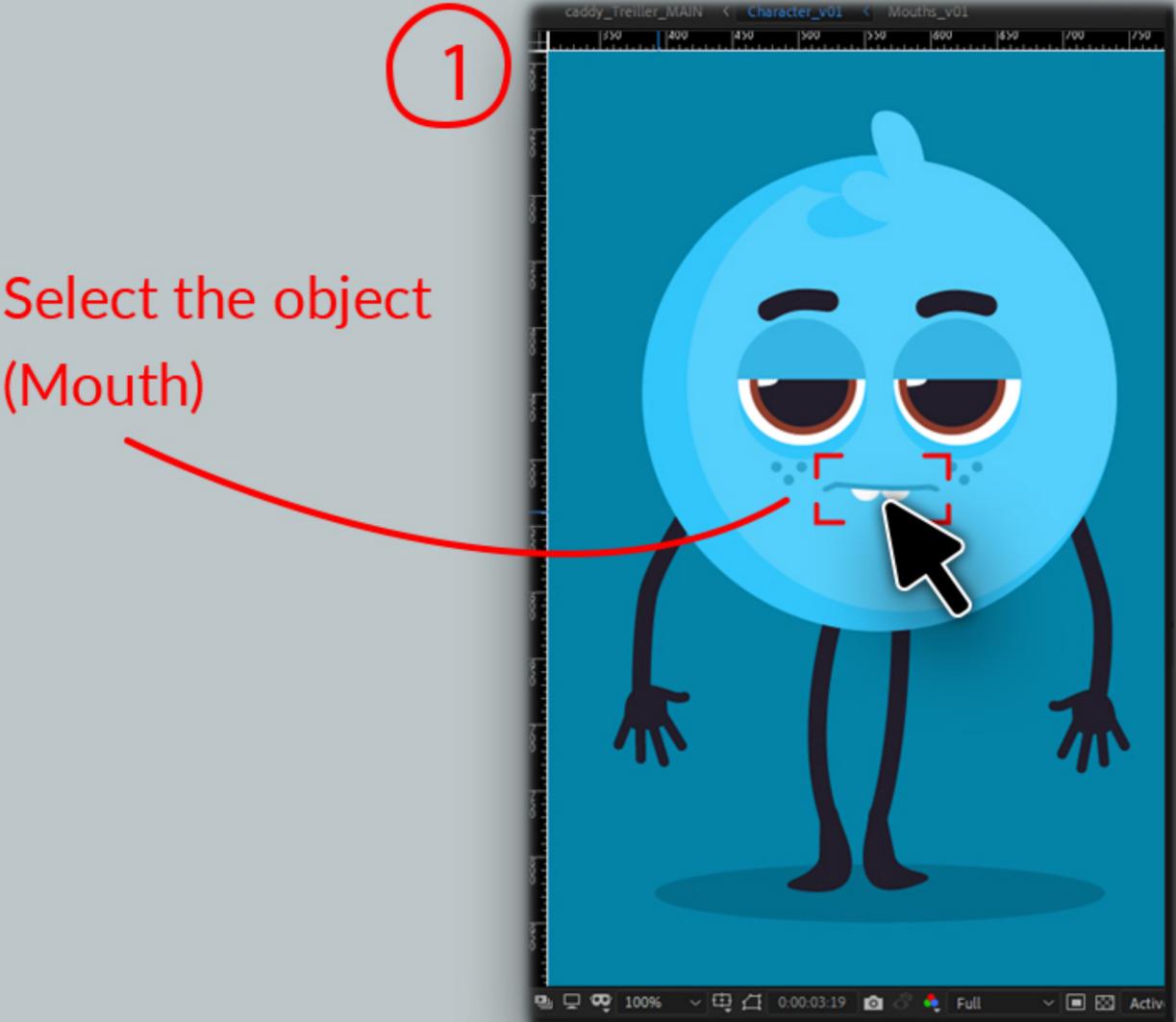
For **SF-CADDY** to work correctly we must prepare a **replacement composition** for it by setting every replaceable asset to a single frame in a precomp.

This can be easily achieved by setting all the layers in the precomp to one frame and selecting all the **layers > right click > keyframe assistant > sequence layers**.

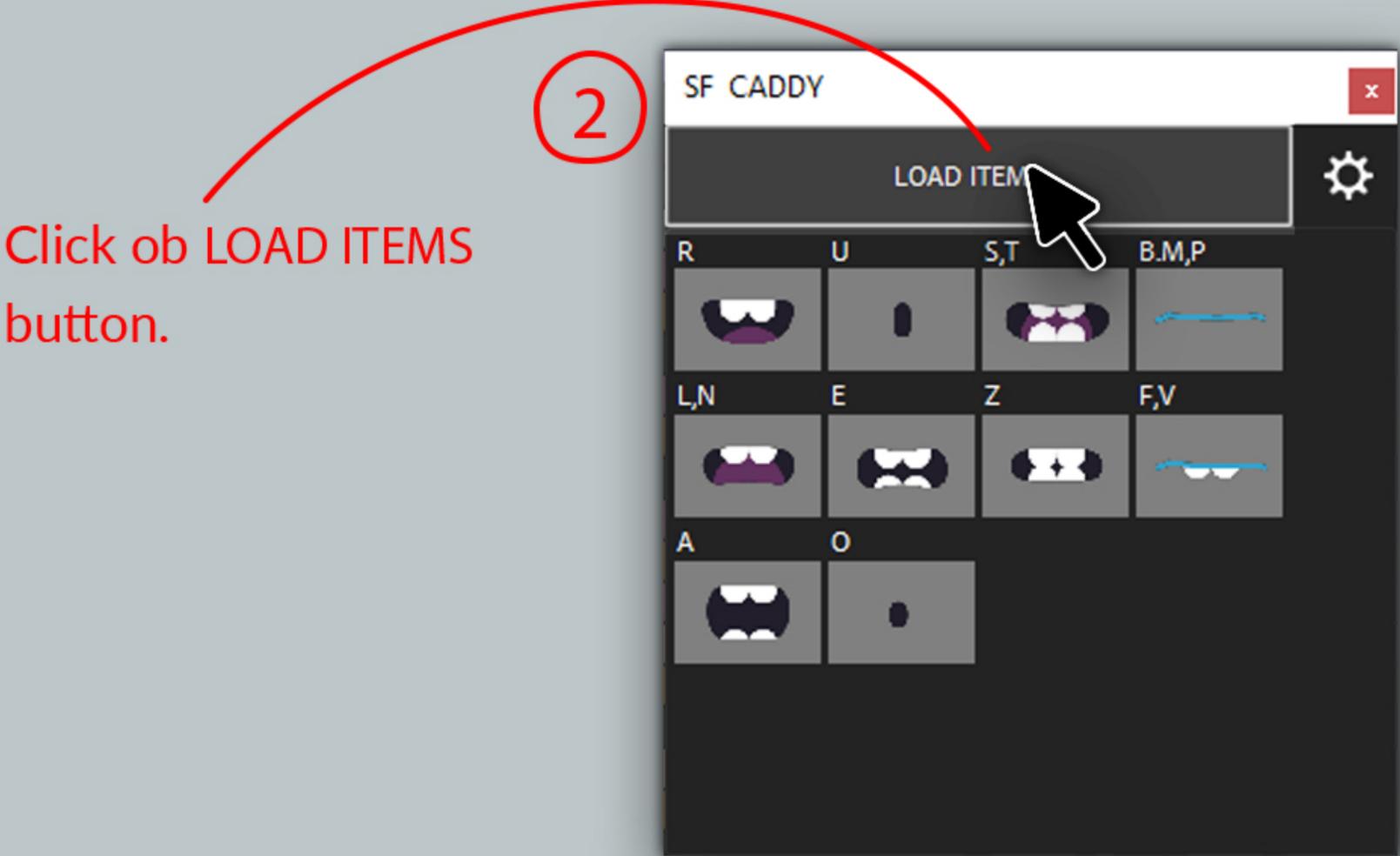
As you can see in this example, we've set each vowel of our character's mouth to a different frame.



