Curva

Script for Adobe After Effects

USER GUIDE

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INTRODUCTION

Curva is AE script to create a smooth animations of growth a paths based on Bezier algorithms.You just select the last two vertices on the Path object in a Shape layer and then the script does everything for you.
Perfect for animating the appearance of letters, floral shapes and other such vector objects.
My job motion designer is forcing me to write a scripts. And I'd rather spend the time to create the code, rather than a routine. Now Curva help me and you to save a lot of time and I will see to it that it worked as it should.

Curva has two separate versions of the script.
Script UI Panel version and Regular script to launch the main window at once.

To install the Curva Script UI version you simply need to follow these 2 easy steps:

1. Copy and paste the «Curva_scriptUI.jsxbin» script file to a specific folder of Adobe After Effects right after you unpack the archive you have recieved. This folder is named «Script UI Panels».

On Windows this folder is located in:
«*(After_Effects_Install_Path)*/*Support Files/Script/*»

On Mac Os this folder is located in:
«*(After_Effects_Install_Path)*/*Scripts/*»

To install the Curva Common Script version you just need to copy and paste the «Curva_regular.jsxbin» script file to the Script Folder (not in the Script UI folder).
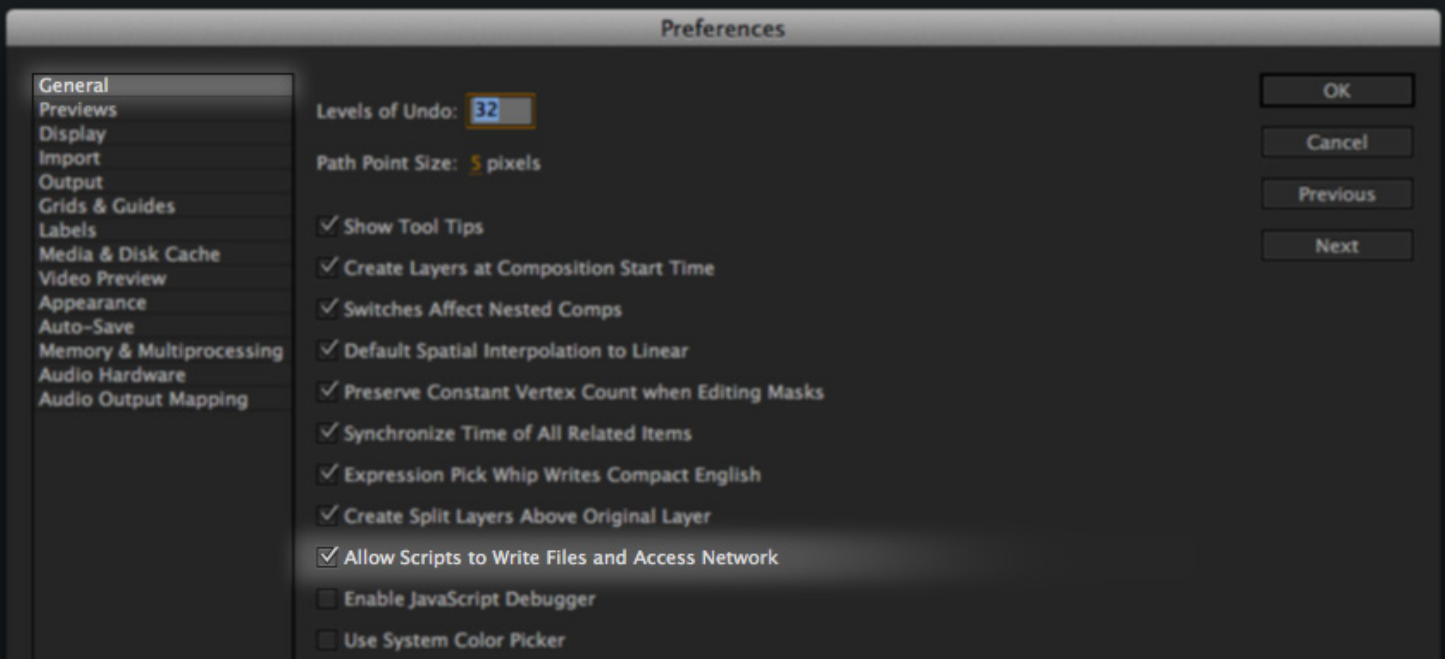
2. Allow the Curva Script to access the network so your copy can be registred, enabling the checkbox «Allow Script to Write Files and Access Network». This option can be found at «General» tab of After Effects «Preferences».

