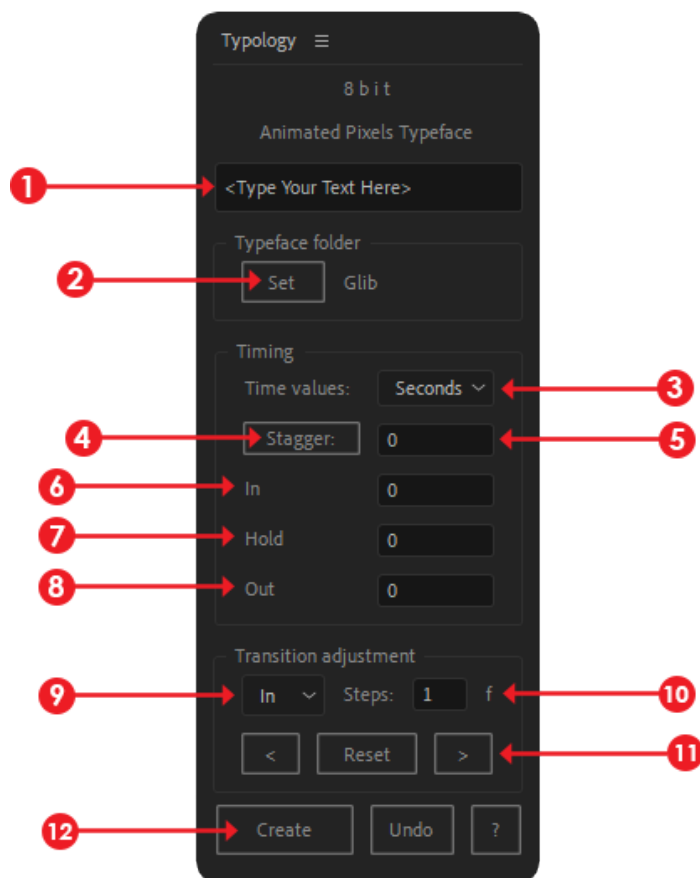


8bit User Guide

project version 1.0 | Typology script version 1.2

Installation

1. Copy the file "Typology_8bit.jsxbin" into the following folder:
Windows: C:\Program Files\Adobe\Adobe After Effects CS[x]\Support Files\Scripts\ScriptUI Panels
Mac: /Applications/After Effects CS[x]/Scripts/ScriptUI Panels
2. Restart After Effects and go to Window -> Typology_8bit.jsxbin



User interface

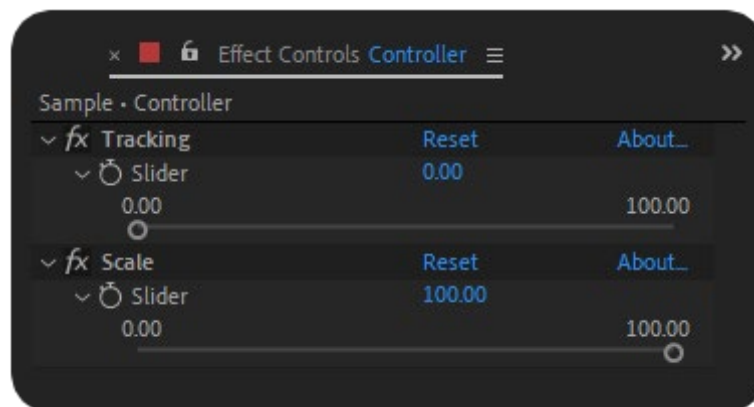
- 1- Type Your Text in this box.
Use English Alphabet (Uppercase, Lowercase, Numbers and Symbols).
- 2- Select a Typeface folder from project panel and press "Set" button, the Typeface folder name will appear next to the button.
- 3- This dropdown sets all timing values below in Frames or Seconds (except Steps value which is in frames only) and it works with any frame rate.
- 4- Stagger button can be used after creating the layers by selecting them in order and pressing this button, the stagger value will be set to the value in edit box 3 in frames or seconds according to the Time values dropdown.

Note that the layer selecting order is important before pressing Stagger button, you can select layers in any order you want and the Stagger will be applied accordingly.

- 5- Sets the stagger value in frames or seconds according to the Time Values dropdown selection.
- 6- In transition time value, the speed of the writing animation of each character up to 3 seconds long.
- 7- Hold time value, how long each character will remain still before Out transition starts.
- 8- Out transition time value, the speed of the disappearing animation of each character up to 3 seconds long.
- 9- In / Out transition dropdown for adjusting in and out time values after creating the layers.
- 10- Steps in frames, how many frames the adjustment buttons below will move the transitions markers for each layer.
- 11- Adjustment buttons control the position of the “In” and “Out” markers for the selected layers in the timeline.
Select all the layers you want to readjust and press < reset > buttons.
> moves the in / out markers one or more frames (according to “steps” value) to the right.
< moves the in / out markers one or more frames (according to “steps” value) to the left.
Reset moves the in / out markers to its original position.
- 12- Create button, Select the composition and press this button to create your layers in it, it also creates a null controller layer on the top.

