Peacock ESTK Library

version

Daniel Kreth

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Contents

Peacock ESTK Library

A documentation for the Peacock ESTK Library.

Quick References

About This Documentation

Description

To be written.

If you're starting out with the Peacock ESTK Library, read the Getting Started section first.

Installation

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Install Instructions

After Effects Script Folder

Copy the **Peacock ESTK Library** folder into one of the application folders as follows:

appData

In Windows, the value of %APPDATA% (by default, `C:\Documents and Settings\All Users\Application Data`)

- (Windows)
  `C:\Documents and Settings\All Users\Application Data\Peacock ESTK Library`
- (Windows) `C:\ProgramData\Peacock ESTK Library`
- (Mac OS) `/Library/Application Support/Peacock ESTK Library`

userData

- (Windows)
  `C:\Documents and Settings\username\Application Data\Peacock ESTK Library`
- (Mac OS) `~/Library/Application Support/Peacock ESTK Library`

Getting Started

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Peacock ESTK Library

Quick Start

Before you can start using the BpmSlicer script you need to set the checkbox of the following setting to true.

```
After Effects -> Preferences -> General -> Allow Scripts To Write Files And Ac
cess Network(Skripte können Dateien schreiben und haben Netzwerkzugang)
```
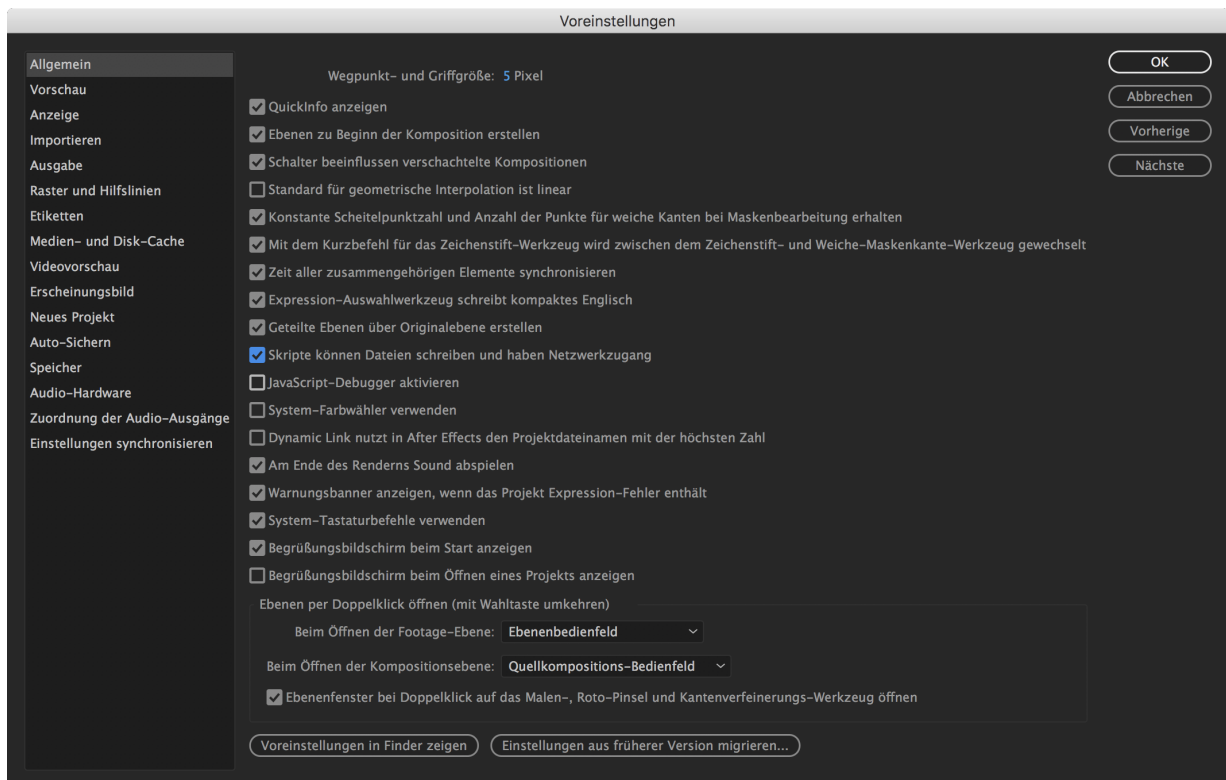

Section 1

Section 2

Peacock After Effects Utility

Peacock Illustrator Utility

Peacock Base64

Peacock BeatManager

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Bpm

Set the bpm rate of the song you want to edit your videos to. Each time the value is changed a new sliceArray and a new markerArray is created with slices and markers from 0 to the duration of the active composition. If no composition is selected slices and markers will be created from 0 to 60 seconds.

