Setup
Create new font:
QUICK START
Create Alphabet layers
Write
Font:
Multis
150
px
50
px
0
fr
30
pt
Firecace
Write text
Customize char set
A
FONT
MANAGER

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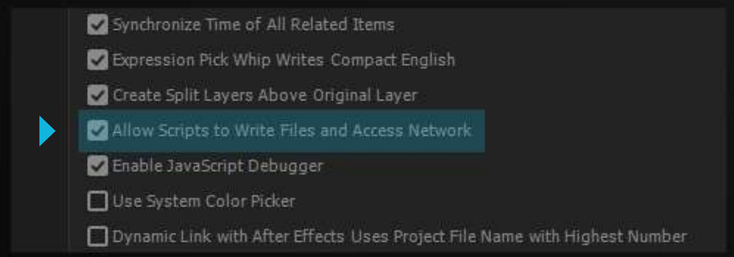
INSTALLATION

1. QUICK method:
Extract script from archive to any folder.
In After Effects go to “File>Scripts>Run Script File...”
Select script from the files.
(this method allows to use script as floating panel)

2. HANDY method:
Extract script into folder:
“After Effects Path/Support Files/Scripts/Script UI Panels” on Windows OS
“After Effects Path/Scripts/Script UI Panels” on MAC OS
In After Effects run script from “Window” menu. It will allow to dock the panel anywhere.

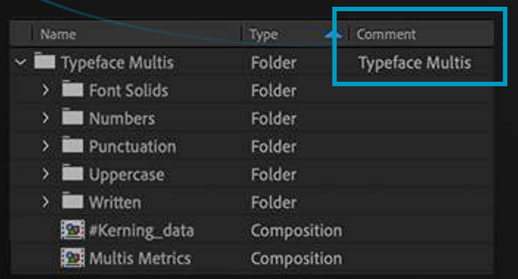
NOTE

Also make sure you have allowed scripts to write files under After Effects preferences:
MacOS: After Effects>Preferences>General>Allow Scripts to Write Files and Access Network
Windows: Edit>Preferences>General>Allow Scripts to Write Files and Access Network

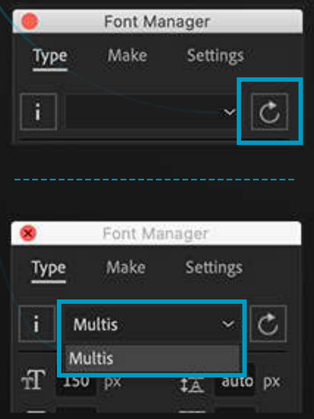


HOW TO WORK WITH ANIMATED TYPEFACE

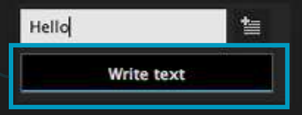
1 Import your typeface into After Effects and make sure that folder's comment section starts from "Typeface" word.



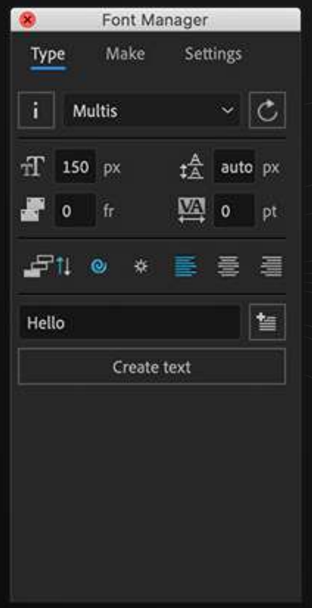
2 Open FontManager script, Click "Refresh" button and select your font.



3 Type your text in this field and click "Write text" button.



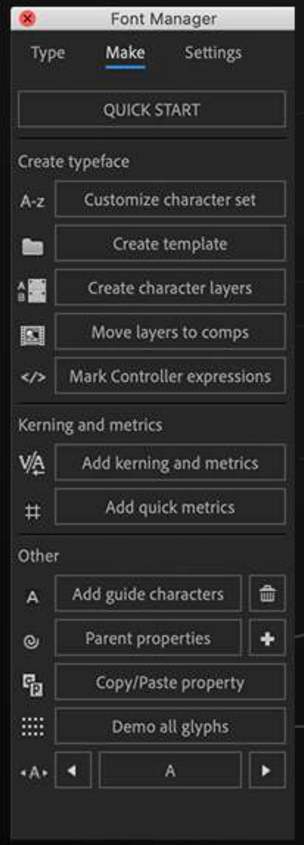
TEXT OPTIONS



1. After adding animated font click “Refresh” and select font Multis
2. Setup font size 200 px, leading auto px and tracking 0 pt
3. To make layers appear sequentially, choose layers offset 0 fr
4. Activate , if you want to control all parented properties using one layer
5. If you need to turn on “Collapse Transformation”, activate icon
6. Choose font alignment
7. If necessary, you can change the layers order WORD / WORD
8. Type your text here Hello
9. Or, if you want to type multiline text use this button
10. Click Create text to write text