On Windows this located in:
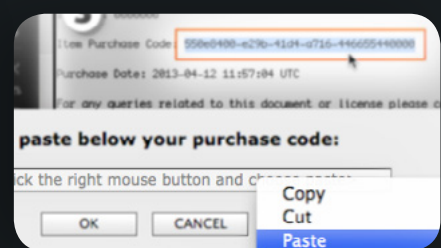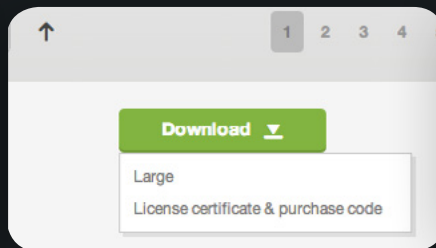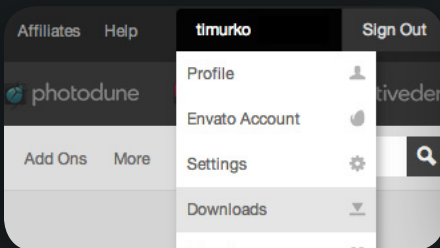«*Edit -> Preferences -> General*»

On Mac Os this located in:
«*After Effects -> Preferences -> General*»

PRODUCT ACTIVATION

1. First of all before to launch the Curva Script, you must enter your purchase code, which is given to each product in your profile Envato.

2. Open the Downloads page in your VideoHive profile - http://videohive.net/downloads. Log in if you are not logged on the website.

3. Find the Curva Script in your purchased list.

4. Click on the download button and in drop-down menu, choose the item «License certificate & purchase code».

5. Open the downloaded .txt file, navigate to the item «purchase code» and copy 17-digit purchase key number (including hyphens).

6. Run the Adobe After Effects.

7. If script window or dockable panel of Curva Script are not visible, run «Window > Curva_scriptUI.jsxbin» or launch regular version from «File > Scripts > Curva_regular.jsxbin»

8. In the opened activation dialog box, paste the copied code, and click OK.

9. The Curva Script should confirm that your activation is completed if everything is correct.
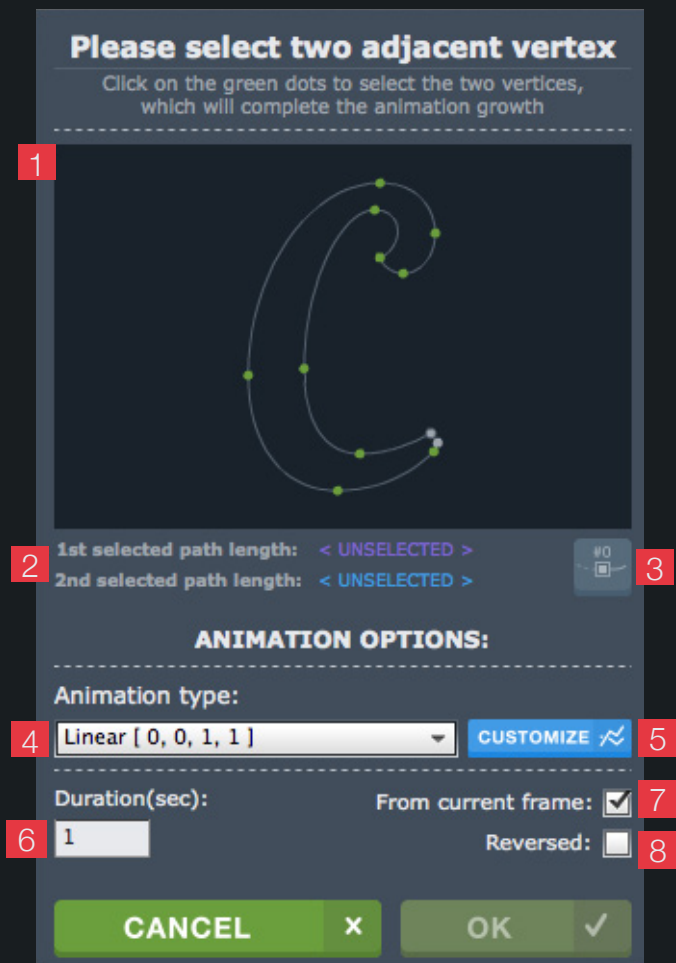
Cruva Script UI Panel can be used as dockable panel or floating window in the Adobe After Effects. This means that you can freely change position how and wherever you want.