Bars

Set bars in order to determine how many markers are created when creating markers. Each time the value is changed a new sliceArray and a new markerArray is created with slices and markers from 0 to the duration of the active composition. If no composition is selected slices and markers will be created from 0 to 60 seconds.

Peacock Binary Creator

Peacock Composition Template

Peacock Console

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The console is like a command line. Three different types of input are possible.

After Effects Keyframes / Mocha Tracking Data

You can either paste Mocha tracking data directly from Mocha into the console or Keyframes from a selected layer property in After Effects. Note that only Position, Scale and Rotation keyframes are supported yet. If you press: `Cmd+Enter` or the `'R' button` the keyframes are getting parsed into an internal keyframe data structure.

> ### *Note*
>
> There is no use for the parsed keyframes yet. I plan to manipulate tracking data keyframes synced to the beat.

Peacock midi note data

The external standalone program "Midiconverter" converts a midi file (.mid) into 'Peacock midi note data'. For this to work the midi notes in the midi file have to be in the range from C3 - C4 and you need to set the proper bpm value. After the midi file is converted the 'Peacock midi note data' is automatically copied to the clipboard and a .txt file with the same 'Peacock midi note data' is created as a sibling of the midi file. The 'Peacock midi note data' can be directly

pasted into the BpmSlicer console. By pressing `Cmd+Enter` or the `'R' button` the slice data is getting parsed into the internal slices array which can then be used to slice layers in a composition.

Executable javascript

You can write any javascript code you like and execute it directly from the console. Some useful code snippets are accessible through tabcompletion and shortcuts

Tabcompletion

A list of all tab completion code snippets.

`for`

```javascript
aeHelper.selectAllLayers(comp);
for(var i=0; i<comp.selectedLayers.length; i++){
  var layer = comp.selectedLayers[i];
  log.appendLog(i + " " + layer.name);
}
```

`fors`

```javascript
for(var i=0; i<slices.slices.length; i++) {
  var slice = slices.slices[i];
  log.appendLog(i + " " + slice.getInPoint());
}
slices.slices.length;
```

`form`

```javascript
for(var i=0; i<markers.markers.length; i++) {
  var marker = markers.markers[i];
  log.appendLog(i + " " + marker.getTime());
}
markers.markers.length;
```

`if`

```javascript
if(markers.markers.length > 10) {
  log.appendLog("More than 10 markers exist");
}
(markers.markers.length > 10);
```

`if else`

```javascript
if(markers.markers.length > 10) {
  log.appendLog("More than 10 markers exist");
}else {
  log.appendLog("Less than 10 (or equal) markers exist");
}
(markers.markers.length > 10);
```

Shortcuts

A list of all tab shortcut code snippets.

`select`

```
var counter = 0;
for(var i=0; i<comp.selectedLayers.length;i++){
  var layer = comp.selectedLayers[i];
  if(layer.name != ""){
    layer.selected = true;
  }
  counter++;
}
counter;
```

bpm

```
beatManager.setBpm(166);
beatManager.getBpm();
```

beatRate

```
beatManager.calculateBeatRate(120, "1/4");
```

status

```
markers.markers.length + " markers; " + slices.slices.length + " slices";
```

rename

```
var name = "newName";
re = /^newName/;
aeHelper.selectAllLayers(comp);
var counter = 0;
for(var i=0; i<comp.selectedLayers.length; i++){
  var layer = comp.selectedLayers[i];
  if(re.test(layer.name)){
    layer.name = name + "_" + i;
    counter++;
  }
}
counter;
```

createfile

```
var text = "";
var filePath = Folder.desktop.fullName + "/_default.txt";
var file = new File(filePath);
//var file = File.saveDialog("Choose a txt file","*.txt*", Folder.desktop);
if(file === null)
  file = File.saveDialog("Choose a txt file","*.txt*", filePath);
file.open("w");
file.writeln(text.toString());
file.close();
```

Peacock Commands

A list of all tab peacock commands code snippets.