Controllers

Typology Script creates a null object for positioning the created text, it also creates some controllers on it.



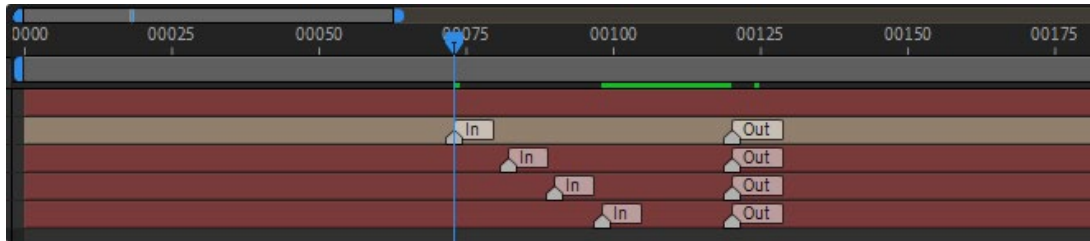
Tracking: spacing between each character.

Scale: the size of the text.

Note: you can reposition each character individually as you like and the tracking controller will work according to the new position.

Markers

Typology Script creates two markers for each created layer.



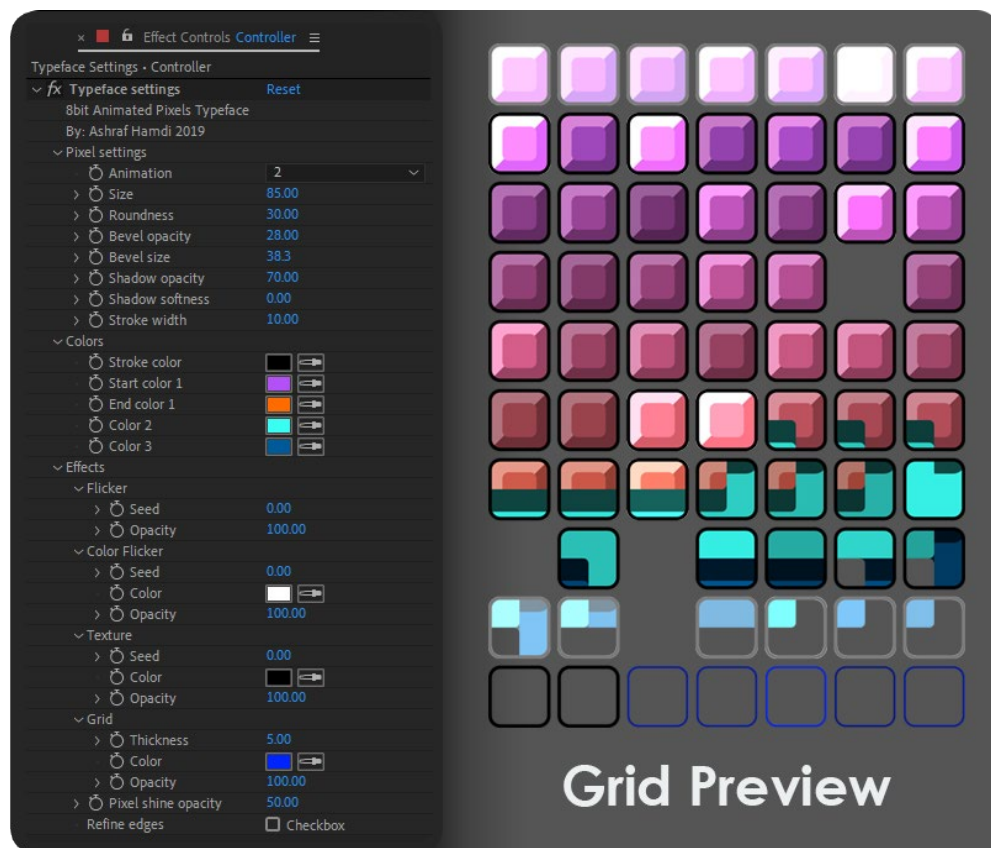
Drag **In** and **Out** markers to adjust the writing animation speed.

Note: don't reposition the Time Remap keyframes, just use those markers.

8bit Typeface Settings

8bit project contains a comp named "Typeface settings"

in this comp you have a Controller layer with **Typeface settings** effect.



Here you can change and animate the grid settings, see the changes in composition viewport

Please DON'T rename or delete this comp.