In the UI Panel version of Curva Script you can see only two buttons, the «Animate» (ANIMATE!) for opening the Main window and «Help» (?) button, displayed as question mark. In the Regular version the Main window will opening at once.

Please select two adjacent vertex

Click on the green dots to select the two vertices, which will complete the animation growth

1

2
1st selected path length: < UNSELECTED >
2nd selected path length: < UNSELECTED >
3

ANIMATION OPTIONS:

Animation type:
4 Linear [0, 0, 1, 1]   CUSTOMIZE **5**

Duration(sec):   From current frame: ☑ **7**
6 1   Reversed: ☐ **8**

CANCEL ✕   OK ✓

1. Shape Preview Panel. By left-clicking on a green dots you can select the only one vertex for re-arrange the origin of the path or two vertices for defining the start animation dots.

2. Selected vertices information. Length of the pathes and indexes of a vertices.

3. «Set First Vertex» button ( ) for re-arrange path by new first vertex.

4. This drop-down menu for choosing animation preset, such as Linear, Ease, Ease-In, Ease-Out, Ease-In-Out and Custom types of animation. Easings presets will result your motion more smoother from the start to the end of animation.

5. Customize button (CUSTOMIZE) for open the «Graph editor» window in case if presets are not enough and you want to control the speed of the animation by yourself.

6. Set here the length of the animation indicating the number of seconds in the Duration section.

7. Select this checkbox next to the «From current frame» to animate from the current time.

8. Select this checkbox if you want that shape disappeared in your animation or uncheck for grow it out of the first vertices.

1. Select the **Path** parameter on the **Shape Layer**.
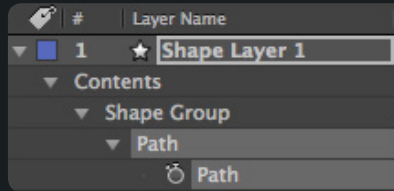
2. Click **Animate** (ANIMATE!) on the running Script UI Panel version of the script or run a separate version of the script, by clicking on «File > Scripts > Curva_regular.jsxbin»

3. Set the first vertex of the Path object by clicking on the vertex and «Set First Vertex» icon to designated the start of animation.
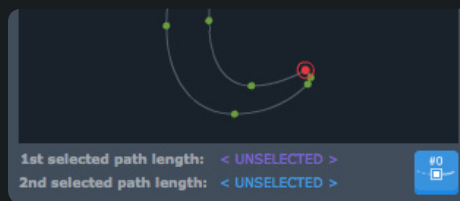
4. Select the last two vertices in the animation by clicking on the appropriate green dots on the **Shape preview panel**.
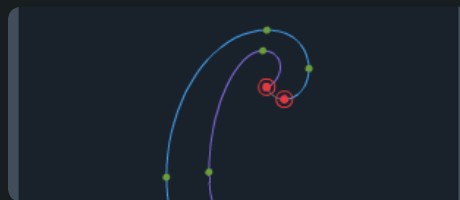
5. Select the animation type preset from the drop-down menu under Animation Type, or adjust style of movement by clicking on the button **Customize**.
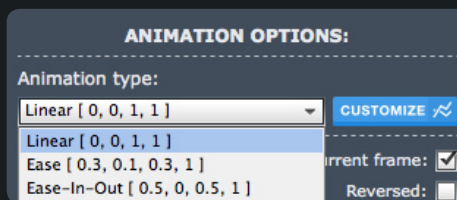
6.   Opened the Graph Editor window represents property values using a two-dimensional graph with composition time represented horizontally (from left to right).

7.   Enter the length of the animation indicating the number of seconds in the **Duration** field

8.   Select the «From current time» checkbox to make an animation from the current time in composition.

9.   Select the «Reversed» checkbox if you want that shape disappeared in your animation or uncheck for grow it out of the first vertices.

10.   Click on **Ok** button for start the process of creation animation.

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