To create the replacement buttons, simply **exit** the precomp to the **parent comp**,
Select the **replacement precomp** we've prepared, and press the **LOAD ITEM** button in **SF-CADDY**.
All your assets will shown as item buttons in the **SF-CADDY's** tool panel.
(if not, make sure you **choose** the **correct precomp**)



Select the object
(Mouth)

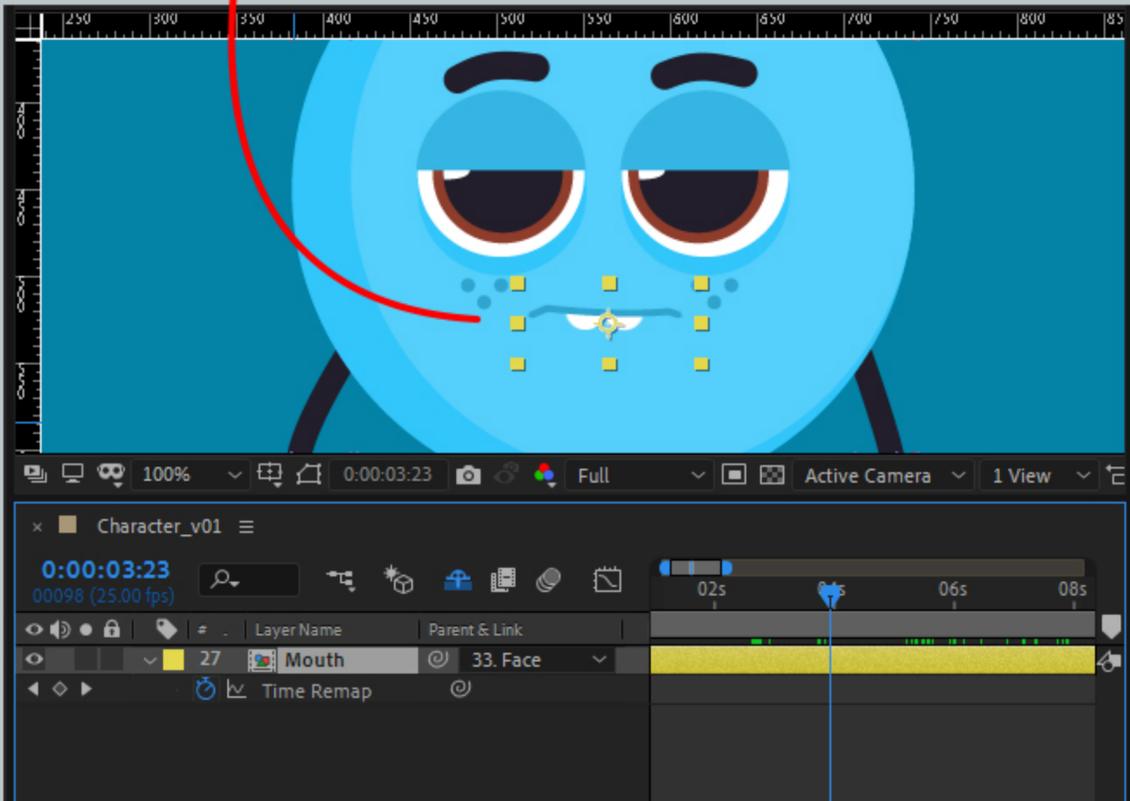


Click ob LOAD ITEMS
button.

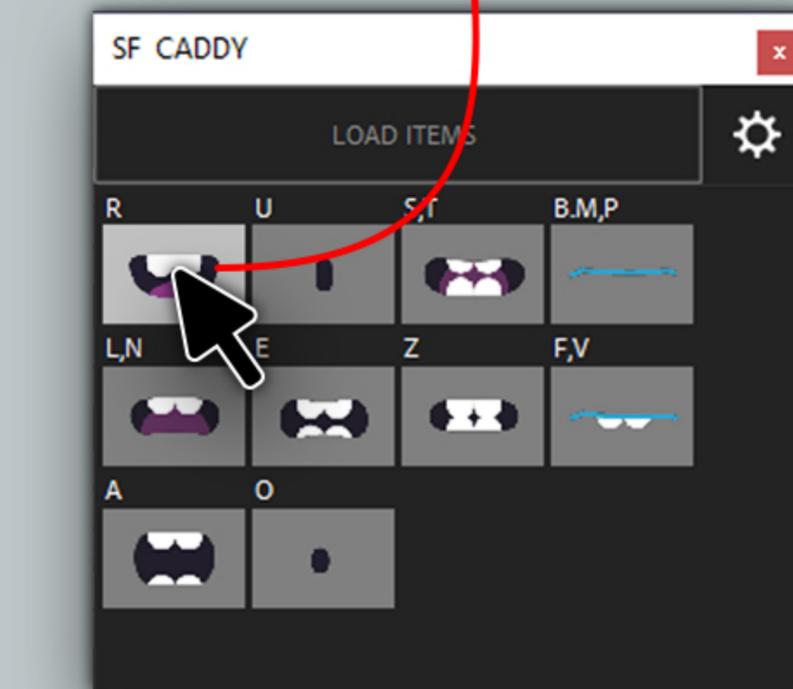
Replacing frames with **SF-CADDY** is as easy as clicking, Simply **move your playhead** to where you want the replacement to happen, **click** on any item button in the tool panel.

SF-CADDY will create a new hold keyframe in the time-remap property of you precomp.