marker

```
markers.addCompMarker(comp, new Marker(10, { duration:0.0 }));
```
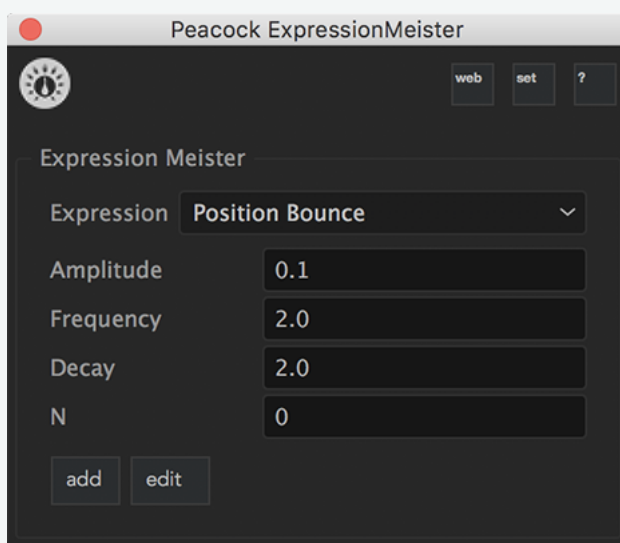
slice

```
slices.addCompSlice(comp, new Slice(5,10, { velocity:1.0 }));
```

Peacock Estk Tester

Peacock Expression Meister

Main Window

Main Window

The expression is updating while you are typing value into the edit fields and you can see the changes live

The Main Window first hexagram is made up of six unbroken lines. These unbroken lines stand for the primal power, which is light-giving, active, strong, and of the spirit. The hexagram is consistently strong in character, and since it is without weakness, its essence is power or energy. Its image is heaven. Its energy is represented as unrestricted by any fixed conditions in space and is therefore conceived of as motion. Time is regarded as the basis of this motion. Thus the hexagram includes also the power of time and the power of persisting in time, that is, duration.

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Edit Expression Window

Edit Expression Window

When its time to modify your expressions you can simply open the edit expression window. If everything is perfectly setup you possibly won't need this window in a long while.

The Expression Window first hexagram is made up of six unbroken lines. These unbroken lines stand for the primal power, which is light-giving, active, strong, and of the spirit. The hexagram is consistently strong in character, and since it is without weakness, its essence is power or energy. Its image is heaven. Its energy is represented as unrestricted by any fixed conditions in space and is therefore conceived of as motion. Time is regarded as the basis of this motion. Thus the hexagram includes also the power of time and the power of persisting in time, that is, duration.

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Preferences Window
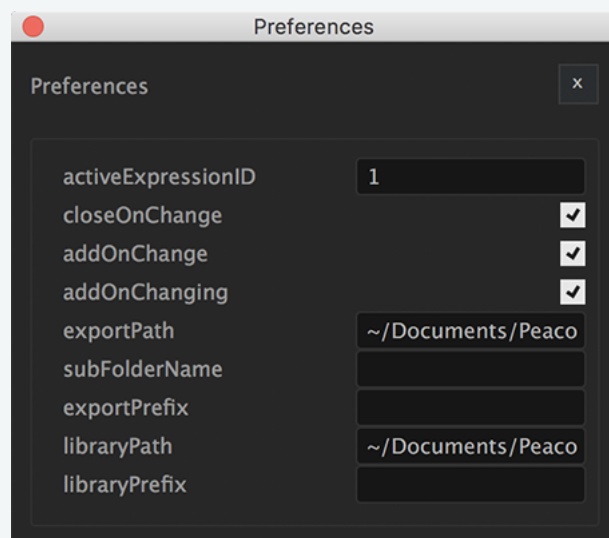
Preferences Window

The preference window is a comfortable alternative to editing the preference file with any text editor

The Preferences Window first hexagram is made up of six unbroken lines. These unbroken lines stand for the primal power, which is light-giving, active, strong, and of the spirit. The hexagram is consistently strong in character, and since it is without weakness, its essence is power or energy. Its image is heaven. Its energy is represented as unrestricted by any fixed conditions in space and is therefore conceived of as motion. Time is regarded as the basis of this motion. Thus the hexagram includes also the power of time and the power of persisting in time, that is, duration.

