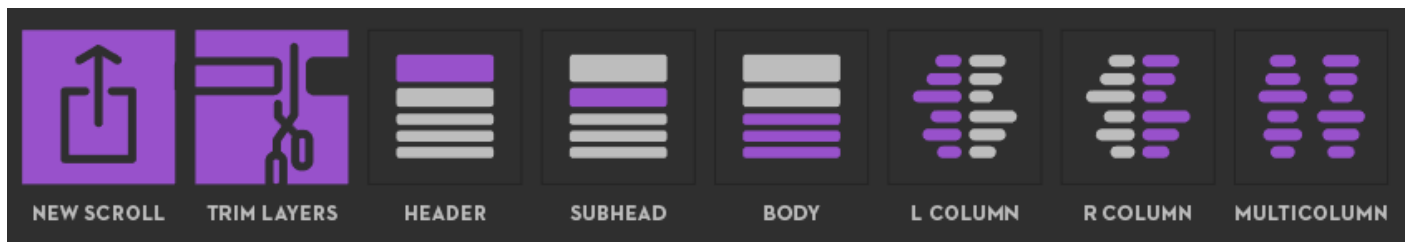# CREDITS ARE DUE VERSION 1.0

Credits Are Due puts the "end" in "end credits."
Build fast, flexible credit scrolls in After Effects. Make changes easily. Get some sleep.

NEW SCROLL · TRIM LAYERS · HEADER · SUBHEAD · BODY · L COLUMN · R COLUMN · MULTICOLUMN

INSTALLATION

Credits Are Due requires After Effects CC2015. It can also run in the 13.2 release of CC2014, but you'll have to spend a lot of time re-enabling expressions, so it is not recommended.

Before you begin, go to the General tab of your After Effects preferences and make sure "Allow Scripts to Write Files and Access Network" is enabled.

To install as a dockable panel, unzip your download and copy Credits Are Due 1.0.jsxbin into After Effects' *Scripts/ScriptUI Panels* folder. Restart After Effects, then launch the script from the Window menu.

Credits Are Due can also be run directly from the main *Scripts* folder or via *File > Scripts > Run Script File. Note: this window cannot be docked.*

GETTING STARTED

1. **Add a Scroller control to your comp.** This should always be the topmost layer.
2. **Create scroll elements, or set existing layers to scroll.** Layers will scroll in order from top to bottom. To add existing layers to the scroll, select them by type and click the appropriate button to assign them that style (e.g., select all your headers, then click the Header button). If nothing is selected, clicking the same button will create a new layer of that type at the bottom of the scroll. Shift-Click to create new layers without deselecting existing elements. *Note: nothing will scroll until all layers have been assigned a type!*
3. **Create multicolumn groups.** Select any number of layers, then click the Multicolumn button and they'll arrange themselves horizontally. As with the other element types, this works with images as well as text.
4. **Change element types.** Select a layer, then click a type button to reassign it. Text formatting is preserved.
5. **Customize text styles.** Ctrl/Cmd-Click a button to select all layers of that type and change their formatting. Layers can also be edited individually.
6. **Adjust global settings.** Select the Scroller to change global scroll speed (in pixels per frame), horizontal position and element spacing. You can also drag or scale the Scroller itself.
7. **Select your scroll elements and run the layer trimmer.** This tool sets their in and out points so they're only in the timeline when they're actually on screen. This process can be VERY slow, but speeds up playback and rendering dramatically on large scrolls.

TIPS

Everything in the comp has to scroll. Generally, each text section should be a separate layer. There are various scripts available that can automate text import and/or breaking things up into separate lines. If your scroll has a background image, audio, or is part of a larger sequence, nest it inside a precomp.

Each scrolling layer has three checkboxes. Check the Header or Subhead checkbox on a non-header layer to add extra spacing above it. The Subcolumn checkbox gives a layer the same vertical position as the layer above it in the stack.

Multicolumn groups have some special behaviors. The first column in a multicolumn group determines the section's vertical position. Check its "Header" or "Subhead" boxes to add extra space above the group. The last column determines how tall layers below the group think the section is. If another column is longer, you may need to add a blank header layer as a spacer beneath.

You can drag layers away from their initial position without breaking the overall layout. They'll scroll wherever they're dropped. Changing or setting their element type will reset their position and alignment. If the layer is set to 100% scale, checking its "Subcolumn" checkbox will prevent its dimensions from influencing the scroll layout.

Credits Are Due uses layer colors to select elements. If you've given a particular group of elements a different style, and don't want them to be selectable by their type button, simply change its layer color to one that's not being used. To select the custom group, click on one of its layers' color chips in the timeline and choose Select Label Group.

Don't want the scroll to start on frame 1? Add a layer marker to the Scroller to set its start point.

SUPPORT/QUESTIONS/COMMENTS?

Visit the aescripts.com forums, or contact **info@victorianece.com**