

BOUNCr 1.0 User Guide

Overview:

A script to apply an inertial bounce expression to selected layers properties and a corresponding controller to the layer.

Installation:

Copy "**BOUNCr-1.0.jsxbin**" to your ScriptUI Panels folder, usually located here:

PC:

C:\Program Files\Adobe\Adobe After Effects [version]\Support Files\Scripts\ScriptUI Panels\

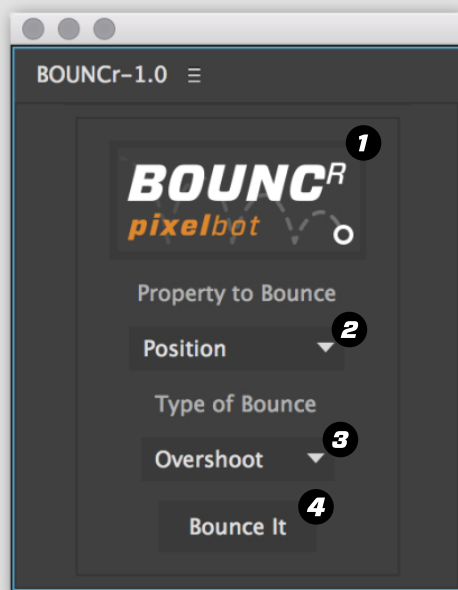
Mac:

\Applications\Adobe After Effects [version]\Scripts\ScriptUI Panels\

Usage:

Turn ON the preference "**Allow Scripts to Write Files and Access Network**", and after installing the script and restarting After Effects, you will find the script in the "**windows menu**". Select "**BOUNCr-1.0.jsxbin**" to bring up the script's dockable interface.

BOUNCr (Script UI):



1. Click on the **Logo** to access the "**About**" window and change how the script **Alerts**.

2. "**Property to Bounce**" you choose the what property to Bounce.

Position

Scale

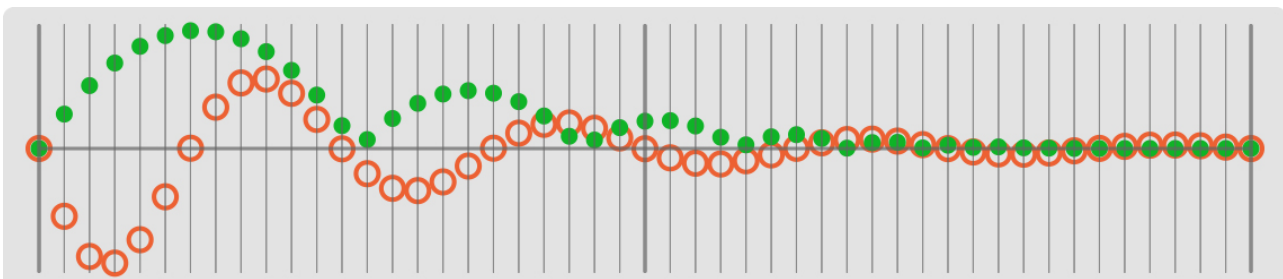
Rotation

Selected Properties

3. "**Type of Bounce**" Choose either **Overshoot** (like a pendulum) or **Bounce Back** (like a ball bouncing on the floor).

4. "**Bounce It**" button applies the expression to selected layer's properties and a controller to the layer.

Script interface - fig 1

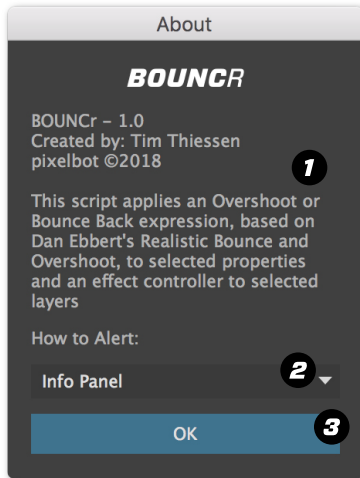


Overshoot vs Bounce Back - fig 2

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The About Menu:

When you click the **Logo** on the Script's UI an about window opens.



1. The expressions are based on **Dan Ebbert's Realistic Bounce and Overshoot** from ***motionscripts.com***.

2. "How to Alert" when the script is done it alerts you to that fact by one of two methods:

Alert Box: A standard alert dialog window that requires you to click "OK" to getting back to work.

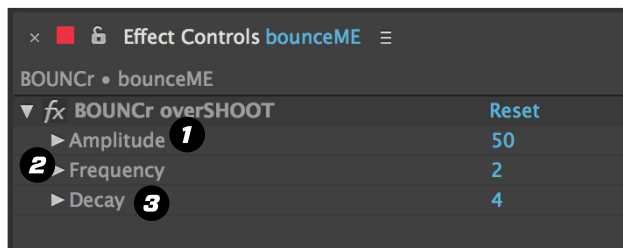
Info Panel: Writes the alert to the Info Panel - no need to click to keep working.

3. "OK" Closes the About Window.

About window - fig 3

The Controllers:

There are two types of controllers for the two different **BOUNCr** expressions: the **Overshoot Controller** (fig 4) and the **Bounce Back Controller** (fig 5).



Overshoot Controller - fig 4

Overshoot Controller

1. Amplitude - This does most of the heavy lifting of the expression, the bigger the number the bigger the bounce.

2. Frequency - How frequently the bounce occurs. "2" is a good default.

3. Decay - The friction or mass setting, a higher value means a shorter decay over time. "4" is a good default.

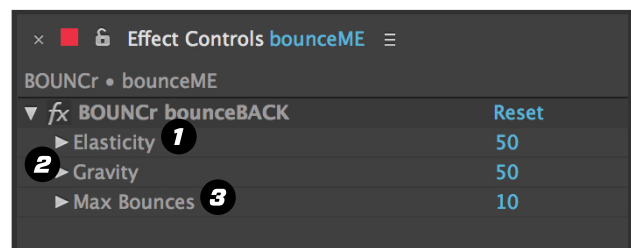
Bounce Back Controller

1. Elasticity - How bouncy is the object.

2. Gravity - How strong the force stopping the bouncing object.

3. Max Bounces - The maximum number of bounces - you shouldn't need to adjust this for most uses.

>NOTE: Depending on the speed of the element and the desired effect you need to adjust both the **Elasticity** and **Gravity**.



Bounce Back Controller- fig 5