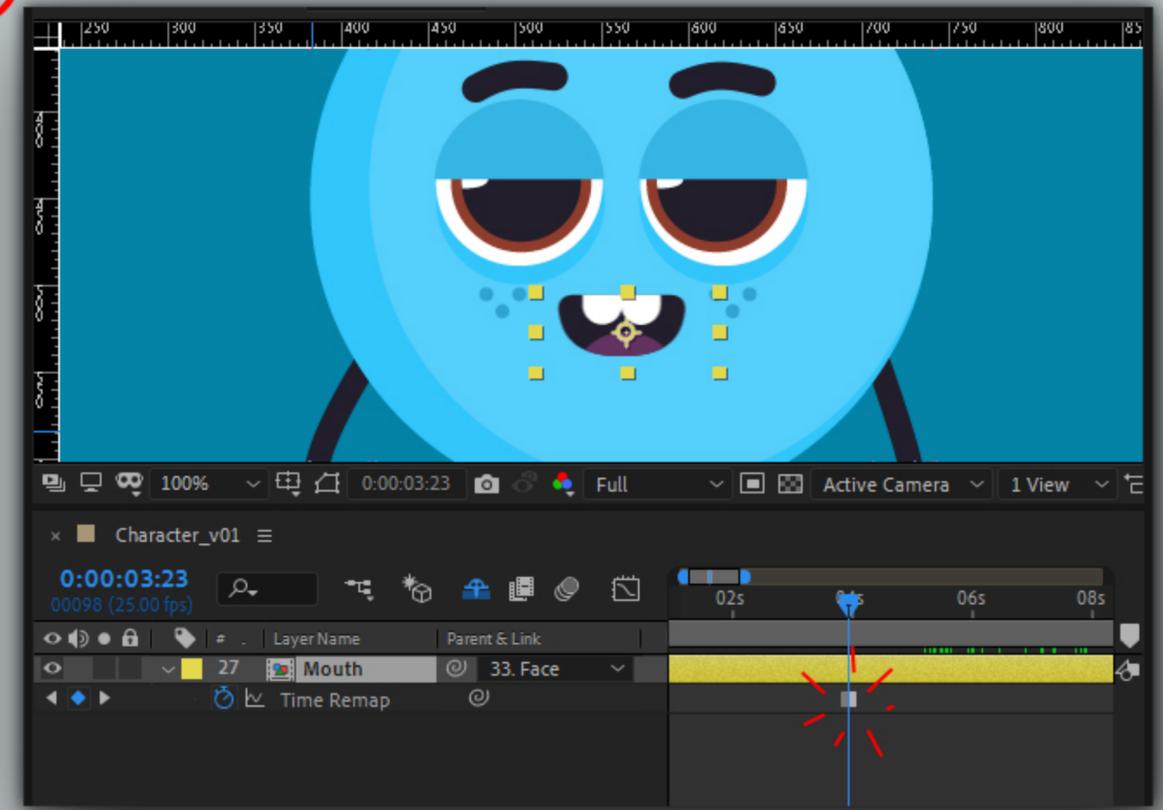
① After the precomp is selected



② Click the item button



③ Replace the item and Set a new keyframe



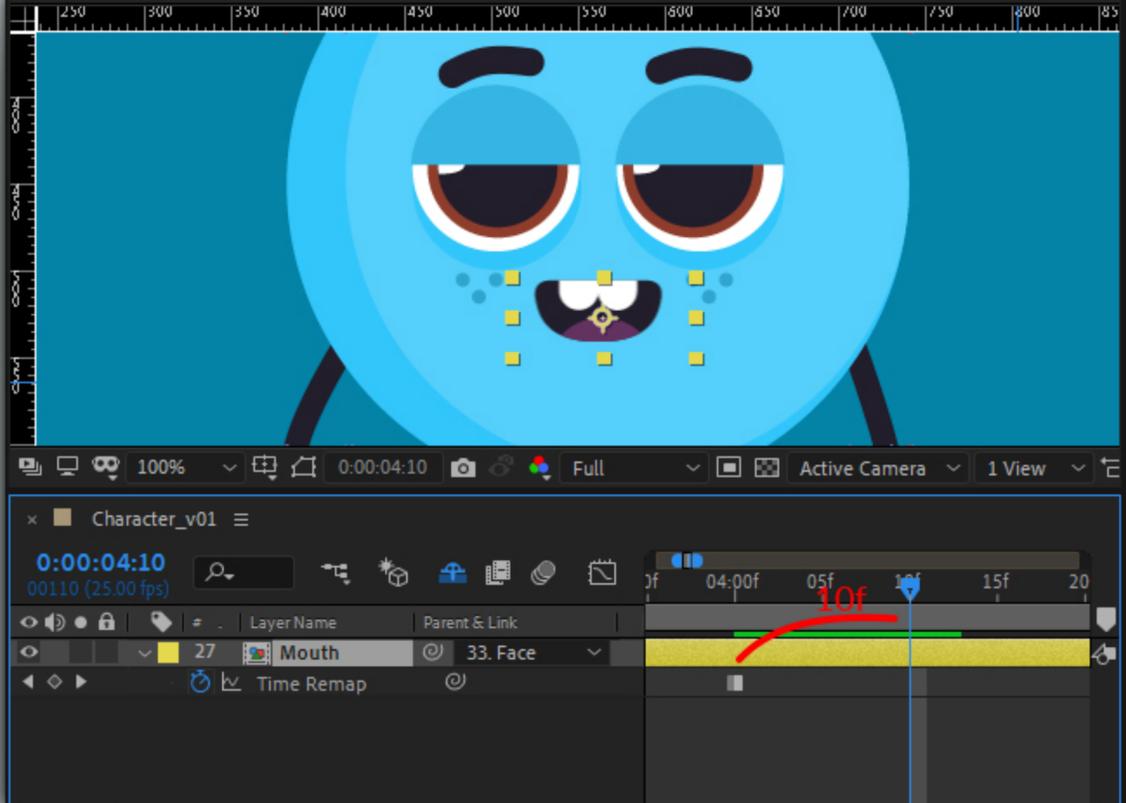
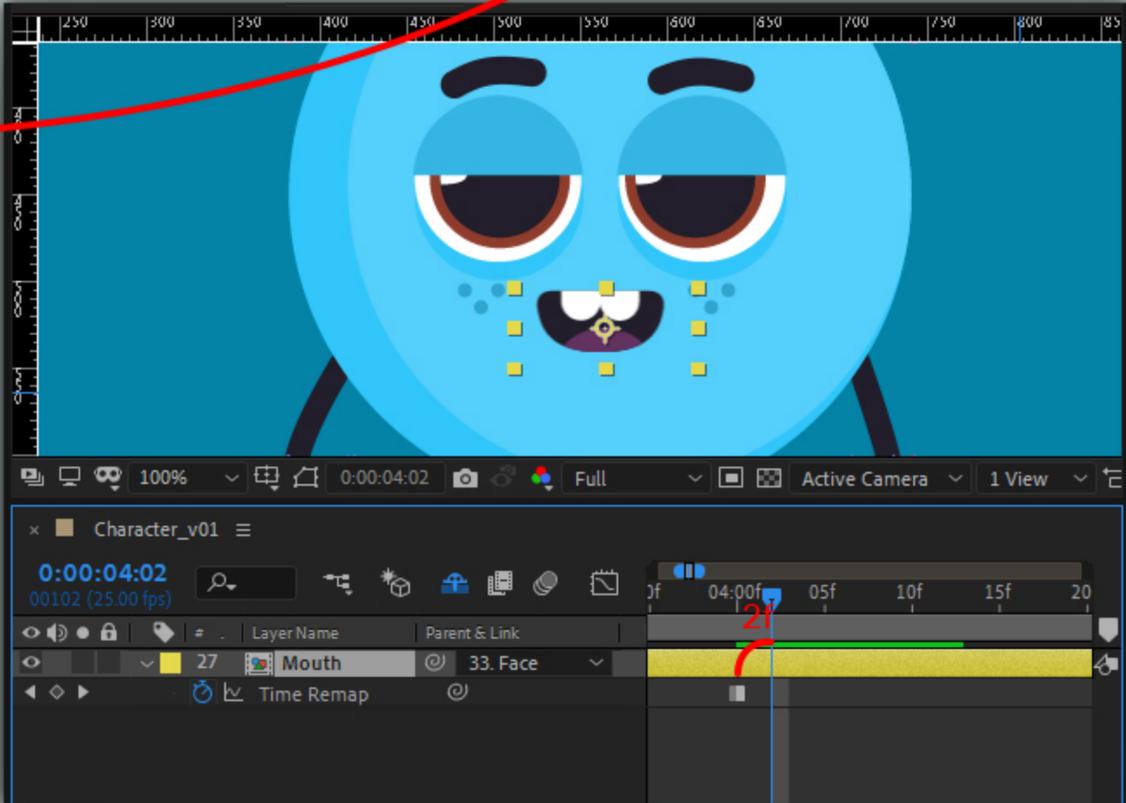
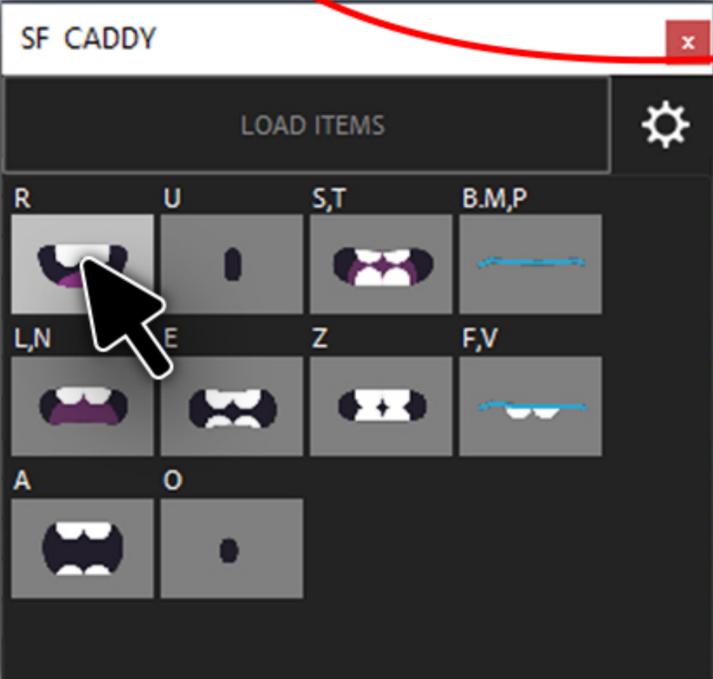
By pressing any **item button** while holding down the **ALT** key, you'll set a keyframe and **move your playhead 2 frame forward** on the timeline (or 10 frames if you hold **ALT + SHIFT**)

The **number of jumped frames** can be changed in **SF-CADDY's settings**.

