mazeFX

description

mazeFX is a script for Adobe After Effects, specifically designed to create graphical mazes (labyrinths). With every press of the create button, a new randomly generated maze is created. mazeFX also generates a unique solution for the maze and also creates the appropriate effect controls, to take full control of the appearance of the maze. Finally, it has the ability to use masks and put all of the needed parts in one shape layer or create separate shape layers for each part of the maze.

installation

mazeFX can be run as a dockable panel or as a window.

To install and run as a dockable panel (will be visible in the "Window" menu):

1. Copy the file **mazeFX.jsxbin** into the folder:

    "..Support Files/Scripts/Script UI Panels" (on Windows)

    or "..Scripts/Script UI Panels" (on MacOS) of your After Effects installation.

2. Restart After Effects

To install and run as a window (will be visible in the File -> Scripts Menu):

1. Copy the file **mazeFX.jsxbin** into the folder:

    "..Support Files/Scripts/" (on Windows)

    or "..Scripts/" (on OS X) of your After Effects installation.

2. Restart After Effects

The script can be run as a dockable panel (will be visible and run from the "Window" menu of After Effects) or in "window mode" (visible and run from the File -> Scripts menu). The mode depends on which folder you install the script in (see instructions on page 2)

Clicking on the logo brings up a window with small help tips.

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grid   settings
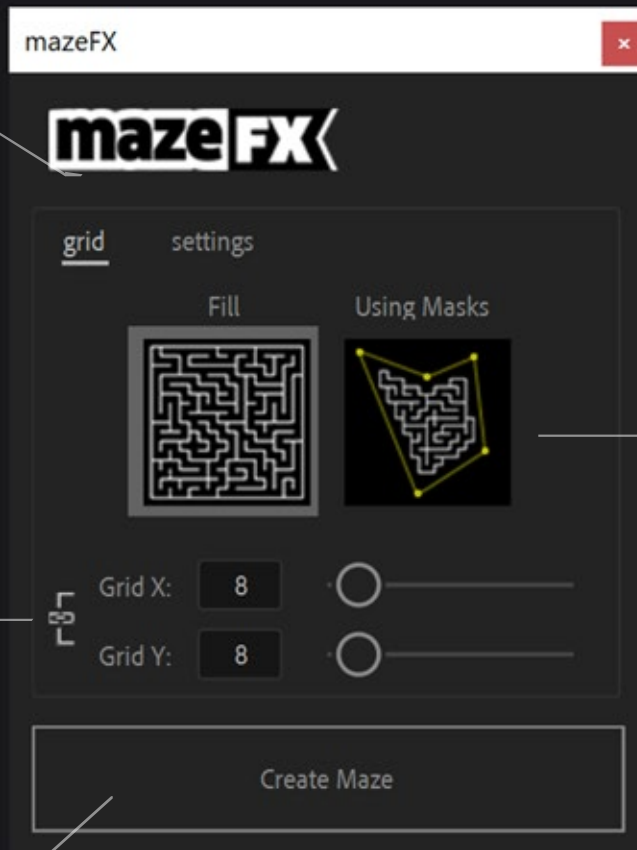
Fill   Using Masks

There are **two** modes of circuit generation:

_ **Fill:** The whole composition is filled

_ **Using Masks:** Masks from the 'Grid Guide Layer' are used to mask in/out parts of the maze

It's a five step process:

1. Click the "Using Masks button"
2. Adjust the GridX and GridY sliders
3. Click the "Create Guide" button
4. Draw a **mask** on the Guide Layer
5. Click the "Create Maze by using mask" button.

Set the X and Y densIty of the maze grid

(you can also lock the two values)

Grid X: 8

Grid Y: 8

Create Maze

Creates the maze

(when the "Using Masks" mode is selected this button is replaced with two new buttons.
The "Create Grid Guide Layer" and the "Create Maze by Using Masks" buttons.

