MonkeyWords User Guide

cracked by Monter Group → monter.is

MonkeyWords is a procedural script for Adobe After Effects that harnesses the power, speed and flexibility of AE's native text animators. It was designed to be an intuitive, easy to learn tool that makes quick work of complex, high-volume text animations that would normally take hours to create by hand.

Installation:

MonkeyWords requires AE CC 2017 or later. To install the script as a dockable panel, place "MonkeyWords.jsxbin" and the accompanying "MonkeyWords" folder into (Windows) "After Effects/Support Files/Scripts/ScriptUI Panels" or (Mac) "After Effects/Scripts/ScriptUI Panels".

Note: Do not put the "MonkeyWords.jsxbin" script inside the "MonkeyWords" folder. The script and the folder should be adjacent to each other, inside the "ScriptUI Panels" folder.

Getting Started:

To generate a default build, simply launch the script, create a comp, set your text specs in the AE Character and Paragraph panels, and click **Do It!**

The Process

Once **Do It!** is clicked, MonkeyWords creates one or more pages in the selected compositon. Each of these pages is a composition comprised of a series of text layers and a control layer. A set of text animators are applied to each text layer, as determined by the settings in the Text Animator Section of the UI. All pages

have effects controls (on the control layer) which are used to control the animation parameters of all the text animators within that page.

TEXT PANEL

The Text Panel and AE's native Character and Paragraph panels dictate the look of the text layers generated.

MonkeyWords uses the font and color information from AE's Character panel and an alignment based on the selection in the Paragraph panel.

In the Text Panel there are several basic rules:

1) Skipping a line will result in the creation of a new page.
2) Spaces at the beginning of a line are ignored.
3) When saving a UI setup, text in the panel won't be saved. It's best to save that in a separate file.

Key Commands

There are several Key Commands that can influence the text in the text panel. These can be displayed by using Star button above the panel

1) A Caret symbol (^) at the beginning of a line indicates that the line is a keyword.   Size, Color and animation of that line are controlled by the various Keyword parameters in the UI. Carets need to be placed at the beginning of a line. If a space is placed prior to the caret, then it will show up as normal text.
2) On either side of a word, Square Brackets [ ] indicate that the Keyword Color will be applied to that word. A start bracket without the end bracket will result in all words after that bracket being colorized.
3) Placing a Pipe (or Vertical Bar |) as the first character in an otherwise empty line will result in an empty line being generated for that page (without generating a new page).

LAYOUT

The Layout section controls the type specs, and is straightforward, except for one option, the Justified option.

Font Size:
1) Constant: a single font size for all text other than keywords.
2) Random: Text scaled between the Min and Max number entry boxes.
3) Justified: Each line of text scaled up or down to match the width of the longest keyword. If there are no keywords, then it will scale to the longest line of text in the layout. Note: This will override the selection in AE's Paragraph panel.

Keyword Size:

This will control the size of any line of text in the panel with a ^ at the start. If there are multiple keywords and Justify is selected in Text Size, then it will scale all the keywords to the width of the longest keyword.

Spacing:

The space between the lines of text (aka Leading)

Keyword Color:

Any line of text with ^ at the start, or [a word between square brackets] will be assigned this color. This can be deactivated by unchecking the box.

TEXT ANIMATORS

Features in this section control the specifics of the text animators applied to the text layers within the pages. Examples of each of these can be found on the FAQ page.

The basic application of animators to each layer is illustrated in the following diagram:

Transition In & Out

Slide / Scale / Rotate	Hold	Slide / Scale / Rotate
DRIFT		

Transition In

Slide / Scale / Rotate	Hold
DRIFT	

Transition Out

Hold	Slide / Scale / Rotate
DRIFT	

Transition:

Transitions and Hold indicate how the text will animate and how long it will be on-screen. The available animators are variations of Position, Scale or Rotation.

Each text layer has one or more of the following basic text animators applied:

1) Transition In: This is a transform animator on the text layer that is triggered at the start of the page. It is assigned by the Style dropdown, with a duration that is dictated by the Speed function.
2) Transition Out: Same, but it's at the end of the layer, back-timed by the length of the Speed function
3) Transition In & Out: Both of the above, separated by the Hold time.

Hold:

Frame count of the animation resolve, after the Transition In, but before the Transition Out. Hold can still have a Drift taking place during that time.

Speed:

Speed relates to the transition in and/or out, tracking and the fades of the animation. The list corresponds to these values:

Very Fast: 10 frames
Fast: 15 frames
Medium: 20 frames
Slow: 40 frames

Very Slow: 60 frames

Interpolation:

An Effects Controller is placed on the page that affects all the text layers within that page. The farther to the right the slider is pushed, the more extreme ease is applied.