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Help Window
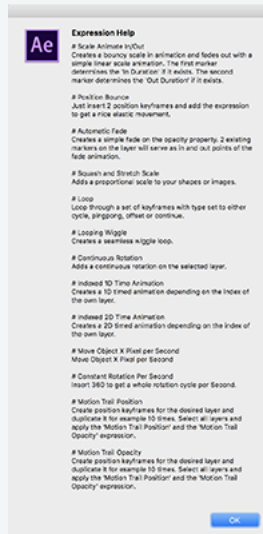
Help Window

In the help window you will find all expression descriptions you've set for your expression in a list

The Help Window first hexagram is made up of six unbroken lines. These unbroken lines stand for the primal power, which is light-giving, active, strong, and of the spirit. The hexagram is consistently strong in character, and since it is without weakness, its essence is power or energy. Its image is heaven. Its energy is represented as unrestricted by any fixed conditions in space and is therefore conceived of as motion. Time is regarded as the basis of this motion. Thus the hexagram includes also the power of time and the power of persisting in time, that is, duration.

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Preparations

```
After Effects -> Preferences -> General -> Allow Scripts To Write Files And Ac
cess Network(Skripte können Dateien schreiben und haben Netwerkzugang)
```
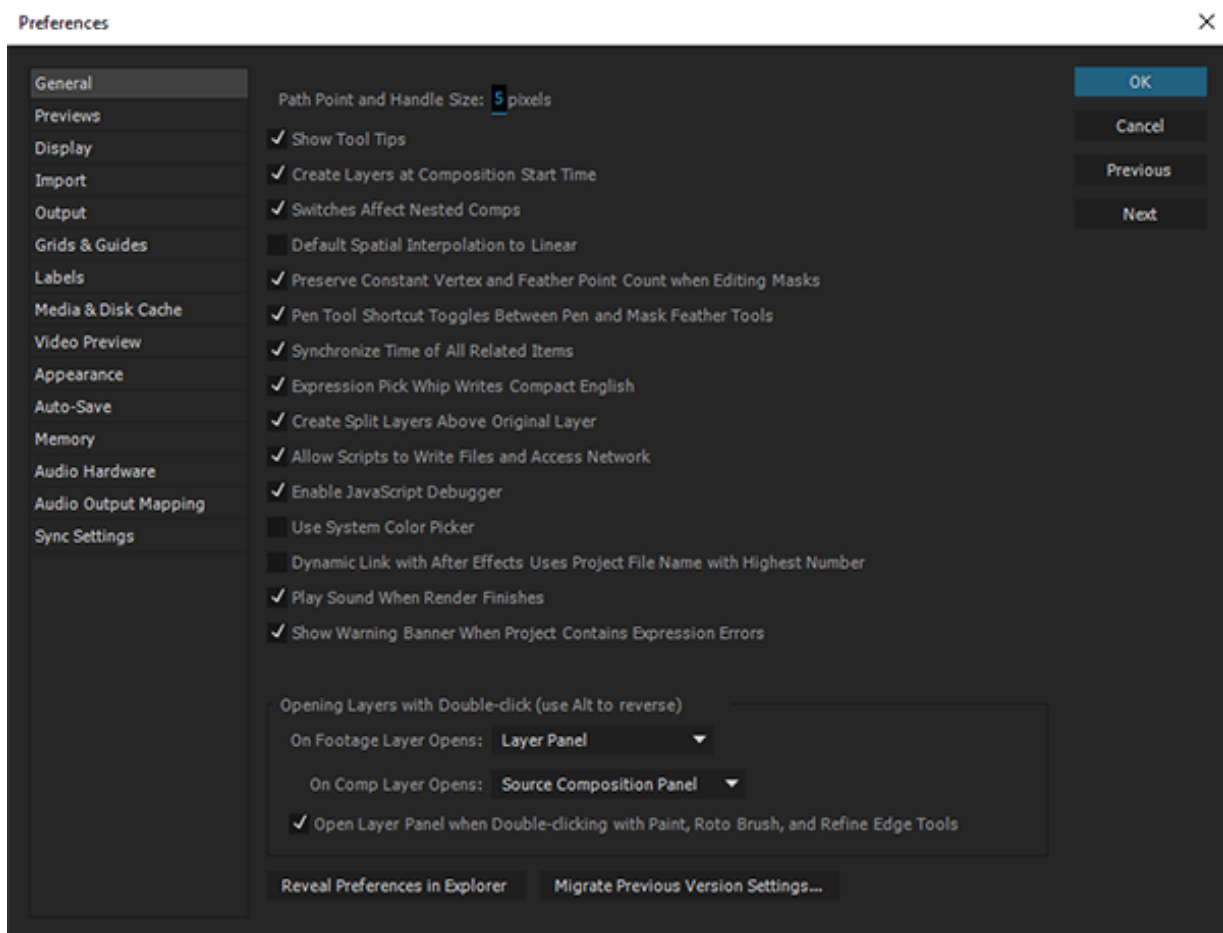
Peacock Favorites

