



Aescripts Workflower v2.0.4 (Win, Mac)

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Aescripts Workflower v2.0.4 (Win, Mac): Are you frustrated by the messiness of After Effects comps? Do you have a problem with messy After Effects comps? Workflow, it is possible to create groups of layers inside your comp and also utilize other tools to improve workflow, including adjustment layers for specific Layers only, as well as matte merging.

Note for Mac Users & Japanese Windows Users:

A few limitations apply to Mac users, as well as to Japanese users of Windows. The primary restriction is that you can only apply a maximum of twenty shortcuts. If you also have shortcuts applied to other scripts, then the number of shortcuts you can apply to access Workflower functions will also be smaller. Learn more about the limitations.

We're all in an unbalanced love/hate affair With After Effects. We love it because of the ease with which it works. It is a thrill to take a stunning photo. However, there are times ... you have precomps. Also ... the comps can be that is cluttered with numerous layers. Also ... those GODDAMN diverse transformations of layers!

It's possible to make it easier. The good news is that Workflower is here to assist and could be the ideal counselor for our issues using After Effects.

Yes, you did hear it exactly! Workflower allows you to make layers that are grouped within your composition. Ensure you arrange the heck out of any project you're working on!

- Create groups and sub-groups
- Collapse and Extend Groups
- Select and Move Groups
- Layers from the Parent Group
- Disable, Solo & Lock Groups
- Relabel Groups
- Duplicate Groups
- Create Group Mattes
- ... as well as much more!

For example, dissolving, ungrouping groups, and then deleting them. Also, creating a layer of adjustment for groups.

Workflower can be used with

- After Effects 2022
- After Effects Beta
- After Effects 2021
- After Effects 2020
- After Effects CC 2019
- After Effects CC 2018

[ADDED]

- Full compatibility with the new 'Advanced 3D' renderer, introduced in AE 24.1.
- 'Rename Layers by Number' lets you define by what increment you want to renumber and keep a specific suffix. To do this, go to 'Settings > Naming > When executing Rename Layers by Number:.'
- 'Rename Layers by Number' now also works on project panel items. Make sure to select no layer in your current comp, select your project panel items, and execute 'Rename Layers by Number.' IMPORTANT: This will only work when you execute the function from the menu (not via shortcut).



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- You can now duplicate project panel items by selecting them and executing 'Duplicate Layer / Clone / Group.' When you duplicate a comp, it will open the timeline of the duplicated comp and make all its 'Precomp Clones' independent. IMPORTANT: This will only work when you execute the function from the menu (not via shortcut). You don't have any layers in your currently active comp selected (otherwise, Workflower will duplicate the selected layers)!
- When executing 'Paste Stored Layers' while 'Precomp Clones' are within the selection, Workflower will now create unique 'Precomp Clones' and potentially update contained 'Dependent Clones' to the new clone comp.
- 'Clones' and 'Stored Layers' folders in the project panel will now be identified solely by their name and not their item comment. This makes Workflower compatible with add-ons that rely on folder item comments (like 'Pro IO').
- [Beta feature]: Adding layer comments without Workflower overwriting them is now possible. This also makes Workflower compatible with various add-ons that rely on writing/reading data to/from the layer comments (like 'Flatten Layers' or 'AutoSway'). Workflower achieves this by saving its data to a layer marker when adding a non-Workflower layer comment. Do not remove this marker! Using non-Workflower layer comments can reduce the performance of Workflower functions, so it's recommended to use as few as possible. To return to Workflower using layer comments to store data, just put an empty string into the layer comment and execute any Workflower function. Since this feature is still in beta, you must enable it under 'Settings > Layout > Allow External Layer Comments.'
- You can access the dedicated settings page directly when right-clicking on some functions on the main menu (like matting-, cloning- or naming functions).
- You can now quickly access the 'Convert all Comps to another Layout' function by right-clicking on space on the ScriptUI panel and choosing 'Export/Import Project.'
- When an error occurs, you can send a support ticket on the spot, directing you to a pre-populated contact form.
- When you execute a function that requires an active comp, and there is no active comp, you will now get an error.
- Added the function 'wfAPI.refreshLayouts(comps[, doNotLabelLayersOutsideToNone])' to the scripting API. This allows you to refresh the layout of several comps at once, making the overall execution faster.
- Added the functions 'wfAPI.isInTagID(layer, tagID)' and 'wfAPI.isInTagName(layer, tagName)' to the scripting API. This checks whether a given layer is within a tag group with a specific ID (0 - 16) or name.

[CHANGED]

- When 'Refresh Layout' or 'Rename Layers by Number' renumber layer names, Workflower now doesn't add a space between the original name and the new number when the last character is a '0' or a symbol like ' _ '.
- When you execute 'Rename Layers by Number,' Workflower will try to find a unique name for each selected name *after* the entire renaming process.

[FIXED]

- Fixed a bug when executing 'Reveal Layer Opacity' that would falsely reveal other properties on a layer.
- Fixed a bug when showing/hiding 'Prime Clone' layers and properties on a layer's effect (e.g., in certain circumstances on 'Element 3D' and others).
- Fixed a bug that would occur during 'Refresh Layout' after a 'Precomp Clone' was moved in time and its keyframes became negative.



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