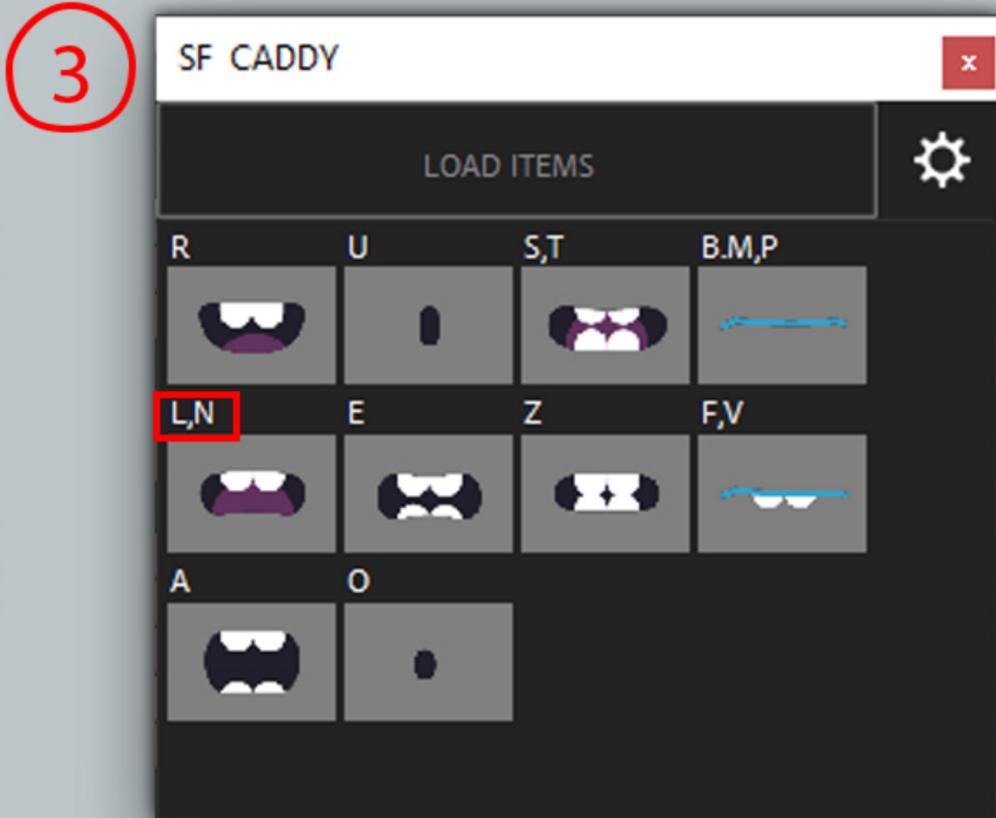
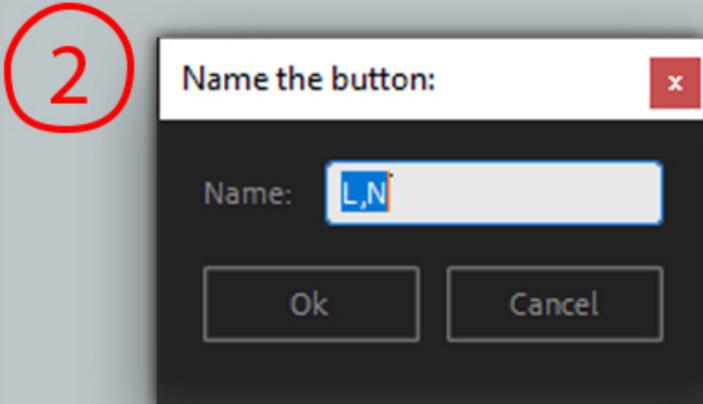
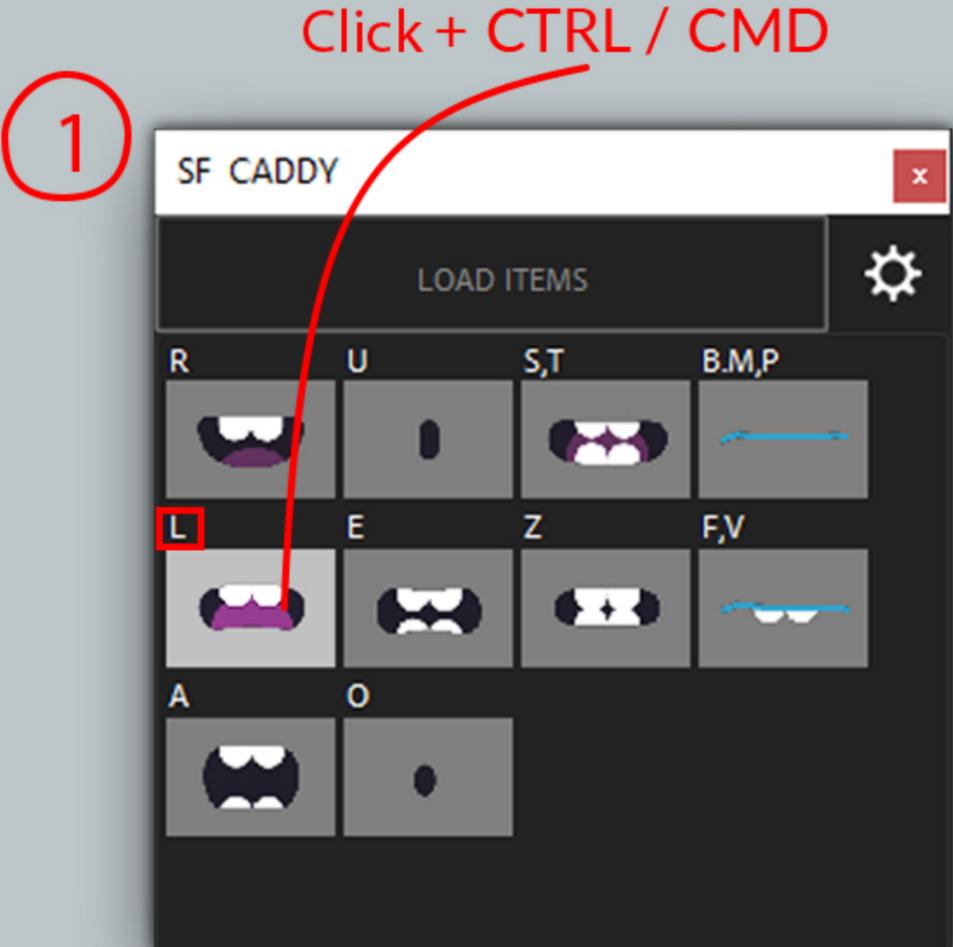
Click + ALT + SHIFT
Click + ALT

Set a new keyframe and jump 2 frames

Set a new keyframe and jump 10 frames

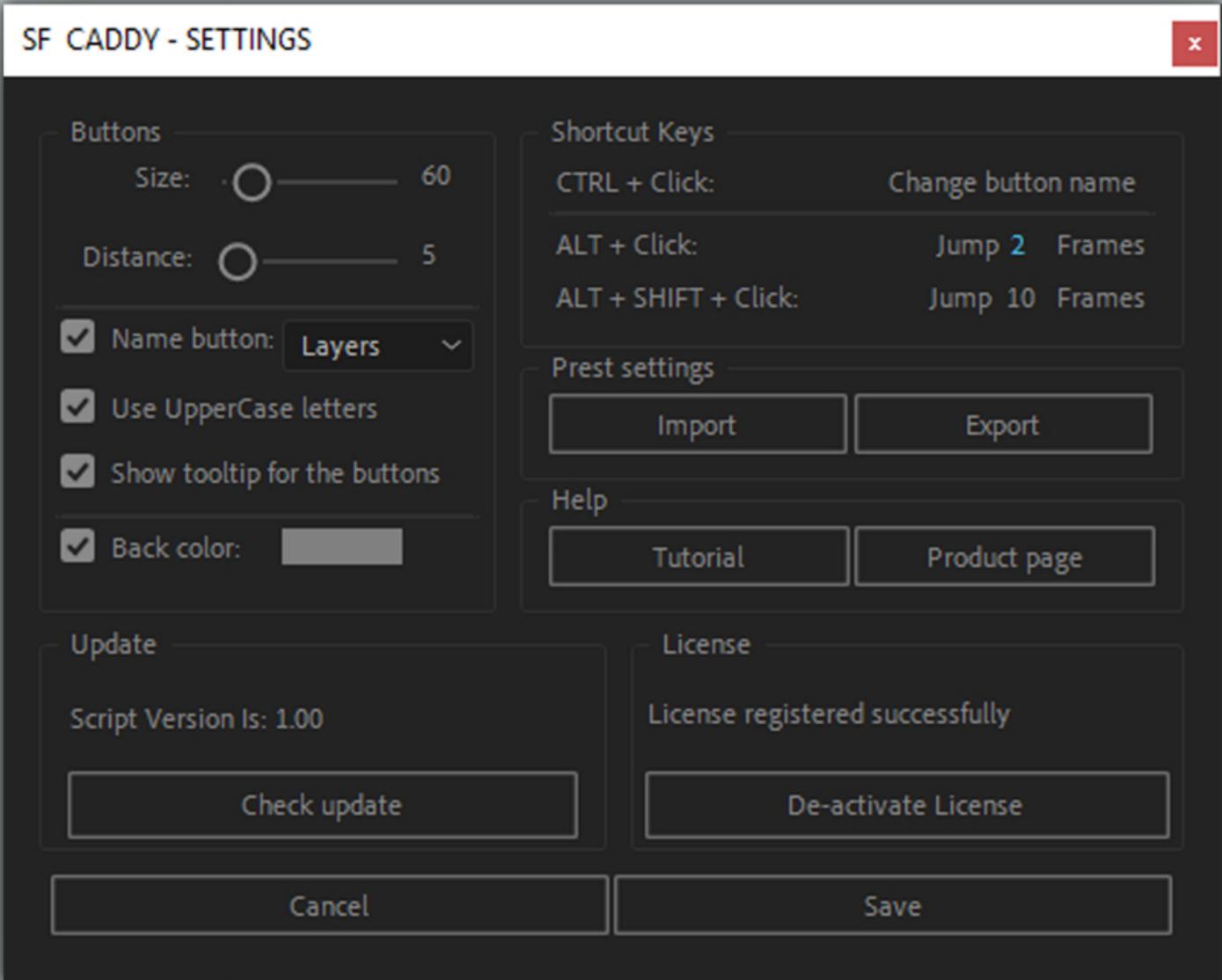
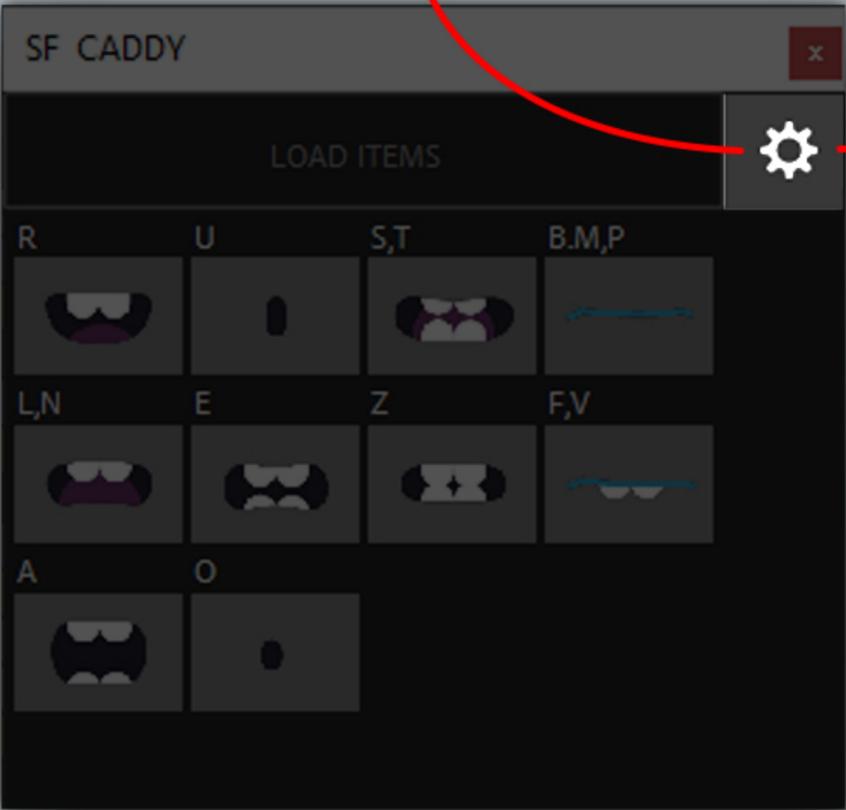