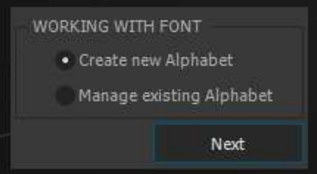
- You can use these options 0 fr even after you have written the text.
  Just select “Controller ” layer and click on any of these icons.
  If you want to shift your layers in time, click
- You can set “auto” mode auto px, by clicking on icon
- You can reset font size to “150” px 200 px, by clicking on icon

CREATE ANIMATED TYPEFACE



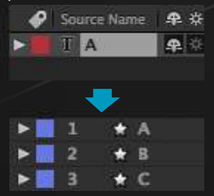
QUICK START

Guide, that helps quickly create animated typeface. Just follow the steps and select needed options.



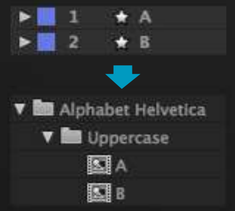
Create character layers

Create new text layer and click this button. Script will create all chars, symbols, numbers using shape layers. (or Shift+Click to use solid layers)



Move layers to comps

Select layers and click button. Script will group layers into individual comps and sort them into folders.



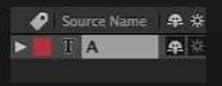
Add Kerning and Metrics

This is a key feature of the script, that has no analogues. It takes into account the shape of the letters and creates the correct metrics.

1. Convert your font into .afm file
here: https://goo.gl/EfEaPi (.ttf)
or here: https://goo.gl/NX6Smf (.otf)

2. Create composition using the same size as comps of your animated font.

3. Create text layer using the same font and size as your characters from animated font.



4. Select text layer.

5. Click “Add Kerning and Metrics”.

6. In the opened window select your font (.ttf or .otf) file of font’s .afm file and click “OK”.

Parent properties

Select properties, for example colors, that you want to manage further. Then click “Parent properties” button. All your properties would be parented to “Controller” layer.

Shift+Click will parent these properties inside each composition of the animated font. Just make sure that all these properties have the same path.

“Advanced Parenting” button allows to automate parenting process inside all font compositions and even more.

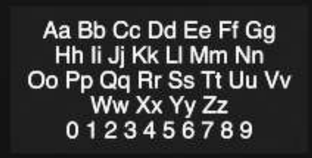
Just type layer index and property name or setup other parametrs.

There are bunch of useful options. You can find out more, by watching video tutorial.

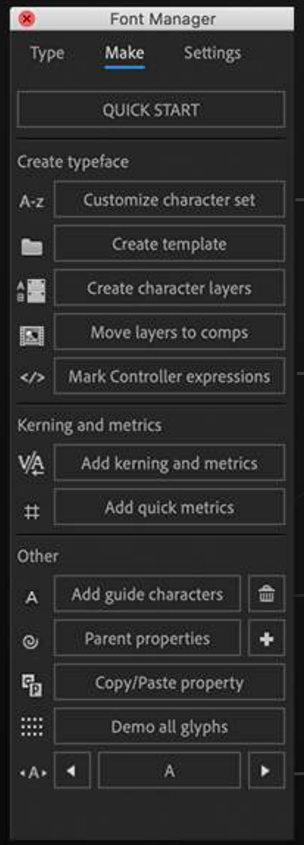
Demo all glyphs

Create demo of all animated chars, nums and symbols, to make sure that there is no errors or to create presentation.

Click “Demo All Glyphs”, and “Write Multiline”.



CREATE ANIMATED TYPEFACE



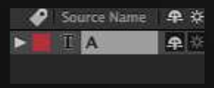
Add quick metrics

Add quick metric based on a glyps's width.
This method is suitable only for monospaced fonts.

If you will use this metrics for non monospaced font, some characters may not fit properly.

1. Create composition with the same size as your characters comps

2. Create text layer using the same font and size as your characters



3. Select text layer

4. Click "Add Quick Metrics"

Customize char set

Here you can manage/add set of the characters that would be used during the creation of the alphabet template and layers.

Navigation buttons help quickly switch between the glyphs composition.

Click on the central button will open the composition with the glyph.
For current example, script will open "A" composition.

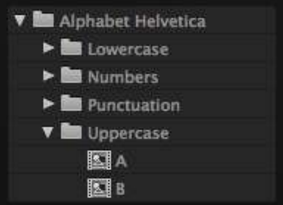
Create template

Quickly creates typeface structure.

