

# Type Array v2.0

*The comprehensive type preset for After Effects*



A free tool from Paul Slemmer  
For more tools, visit [www.paulslemmer.com](http://www.paulslemmer.com)

## Installation:

1. Add the .ffx file to your User Presets\* folder:
  - Documents/Adobe/After Effects [version]/User Presets (macOS)
  - My Documents\Adobe\After Effects [version]\User Presets (Windows)
2. In After Effects, click the menu button on the top of the Effects & Presets panel, and select “Refresh List.”
3. You can now search for the installed preset in the Effects & Presets panel.

If your User Presets folder does not exist, you can generate one:

1. Open your desired version of After Effects.
2. Create a new layer and select any property on it.
3. Click the file icon on the bottom of the Effects & Presets panel.
4. Save the preset as “temp.ffx” or just click cancel.

Your User Presets folder is now ready. Start from the first step of installation.

## Workflow:

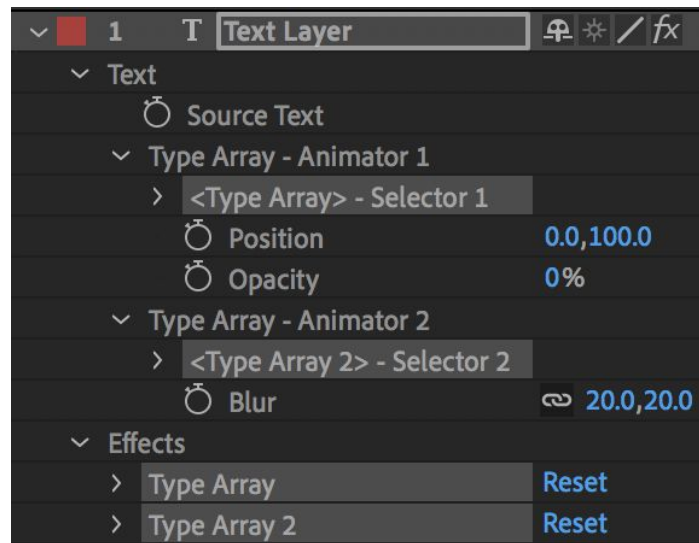
- With a text layer selected, run the preset from your Effects & Presets panel. This also works if you have nothing selected, it will just add an empty text layer, that you can add text to after the fact.
- Choose the index type you want the text to animate based on. (default: Words)
- Set your affected state in the text animator. You can add any properties you want, using the add menu that appears next to the animator in the timeline. These are the properties the text will take when the influence is at 100%. (default: 100px down and 0% opacity, which equates to a fade and rise animation.)
- Set the type animation on the Influence property of the Type Array effect. This will get applied to each index, controlling the amount the affected state is applied over time. (default is an aggressive easing curve)
- Use the Delay property to change the timing of non-markered animation.
- Set markers to control when specific indexes of text appear.

### Tip:

When using markers to sync text with a VO word by word, it can be helpful to place a marker at the peak of each word's strongest syllable. As a rule of thumb for legibility, any given word must be legible on screen no later than its strongest syllable. Because the marker tells Type Array when to start its animation, it may be necessary to use the shift property to make marker based animation line up perfectly with VO.

## Dynamic Referencing:

- Use Dynamic Referencing to add multiple Type Array instances to one layer. Just duplicate both the Type Array effect and text animator and rename the text selector(s) to match the effects. Your setup should look similar to this screenshot:



- Create complex animations easily, stacking text animators to add secondary animations, or use one copy to type on and another to type off, by reversing the Influence property keyframes. (This is not the same as enabling the reverse checkbox, which types from the end of your text forward.)

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- You may email [paulslemmer@gmail.com](mailto:paulslemmer@gmail.com) with any questions but full support is not offered and active development is not guaranteed.

# Thank you!