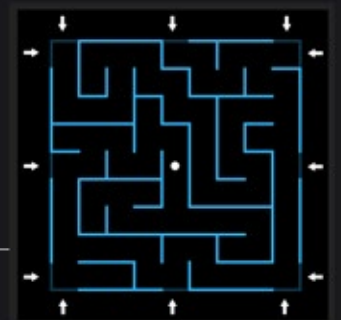Create Guide   Create Maze by using mask

The wall at the start & end of the solution is kept closed

By default every part of the maze is created in a single shape layer

By checking this checkbox every part of the maze is put on a different shape layer

A null layer is created, that is attached at the tip of the solution path and follows its position (CC2018 and above)

When using the "Using Masks" mode, every cell of the grid that is masked out, will generate a color-filled box

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grid **settings**

☐ Keep start/end walls closed?
☐ Put maze parts on separate layers
☐ Create a null that follows the path
☐ Create filled boxes, on empty parts

Solution start: Top (left) ⌄
Solution end: Bottom (right) ⌄
Mask precision: high ⌄

Create Guide   Create Maze by using mask

The start & end points of the solution path can be set to 13 predefined positions.

When using a layer mask to mask in/out parts of the grid, mazeFX needs to make more precise calculations for bezier vertices.

If you're using masks with a lot of bezier vertices then set this to 'high'.
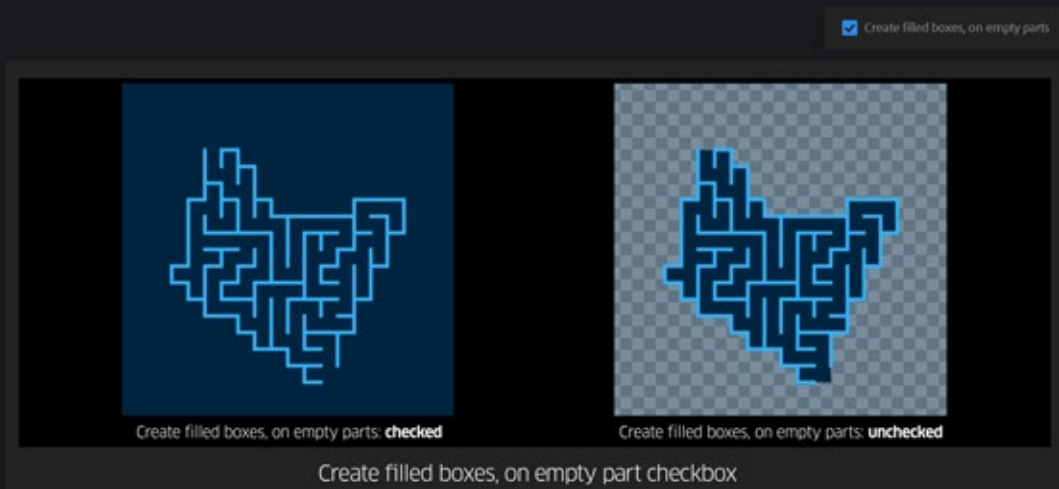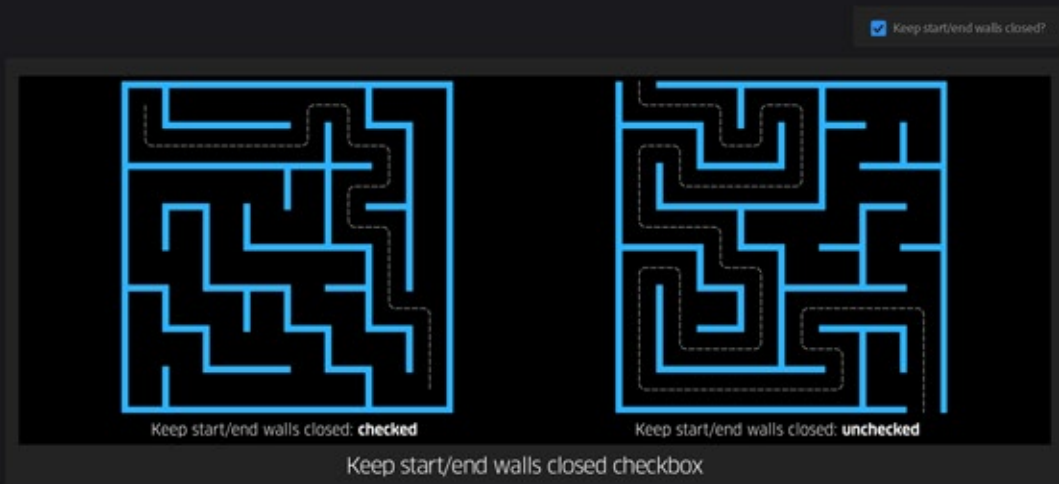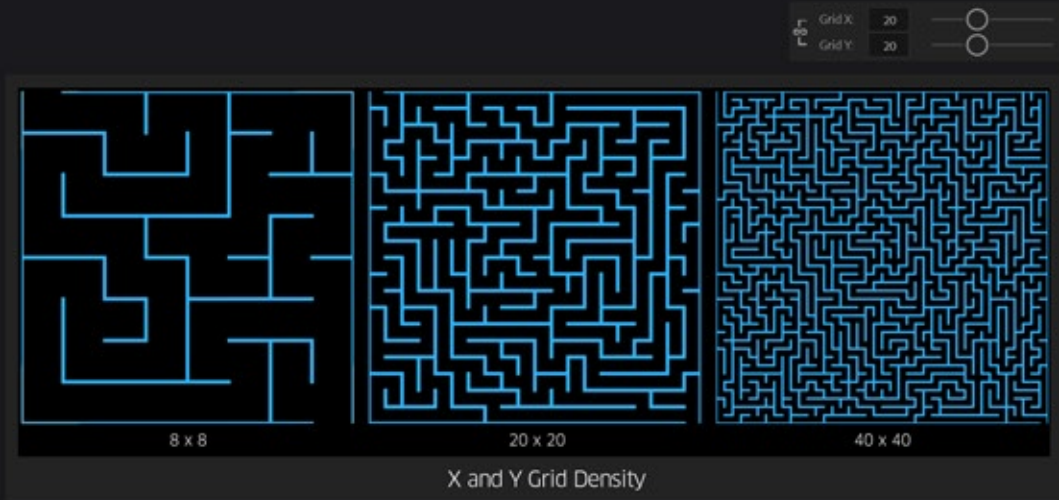
From this tab you can install the custom effects of mazeFX