You can **rename** any **item button** by simply **clicking** them while holding **CTRL/CMD**, This will open a small window where you can **input the new name**. when you're done simply press **ok** and the name above the item button will change.



You can open the **SF-CADDY's settings** panel by pressing the **gear icon** in the top right side of the tool panel.

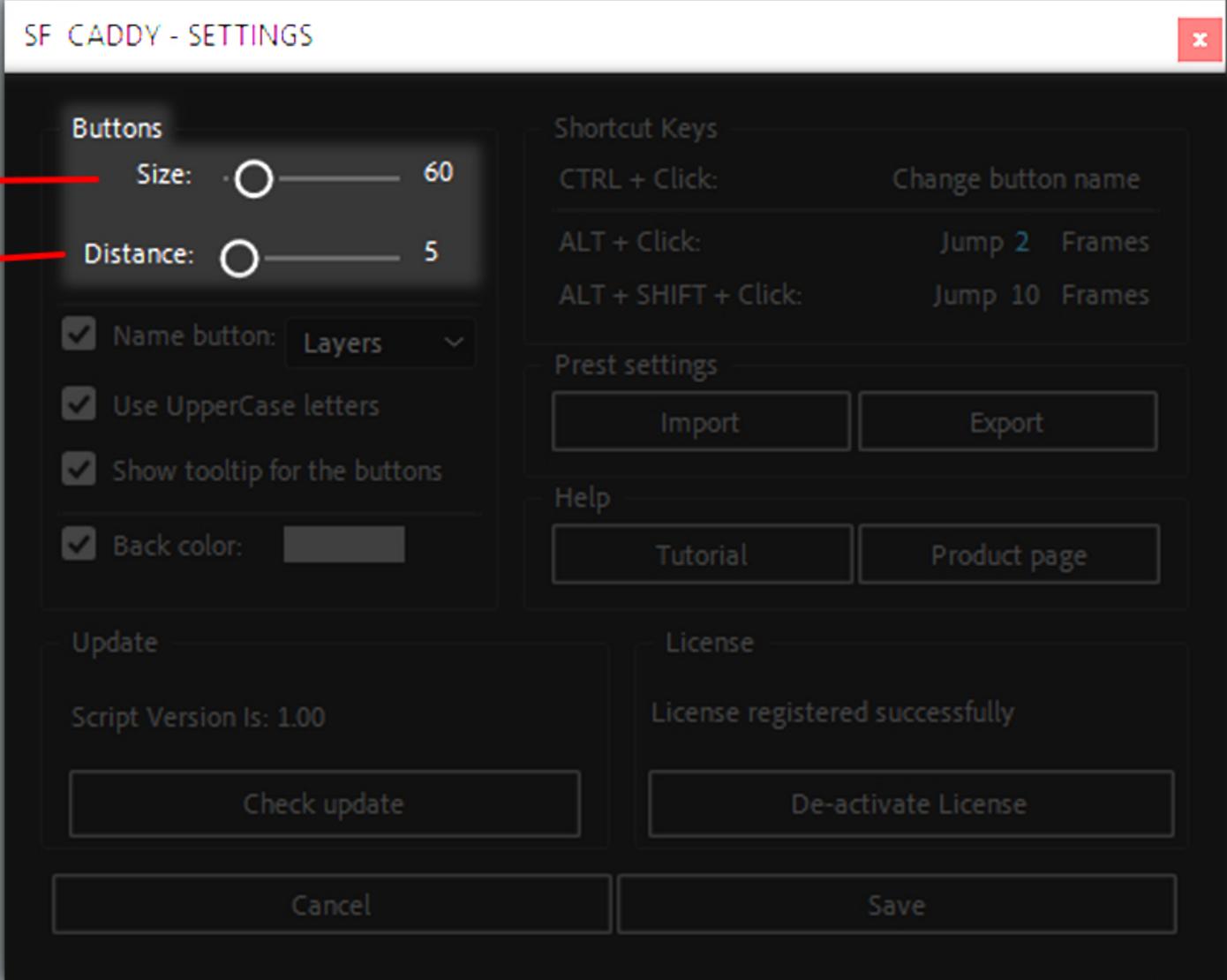
Click on the Settings button.



In the **settings** panel, under **buttons**, you can **set the size** of the item buttons and the **distance** between them.

Change the button Size

Change the button Distance



Button name:

Enabled or disabled the item button name.

When Enabled, **SF-CADDY** will automatically name your **item buttons** based on their **layer name, index number or marker comments.**

Layer item name:

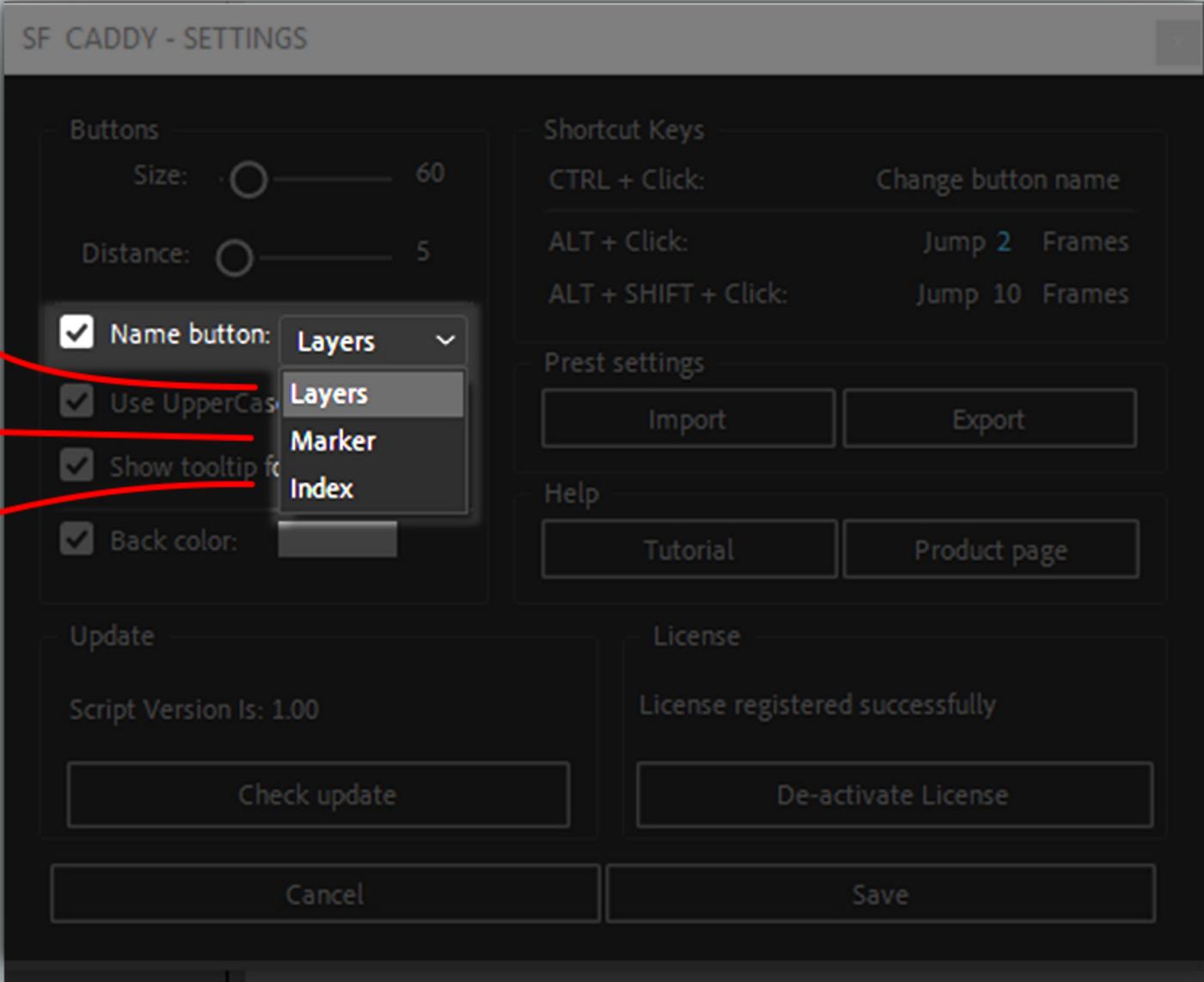
The item button name will change according to its **layer name.**

Marker name:

The item button name will change according to the **marker name.**

Button index number:

The item button name will change according to the **index of the button.**

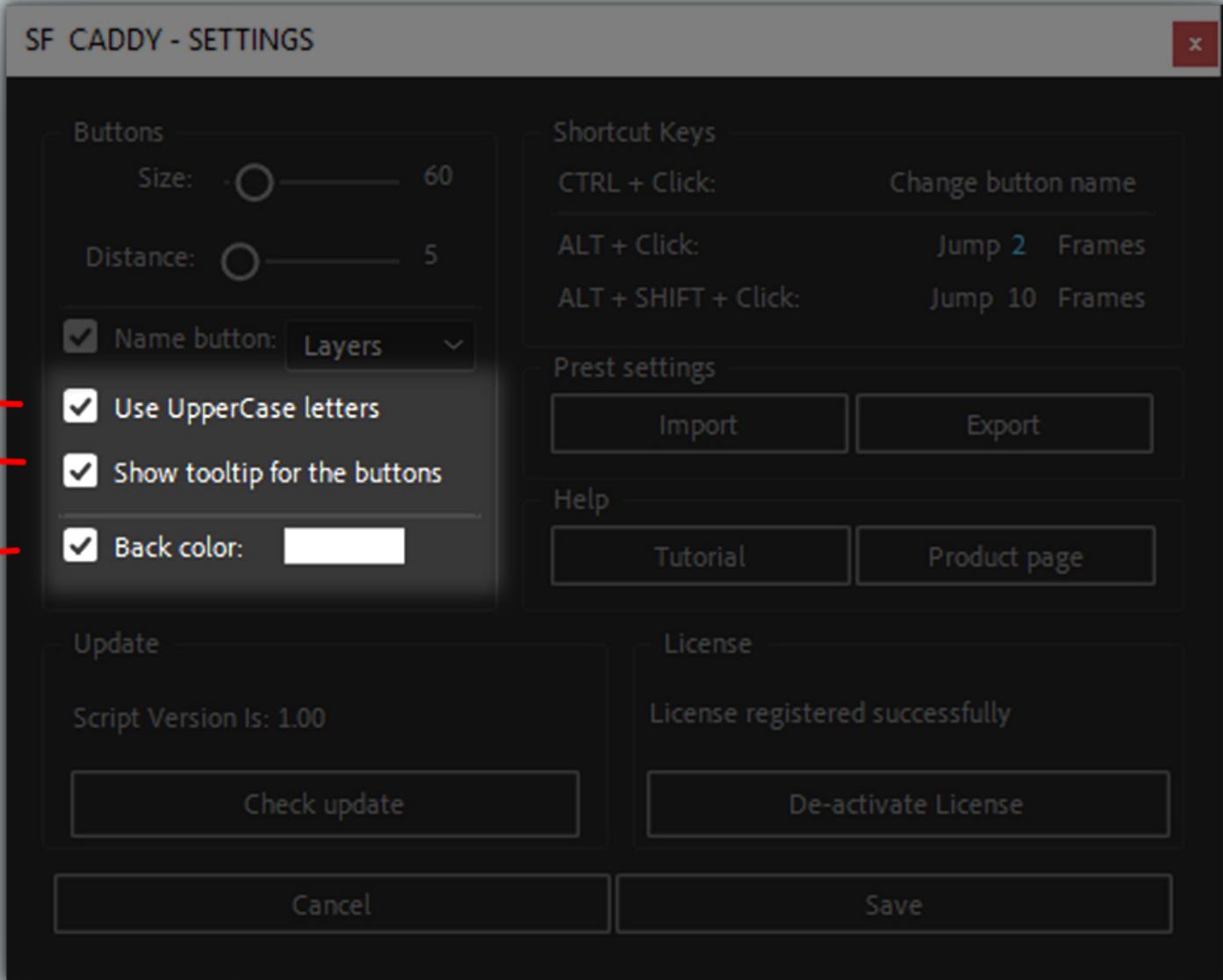


In the tool settings you can also set **SF-CADDY** to automatically:

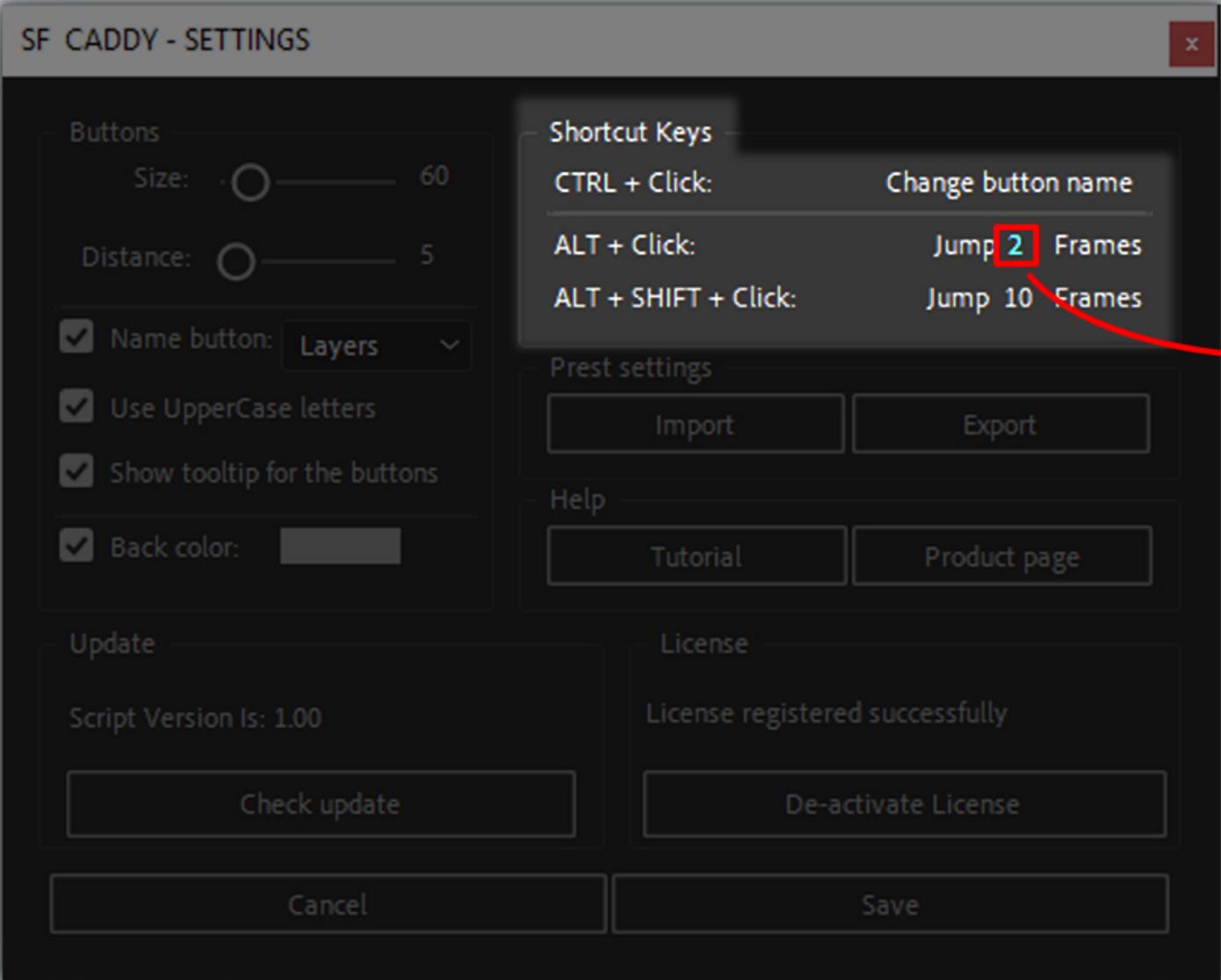
Name buttons in capital letters:
Enable or disable.