Ease: Transition In: Ease Out / Transition Out: Ease In

Ease Invert: Transition In: Ease In / Transition Out: Ease Out

Inertia:

Due to the idiosyncrasies of text animators, Inertia interpolation is simulated by placing a second position animator that overshoots the original position and then eases back to its final position. When Inertia is active, Auto Drift continues in the opposite direction of the original style. Otherwise, there would be a quick back and forth motion created.

Random includes only Ease and Ease Invert, not Inertia.

Styles:

These are the specifics of the Transition In and Out Transform animators. The Primary Style is the main one, and the Keyword Style can be set to reference the Text Style.

The dropdowns are mainly divided into sections indicating if single or multiple animators are applied within a page. Styles are applied to lines only, not words or letters, even though it might be deceptive based on the Cut/Fade settings.

The following Keyword Styles play off the selected Text Style.
1) Auto: Same as the Text Style
2) Opposite: Assigns a move that is opposite of the Text Style. *Certain cases are over-ridden for legibility or aesthetic concerns.

3) Random: Assigns one of the moves in the dropdown independent of Text Style. *Certain moves are excluded for aesthetic purposes.

4) Off: Cuts on and/or off.

Drift:

When active, Drift places a position animator on each layer and, based on the selection, moves the layers in a steady, linear motion that lasts the duration of entire animation. There is no Scale or Rotation drift possible.

Drift will reach the midpoint halfway through the page, and momentarily resolve at the original layout dictated by the Paragraph panel.

The effects control makes the intensity keyframeable, so it's possible to have an animation come to a full stop at some point during the drift.

When set on Auto, Drift will move in the direction of the position style. If Style assigns a scale or rotation transition in or out, either a Horizontal or Back & Forth drift is applied.

Random assigns one of the motions listed in the dropdown per page, while Random/ Layer will place a random selection on each individual text layer within the page itself.

Cut/Fade:

This option places an opacity animator on each text layer. Selections include the options of fading or cutting in based on lines, words or layers. Letters have the option of being randomly or sequentially revealed.

This can be deceiving in some cases because some words and letters have the perception of animating on and off individually…but that's not what's really going on. Motion from the Style Dropdowns are only assigned on a per-line basis.

Random Mix assigns each layer in a page either a Word fade, or a Letter cut or fade, and that order can be either sequential or random.

Text Tracking:

The animation of the letter spacing (or kerning) corresponds to the speed of the move. The amount and ease of the tracking is controlled by the effects controller on the page comp.

Text Offset:

This refers to the delay between text layers inside the page builds. In other words, it's the distance between the markers that triggers the animations.

Very Short: 3 frames

Short: 5 frames

Medium: 8 frames

Long: 15 frames

Very Long: 30 frames

Extreme: 45 frames

Auto: Auto is an average setting based on the Speed setting selected.

Off: All layers triggered at once, at 00:00 within the page.

Page Overlap:

This refers to how the pages are sequenced.

None: Each layer is sequenced one after the other with no overlap.

Very Short: 5 frames

Short: 10 frames

Medium: 15 frames

Long:20 frames

Very Long: 30 frames

Extreme: 60 frames

Off: All layers start at 00:00 within the master comp.

Auto: Auto is an average setting based on the Text Offset setting selected.

MISCELLANEOUS

Time Remap:

Time Remap will pre-comp all the pages and place markers at the transition points.

By sliding the markers, you can easily change the timing of the pages.

Marker Sync:

This control will cause the Time Remapped layer to sync markers to markers on an existing "guide" layer. For example, if you have an audio layer that has a marker on every other beat, and that layer is selected prior to a build, it will place a page transition at every other beat. Please note that the guide layer must have at least as many markers as there are pages.

Randomize Anchor:

This checkbox will randomly change the anchor point for any page that contains motion styles that can be affected by moving the anchor point...namely, Rotation and Scale Styles.

Example: By selecting a simple Y Rotation, a variety of Y rotations will be applied to a multi-page build.

Reverse Reveal:

This will animate the last line of text first. This was specifically put in place to avoid overlap in a Down Style move.

EFFECTS CONTROLS

The effects controls allow you to adjust motions on individual pages. They control Intensities, Randomness and Eases of the text animators applied on each page. Anchor point control is also available for Rotation and Scale motions.

Text Animators:

Text Animators are the located on each text layer inside a page. To reveal them, twirl down on a text layer, and then on Text. Each one applied in that build will be labeled accordingly.

Any of the animators can be turned off via the video switch or adjusted. Text layers can also be transformed manually and then have the text changed very easily.

TROUBLESHOOTING:

There is an unfortunate bug in the After Effects 17.7 version which affects all panels that are using the "Legacy UI" feature. It causes them to crash on startup. See this link for more info.

Please check the MonkeyWords FAQ page at aescripts.com/monkeywords for more info and examples.

-Dan & Orrin