This will add the appropriate entries in the PresetEffects.xml of AE CS6 which eliminates the 'missing effect:' message on the effects control panel.

Once the installation of the custom effects is complete and AE is restarted, this tab will no longer be visible as it will be redundant.

This tab is only visible and applicable to versions of After Effects before CC (v12). On newer versions of After Effects there is no need for an installation of custom effects.

Grid X: 20
Grid Y: 20

8 x 8   20 x 20   40 x 40

X and Y Grid Density

☑ Keep start/end walls closed?

Keep start/end walls closed: **checked**   Keep start/end walls closed: **unchecked**

Keep start/end walls closed checkbox

☑ Create filled boxes, on empty parts

Create filled boxes, on empty parts: **checked**   Create filled boxes, on empty parts: **unchecked**
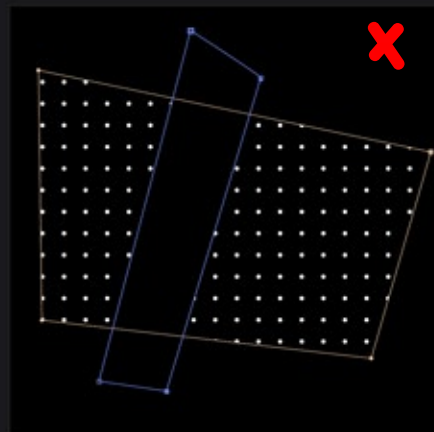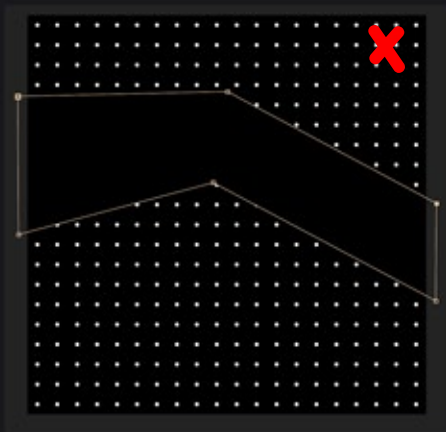
Create filled boxes, on empty part checkbox