Enable Tool Tip:
Enable or disable.

Change buttons background color:
Enable or disable.
Choose a color for button background.

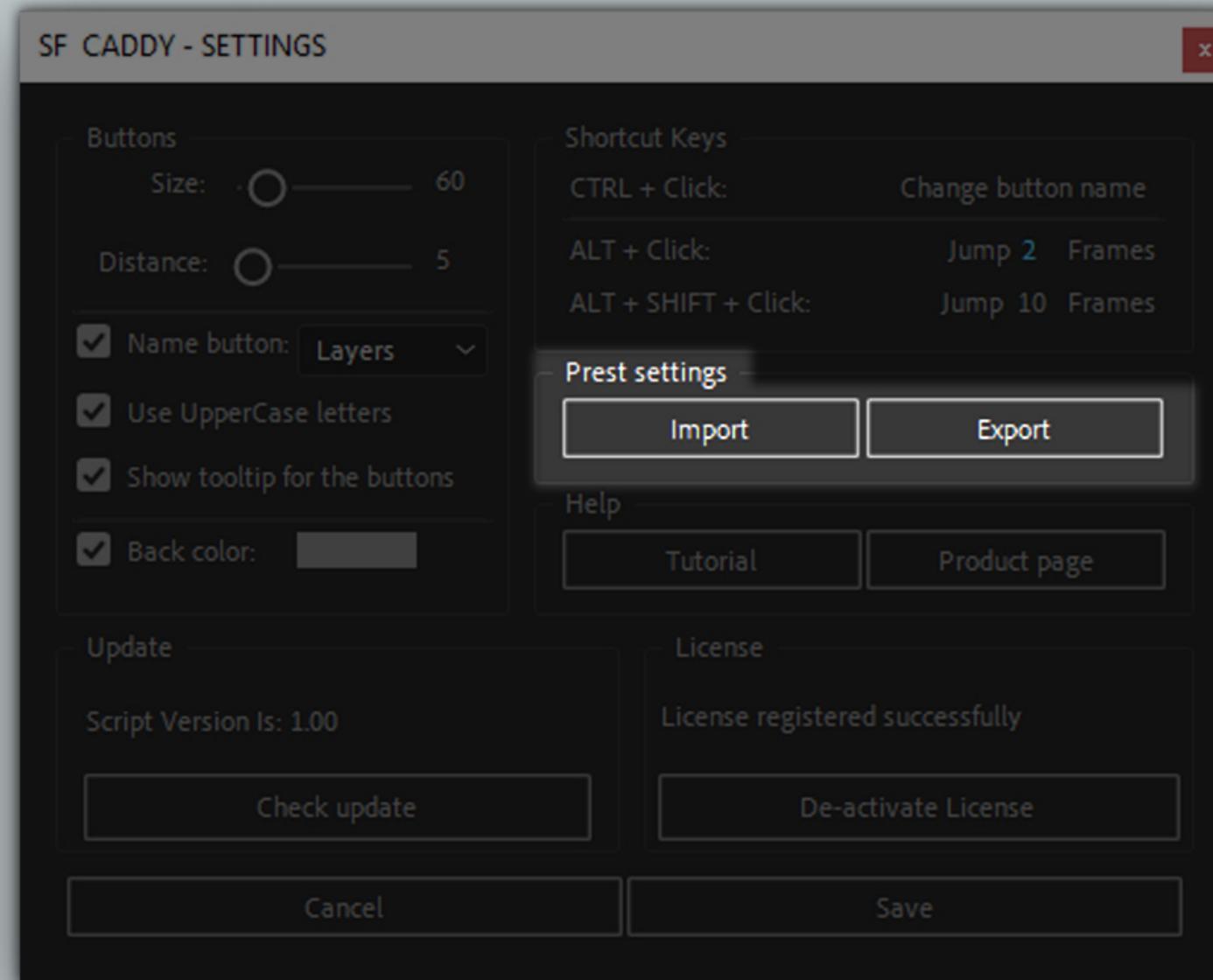


Under **Shortcut Keys** you can see the available **keyboard shortcuts** and change the **amount of frames** that are **jumped** while holding **ALT**.

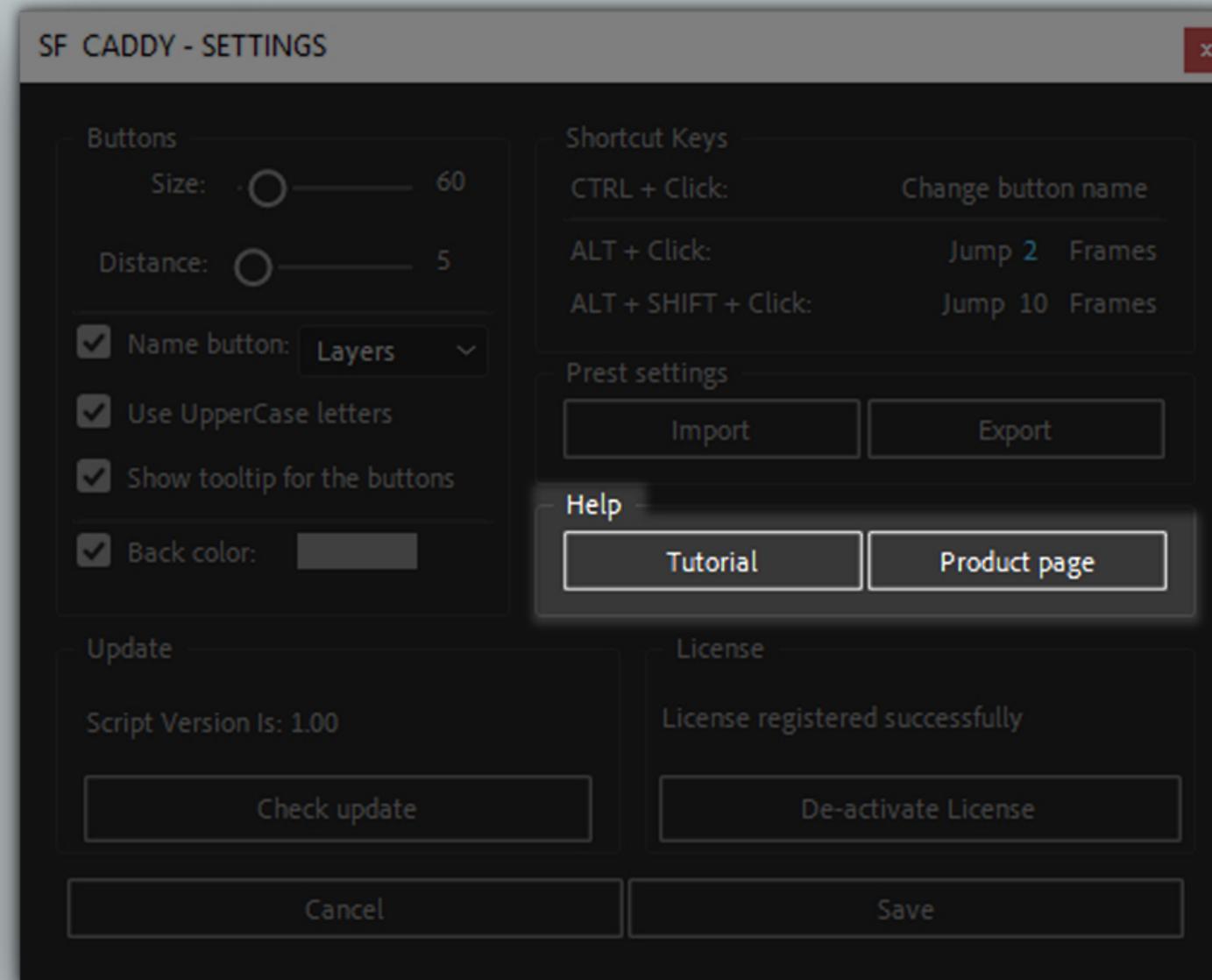


Click and change the value

In the preset settings, you can **Import** or **Export** your preference and settings.