Peacock File Search

Peacock InDesign Utility

Peacock Jsx Binary Converter

Peacock Keyframes

Peacock Layertools

Tools for selected Layer/s

move back
Moves the selected layer according to the bpm and bars value to the left.

move forth
Moves the selected layer according to the bpm and bars value to the right.

Arrange Layer/s

All selected layers are getting arranged like a stairway according to the currently set bpm and bars value.

Randomize Selection

All selected layers are getting randomly deselected.

Foist

For all selected layers:

> • The function tries to find a new randomly choosen starttime for the layer

```
layer.startTime += (Math.random() < 0.5) ? Math.random() * 100 : Math.random() *
```

> • The function tries to find a new randomly choosen stretch value for the layer

```
layer.stretch = 200 * Math.random() or layer.stretch = 200 * Math.random() * (-1)
```

If the original in- and out-point of the layer have changed by setting the randomly choosen values

```
(origInPoint != layer.inPoint && origOutPoint != layer.outPoint)
```

the function tries to find another starttime/stretch value for the layer and loops through this process as long as the condition is not true.

Peacock Library

Peacock Logger

Peacock Markers

Comp/Layer Dropdown

Choose whether you want to address comp markers or layer markers.

Read

Read all markers from the selected layer or the active composition and save them as slices to the sliceArray and as markers to the markerArray. If you choose to click the `Slice` button right after reading markers with this function, the selected layer is sliced at the points in the timeline where the markers were positioned.

Add

Create layer markers on the selected layer which represent the in points of the slices in the sliceArray.

Show

Shows the markerArray.

Quantize

The markers of the selected layer are getting quantized to the currently set bpm and bars value in the region that is set by the `Workarea` dropdown list.

> ### *Note*
>
> This function doesn't work with composition markers yet.

Peacock Midiparser

Load Midi

Load a txt file that contains midi note on and off information and import them as slices into the sliceArray (The in points of the slices are getting added to the markerArray which could be added as markers to a layer or the composition by clicking the `Add` button).

Save Midi

Save a txt file that contains all slices from the sliceArray.

Midiconverter (external)

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Midi converter button

The Midi converter interprets 12 note values in the range of C3 - B3. Please make sure that the midinotes are placed in exactly that range, otherwise the notes won't be recognized.

The chosen .mid file is converted to a .txt file with a assigned videotrack a note-on and note-off value and a velocity value that can be imported by the Premiere Pro extension `BpmSlicer`.

for example:

- 1 0 2.5 0.5
- 2 2.5 3.4 1.0

Bpm editor

Before the midi clip is converted, a tempo event with the given ‚bpm' rate is added to the midi clip.

If the midi clip has a tempo event already and you want to use it instead of a new one, set the bpm value to `-1`.

If the bpm editor is empty the default bpm value of 120 is used.

Fps editor

The fps value (Frames per seconds) is only needed if you want to use the clipboard to copy keyframes directly onto one of After Effects layer properties. With help of the fps value the time of the midi note-on values can be transformed to frame values.

Clipboard

The velocity values of all midi note-on messages are mapped to the range of 0.0 - 1.0 and copied to the systems clipboard so that you can simply paste the values as keyframes onto a selected `expression slider` property in After Effects. A `expression slider` with those keyframes can then be used to manipulate different properties and effects.

Preparations

NOTE: The following description is confusing because it describs the preparation for the premier pro version of the BpmSlicer which is not yet finished.

Before you can take full advantage of the functionality of the BpmSlicer you need to prepare your footage as follows.

Song preparation

You have to ensure that the following two conditions are met: You need to know the exact bpm value of the song you want to work with and set this value in the bpm input field. You need to make sure that the 1st beat of the song sits exactly at the 0 point in time. Some songs may not have an intro that fits the bpm rate of the actual song, then you need to find the first beat and place it accordingly. If you have the exact bpm rate of the song then it won't be too difficult to make it fit.

