Thanks for purchasing Type Morph, that's a quick guide on how to install and use the script

Unzip the archive you have downloaded

Close After Effects if it is open

Copy the script file 'Type Morph_[ver].jsxbin' into the following directory:

Windows users:
C:\Program Files\Adobe\Adobe After Effects [version]\Support Files\Scripts\ Scripts UI Panels

Mac users:
Applications/Adobe After Effects <version>/ Scripts/ScriptUI Panels

Start After Effects

Under the Window menu, find and run the script 'Type Morph_[ver]'

You can dock the panel or let it float over your desktop app

How it works

Type Morph is very easy to use, with the simplest UI and an intuitive Control Panel, this script will help you keep a straightforward workflow

The Script is clever, but the user needs to tell it their font choise This has to be done in a very specific way.

1) Press the 'Initialise' to create the right environment.

A composition called '**TypeMorph_Lab**' will be created, and in it there will be 2 text layers: '**morph start**' and '**morph end**'

It's important to keep this composition always tidy.

The user should setup the desired Font weights. We strongly reccomend to use 'morph start' for the light/condensed weight and 'morph end' for the bold/extended

With the Trial Version, the user can only sample the full alphabet.

The options are: all CAPS, upper and Lower or numbers. We reccomend sampling the alphabet before commiting as we are aware that not all fonts are digital-friendly and had a few cases where the morph is very difficult.

Generally speaking, the Fonts designed before the digital era are not easy to manage.

With a full licence, the user can still sample the full alphabet by checking on the Trial Mode checkbox. Otherwise, they can morph words with the main UI edit box.

The Script will take some time to complete all the tasks, and before the end of the operation it might briefly flash some expression error messages at the bottom of the Composition window.

When the job has been completed, the user is shown with the composition containing morphed gliphs (under the form of precomps) and a Null object named '**morph CTRL**'.

Here's where the user can control and animate the morph amount, and the morph direction

However the properties are also exported in the Essential Graphics in order to give the user a higher level more control

However, if the composition will be used in another composition - as we think it will, the user can animate those values in the Master Property group pf the layer in the timeline, as shown in the picture on the left
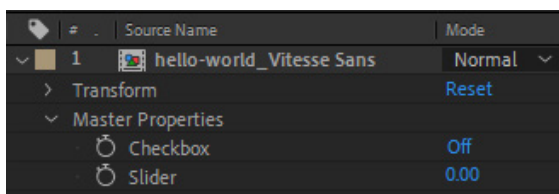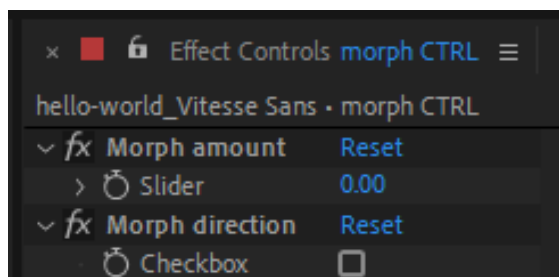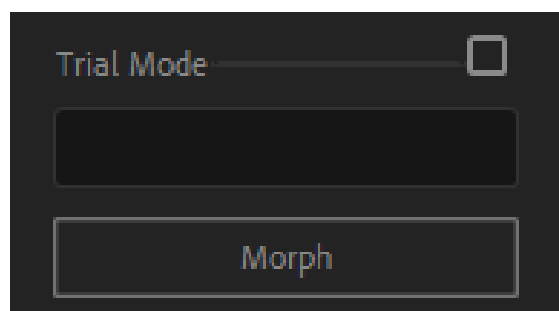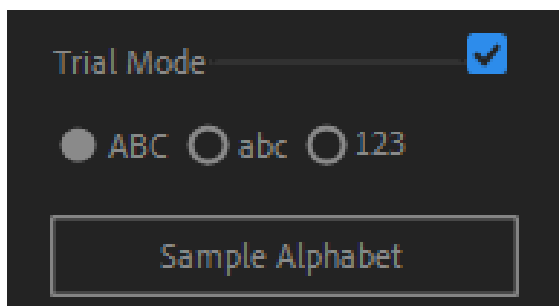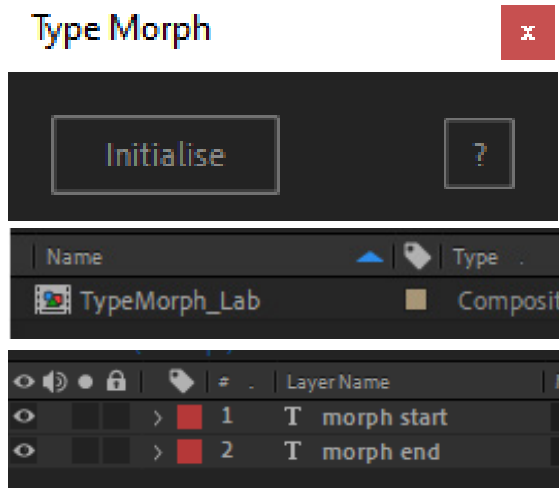
Customer Support

We did our best to design a powerful and clever Script, however, we must admit it might occasionally deliver broken morphs
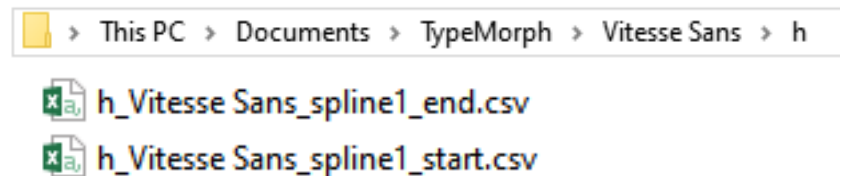
We are working hard on providing you a better solution, but for now, should you have any characters to be fixed, we will be happy to help. The only condition is the morph has to be done between two different weights of the same font!

Here's how it works:
At the bottom of the UI there is a checkbox named '**Support Tools**'. That will show/hide 2 buttons designed to provide support with brken characters.

You have to open the composition called '[FontFamily]_[Character]_morph', otherwise a message will alert you to 'select a valid comp'

The **Export** button will write a bunch of files in the following directory: Documents/Type Morph/[Font Name]/[Character].

> This PC > Documents > TypeMorph > Vitesse Sans > h

h_Vitesse Sans_spline1_end.csv
h_Vitesse Sans_spline1_start.csv

Once exported, please zip up each character folder and email it to TypeMorph@gmail.com, with the subject 'support'

We will make the fix and send you a zipped folder with the suffix: '**_fixed**'. It doesn't really matter where you unzip it, although we reccomend to do it right next to the broken one

Now you are readi to load the amends. Open the relevant Composition and press the **Import** button, navigate to the fixed folder and select it. The character should be fixed

Oterwise, please let us know