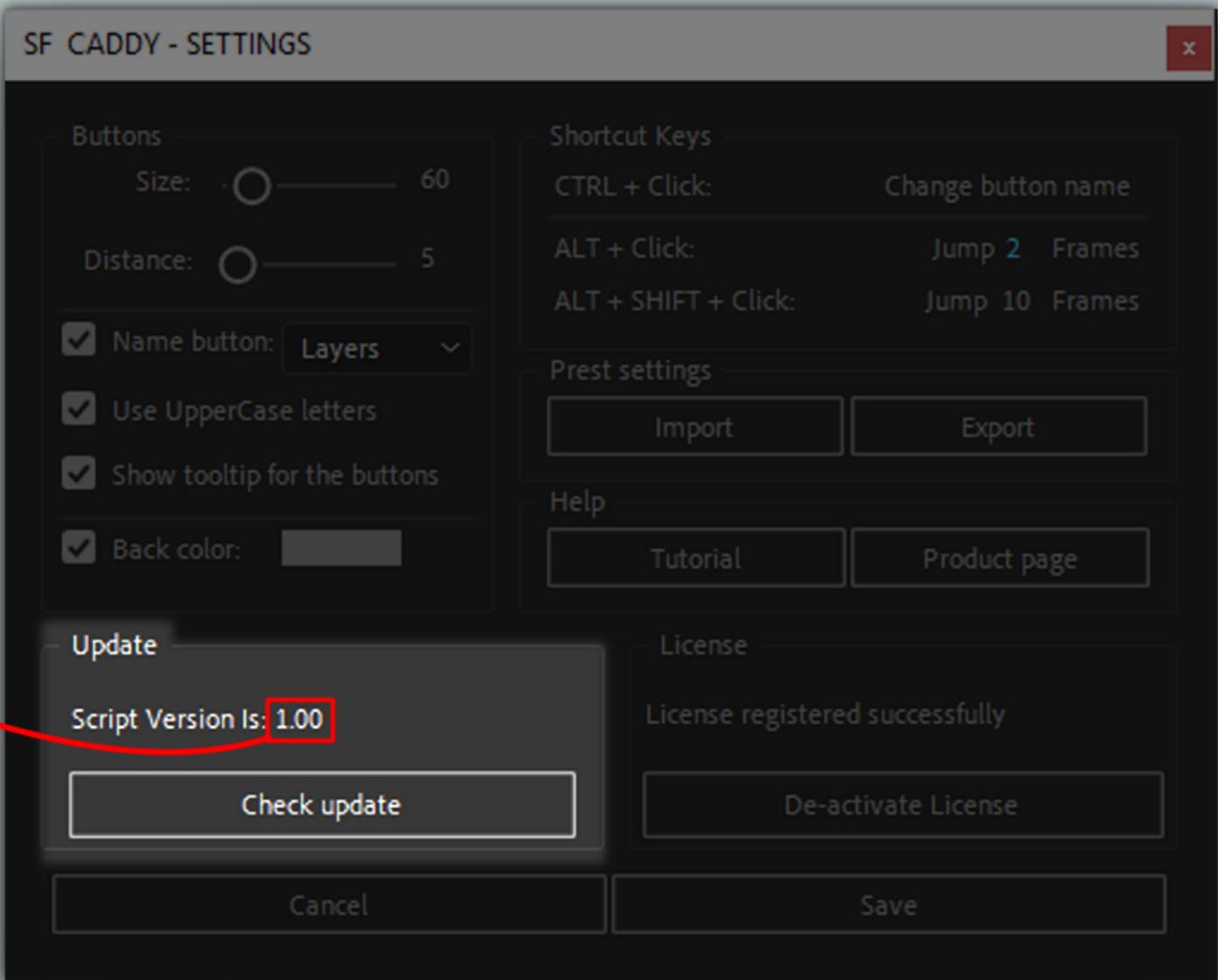


In the help panel, you can find a shortcut to our **SF-CADDY** video tutorial and product page.

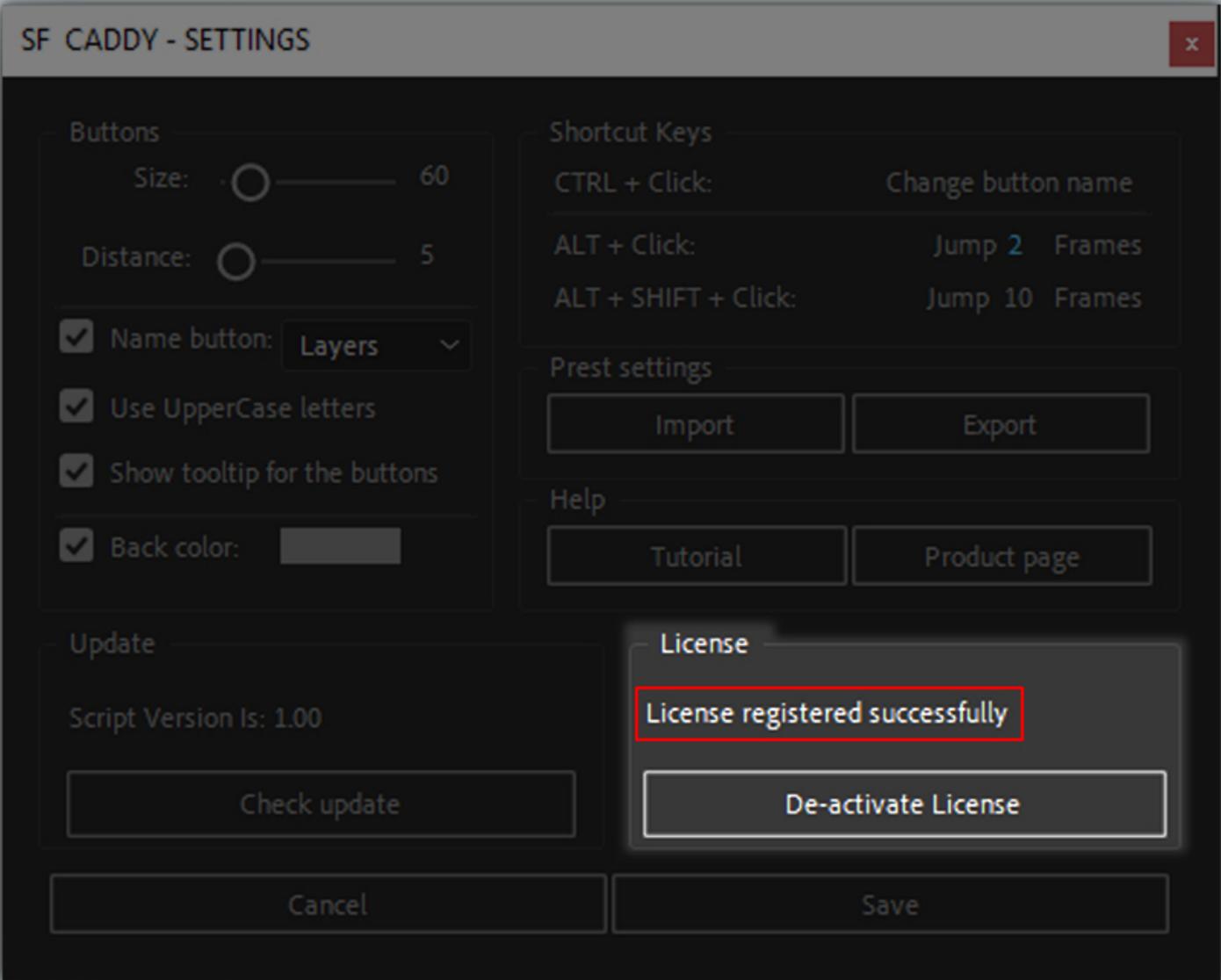


The **update** panel shows the **current version** you're using and can be used to check for **new updates**.

Tool version



In the **license panel** you can **deactivate** the tool from your purchased license.



About us

Script-Fighter specializes in improving after-effects **workflow**,
We believe that **automating** the tedious parts now
is the key for **better video production** in the **future**.

Contact us

If you have any **questions** or have encountered an unexpected **problem/bug**, please contact us via **Email** or **facebook**:

thescriptfighter@gmail.com
www.facebook.com/TheScriptFighter/