Preparing the midi clip

Please make sure that the midinotes in the midi file are placed in the range between C3 - B3, otherwise the notes won't be recognized. Note that the notes of C3 are placed onto videotrack 1, the notes of C#3 onto videotrack 2 and so on.

Note	Track
C3	videotrack 1
C#3	videotrack 2
D3	videotrack 3
…	…
B3	videotrack 12

Preparing your footage

If there is no BpmSlicer folder structure already you can create one by clicking the `create folders` Button. The next step is to put all your footage you want to be placed into the active sequence, according to the notes in the midi file, into the `1 source` folder and assign the appropriate prefix for each footage item. Make sure the prefix is a number between 1 - 12 and make sure there is a white space between the prefix number and the footage name.

The next thing you want to make sure is that you add as much videotracks to the active sequence as your highest assigned prefix is. In the following example the highest assigned prefix is 4, so you need to make sure there are at least 4 videotracks available.

```
BpmSlicer
  1 source
    1 VideoClip2.mov
    2 LensFlare2.mov
    3 Transition_1.mov
    4 PaperTexture_9.png
    4 PaperTexture_1.mov
```

As you notice in the example it's possible to assign the same prefix to as many footage items as you like. If you assign the same prefix to more then one footage items, this function selects a random footage item each time it finds a midi note for the appropriate videotrack.

Peacock Performance

Peacock Preferences

Peacock Progressbar

Peacock Photoshop Utility

Peacock Session

Peacock Slices

Slice

Click Slice to slice the selected layer according to the slices in the `sliceArray`.

Show slices

Show all slices of the sliceArray.

Peacock TextParser

Peacock Time Analyser

Peacock Transitions

A (In)

Attack of the envelope. If `Loop` is unchecked this is the in transition.

D

Decay of the envelope.

S
Sustain of the envelope.

R (Out)
Release of the envelope. If `Loop` is unchecked this is the out transition.

Loop
If checked the adsr is applied in a loop.

Choose Transition Effect
Choose between the following effects:

- Opacity
- Blockauflösung
- CC Glass Wipe
- Card Wipe
- CC Grid Wipe
- CC Image Wipe
- CC Jaws
- CC Light Wipe
- CC Line Sweep
- CC Radial ScaleWipe
- CC Scale Wipe
- CC Twister
- CC WarpoMatic
- Gradient Wipe
- Iris Wipe
- Linear Wipe
- Radial Wipe
- Venetian Blinds

Presets
Choose one of the following presets for the adsr settings.

- Kick
- Snare
- Hihats
- Bass
- Piano

Peacock ESTK Library

- Pads
- 1
- 1/2
- 1/3
- 1/4
- 1/6
- 1/8
- 1/12
- 1/16

All the instrument presets represent fixed values for the adsr.

The quantized presets (1 … 1/16) are getting updated each time the bpm value of the script is changed. In order to use this update function you need to make sure the checkbox `Snap In Out Transition To Bpm` is checked in the `Options` tab.

This is how the values are getting distributed between a, d, s and r:

```
a = beatRate / 3; d = beatRate / 3; r = beatRate / 3.5;
```

The r value is slightly smaller calculated in order to make it possible to loop the adsr without intersections between r and the following a.

Apply Transition

Add a transition to all selected layers.

Peacock UI Utility

Peacock Univarsal Utility

Troubleshooting

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My working environment:

- macOS High Sierra Version 10.13.3
- Modellname: MacBook Pro
- After Effects CC
- Version: 2017.0
- 14.0.0.207

Errors

Error

Error: ERROR: After Effects Warnung Rückgängig machen nicht übereinstimmender Gruppen: es wird versucht, den Fehler zu beheben.

Description: I create composition markers by hand, read them into markersArray, add markersArray to another layer, if I then move the layer the error happens and all markers of the moved layer will get removed.

Error

Error: Zuletzt protokollierte Meldung: <140736042881856> <BEE_WorkQueue> <5> BEE_Project::TimestampGetNext ZANZIBAR-3: cannot produce timestamp, frozen=0, open=0. Absturzprotokoll wird erstellt. Dies kann einige Minuten dauern.

Description: I created a slice with 'slices.createCompSlice(comp, new Slice(5,10));' and moved the marker by dragging it to the left.

Error

Error: If the project is saved either with autosave or with cmd+s the script is crashing and all the custom gui elements are disappearing.

Description: Actually the next day after restarting the computer and after effects this error doesn't happen in the beginning.

Work in Progress

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- Script Console Script

In Progress