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When utilizing the "Using Masks" mode, you can use any combination of masks in the
ADD or SUBTRACK mode to generate a maze in any shape.
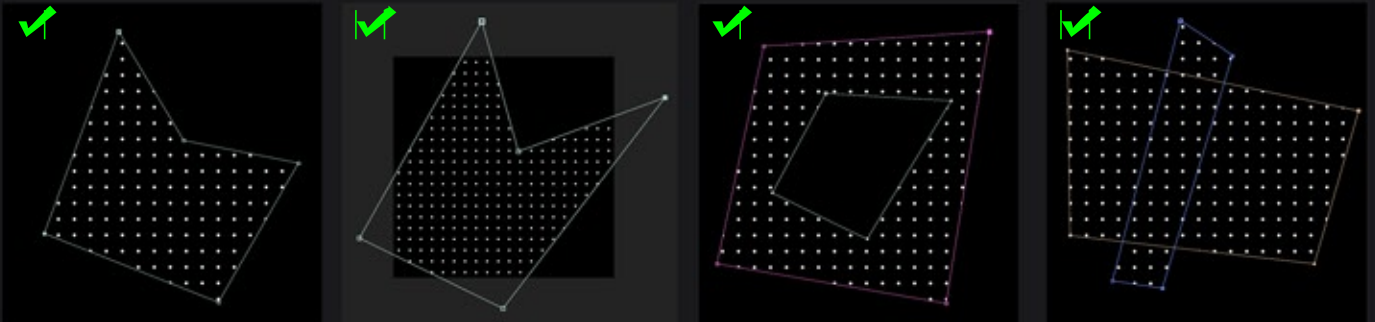
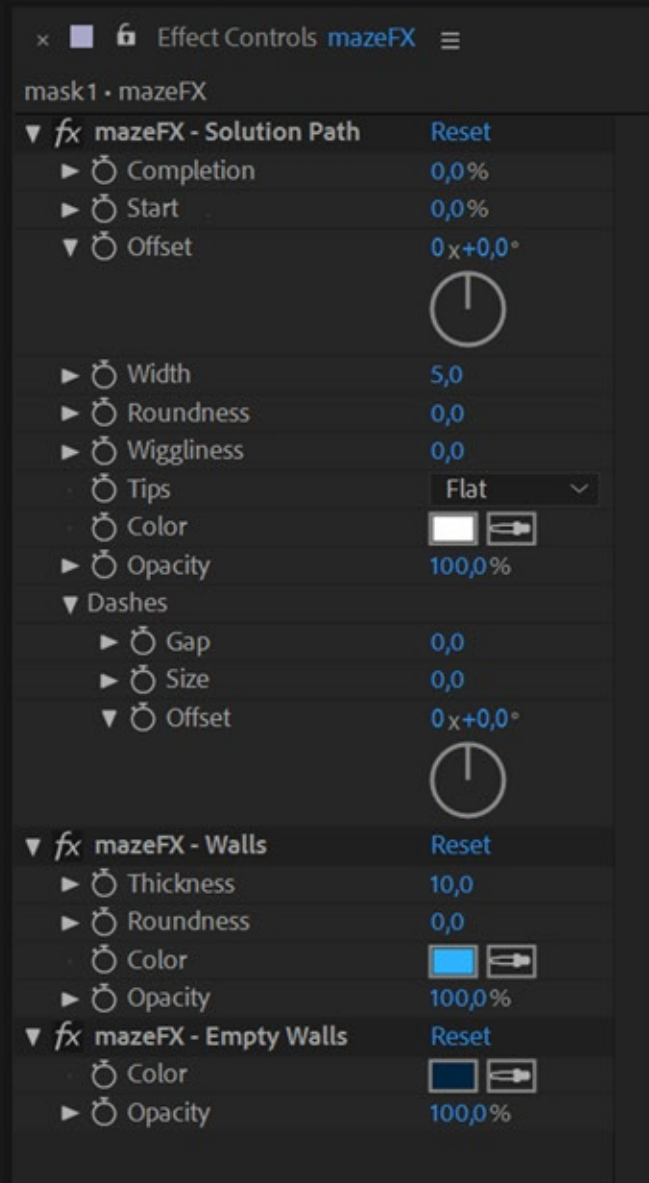Masks that split the grid in two or more non-continuous parts, don't work with mazeFX.

