Aescripts Shape Up v1.07 Full + Tutorials

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标签

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ShapeUp (Aescripts Shape Up v1.07**)** is a tool to Specify your Contours BEFORE Producing the shape layers and adding to an own composition. It generates"clean" contours, possibly AE's native parametric contours or ones with custom paths (without using merge avenues). Rounding and zigzag vector filters can get additional for corresponding contours. Neither expressions of animations will be implemented. As said - wash - to get you started. Just try the demonstration version and take a peek at the consumer manual linked below.

ShapeUp is intended as a building kit to Assist You When working with regular contours, e.g. you are able to certainly produce half and quarter-sized variations of a"master" rectangle or ellipse or include traces at exactly the exact same size. Utilize the input fields using easy math operations to make offsets in dimension or position.

ShapeUp's preview shows the specified shape in Terms of a busy makeup to give you a good idea about size, place, colors.

Utilize the"s"-Ignore (chosen) at the place Areas to readily create the contour in the place of a chosen layer, or in the typical place with multiple layers.

- Preview your silhouette & makeup
- Five size households to choose from: ellipse, rectangle, horizontal lines, vertical lines, polygons + celebrities
- 5-6 sub shapes each
- Instantly set the anchor position and adapting for your own comp within the trailer
- Create shapes in the top/bottom of the layer stack or over/below a chosen layer
- Establish size, place, stroke width, rounding, number of points and copies, inner diameter, internal rounding for polygons/stars
- Input areas: Use tokens to Use the comp size, orientation, place of selected layers, grid size
- Toggle stroke & fulfill on/off
- Set colors

OPTIONS

- **SIZE**

place sides to equivalent

fix the present aspect ratio

swap measurements: width/height

- **COLOR OPTIONS**

place stroke & fill Colours

fast toggle fill & stroke color

2 base colours (default: white & black)

five colors to Construct a palette

alter each color manually

randomize palette colors

make a color palette on your comp

Save your palette

pick in the presets along with your custom ones

- **QUICKLY SET ANCHOR POSITION AND ALIGN TO COMP.**

alt+proceed +click: Anchor place

change +proceed +click: Merge to makeup

- **CREATE SHAPES!**

click on: Produce silhouette at the top of your layer stack (AE default option)

ctrl+click: Produce shape in the bottom of the heap

- **Two extra choices when using just one of those five Produce Buttons:**

click on (same like in preview: top of coating stack)

ctrl+click (same like in preview: bottom of coating stack)

shift-click to Make shape over a chosen layer

alt-click to make it under a chosen layer

- **USE TOKENS.**

Width & Height:

w / makeup width

h = makeup height

g = grid spacing

X & Y Ranking:

w, h, g

x = silhouette width

y = silhouette height

l, c, r = align X to makeup: left, centre, right

u, c, b = emphasize Y to comp: top, center, base

Stroke Width, Rounding:

w, h, g, x, y

Inner Width, Inner Rounding:

w, h, g, x, y, a = car (AE default option)