1. Create composition that would fit character and its animation.

2. Create text layer with one letter and setup your font and its size.

3. Select text layer and click "New Alphabet template", to generate font structure using shape layers.
(Shift+Click will do the same, but using solid layers)



Mark Controller expressions

Helps to mark controller layer inside presomps and across the project after using "Parent properties". function. Use it for complex typefaces.

1. Select the typeface folder under the Project panel

2. Click on "Mark Controller expressions"

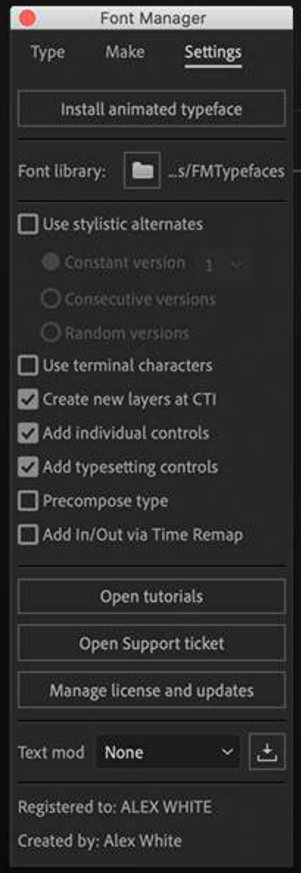
Expressions will be switched from this:

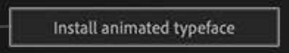
```
try{ thisComp.layer("Controller").effect("Multis")("Color")  }catch(e){ value }
```

To this:

```
try{
var FM_controllerComp = thisComp;
var FM_controllerLayer = FM_controllerComp.layer("Controller");
try{ FM_controllerLayer.effect("Multis")("Color")  }catch(e){ value }
}catch(e){ value }
```

INSTALL ANIMATED (JSX) TYPEFACE





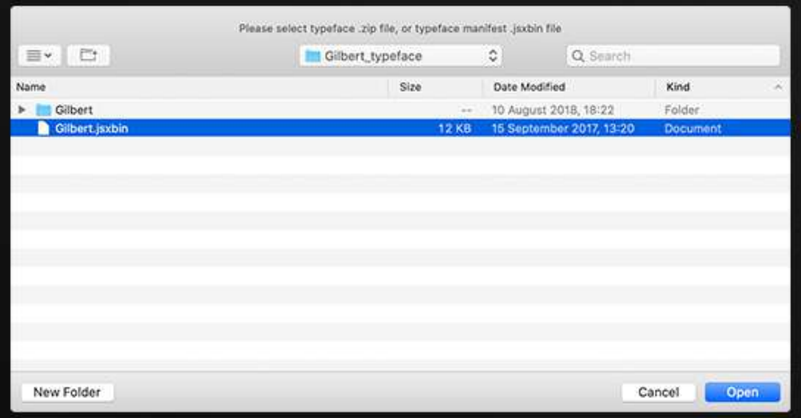
This will install JSX typeface in to your system (by default under "My Documents\FMTypefaces" folder) so you wouldn't need to import AEP file into project every time you want to use the typeface.

Here you can change installation folder for the typefaces.

Click on the name at the right to reveal the installation folder.

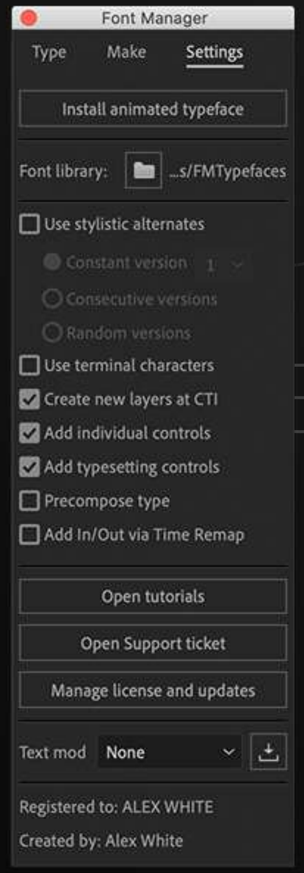
1. Click on "Install animated typeface"

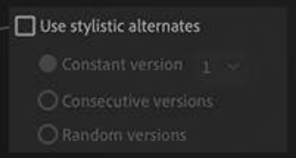
2. Open the folder with the typeface and select file with ".jsxbin" extension there.



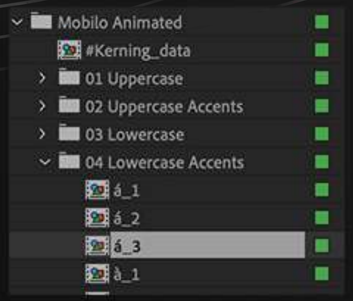
3. The typeface will be installed automatically.
You can no open "Type" tab and write text there.