Once the maze has been created, you will find a number of the following effect controls in the effect panel of the shape layer of mazeFX.

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effect controls for adjusting the look of the solution path

effect controls for adjusting the look of the maze walls

effect controls for adjusting the look of the empty maze walls

(these controls are only available in the "Using Masks" mode)

× ☐ 🔒 Effect Controls **mazeFX** ≡

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▼ *fx* mazeFX - Solution Path	Reset
► Ŏ Completion	0,0%
► Ŏ Start	0,0%
▼ Ŏ Offset	0x+0,0°
► Ŏ Width	5,0
► Ŏ Roundness	0,0
► Ŏ Wiggliness	0,0
· Ŏ Tips	Flat ⌄
· Ŏ Color	☐ ➡
► Ŏ Opacity	100,0%
▼ Dashes	
► Ŏ Gap	0,0
► Ŏ Size	0,0
▼ Ŏ Offset	0x+0,0°
▼ *fx* mazeFX - Walls	Reset
► Ŏ Thickness	10,0
► Ŏ Roundness	0,0
· Ŏ Color	▮ ➡
► Ŏ Opacity	100,0%
▼ *fx* mazeFX - Empty Walls	Reset
· Ŏ Color	▮ ➡
► Ŏ Opacity	100,0%

compatibility

The script is compatible and has been successfully tested on:

- After Effects CS6
- After Effects CC
- After Effects CC 2014
- After Effects CC 2015
- After Effects CC 2015.3
- After Effects CC 2017
- After Effects CC 2018
- After Effects CC 2019
- After Effects CC 2020

on both Windows and macOs (+catalina) platforms.

trial limitations

You can test mazeFX free for 7 days.
In trial mode the Grid X and Y values go only up to 15.

1.32   July 8, 2020

- **fixed:** some glitches appearing while 3D extruding the solution path
- **fixed:** a licensing issue on some Korean Windows systems

1.30   April 24, 2020

- **added:** the start & end points can now be set to 13 predefined positions -> Top (right),
         Top (middle), Top (left), Right (top), Right (middle), Right (bottom), Bottom (left), Bottom
         (middle), Bottom (right), Left (top), Left (middle), Left (bottom) and Center.
- **added:** more efficient (faster) maze generation code
- **added:** expression errors are supressed, when the mazeFX controls are removed from
         the shape layer

1.20   November 18, 2019

- **added:** support for After Effects CC2020
- **added:** support for MacOS Catalina
- **optimized:** redesigned progress bar that is more accurate, more informative, and works both
            in window and in dockable panel mode.

1.11   August 14, 2019

- **fixed:** the "missing effect" message appearing on some After Effects CS6 installations

1.1   April 15, 2019

- **added:** support for bezier masks. mazeFX can use masks with bezier vertices
- **added:** mazeFX can now generate a null layer that is attached at the tip of the solution
         path and follows its position (CC2018 and above only)

1.0   February 15, 2018

     - initial release

This script is provided "as is," without warranty of any kind, expressed or implied. In no event shall the author be held liable for any damages arising in any way from the use of mazeFX.