SETTINGS





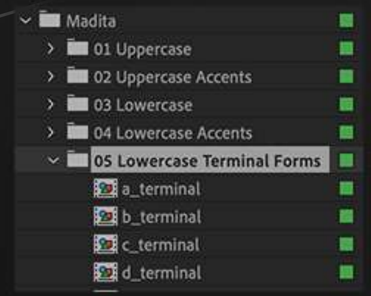
You can enable this feature if your typeface supports stylystic alternates and glyphs have different design and animation.



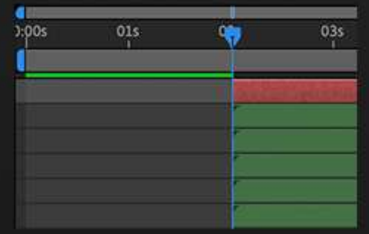
To add support of stylistic alternates, add underline and number to your comp's name.

For example "F_1" or "F_2" and so on.

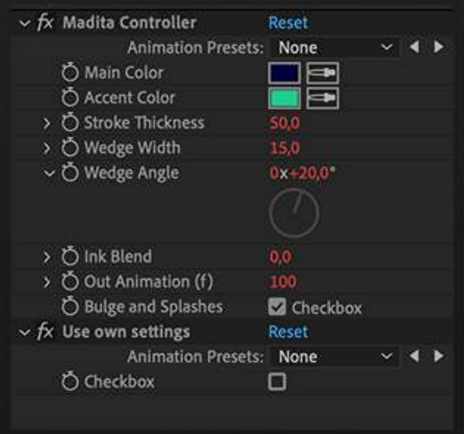
Terminal characters are stylistic alternates that go at the end of a word. Most commonly used in script or handwriting fonts. Only available in certain animated typefaces.

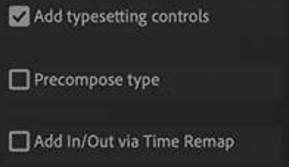


Will create characters at the current time indicator.
When disabled, all layers will be placed at the start of compsition.

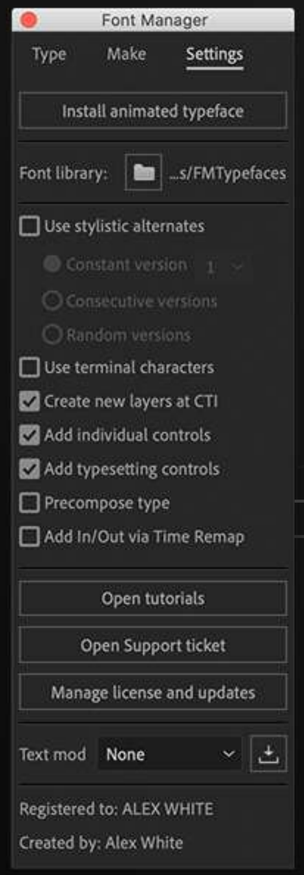


Add a controller to each glyph to toggle between overal and individual settings





SETTINGS



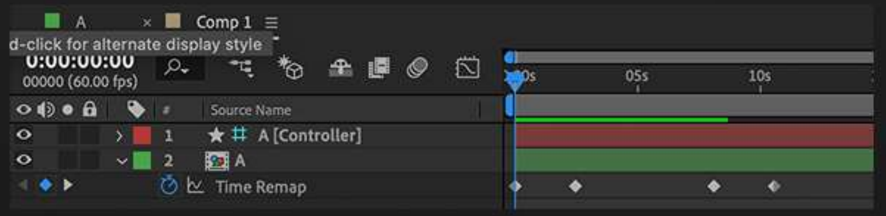
Add a Font Controller to Controller layer with tracking, spacing and offset parameters.

If unchecked, no expressions will be applied to the position property.

Precompose all glyphs layers after the text is created.

Add In and Out keyframes on Time Remap based on workarea of glyphs's comp.

This option automatically creates Out animation based on the workarea inside of each glyph.

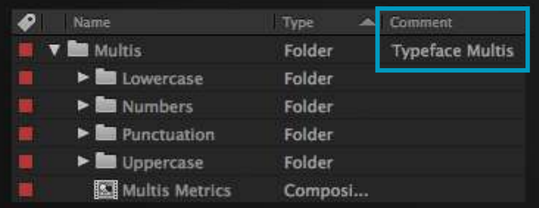


To support it in your typefaces, make sure workarea duration matches In animation duration.

QUESTIONS AND ANSWERS

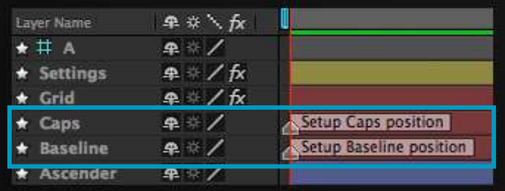
1 SCRIPT CAN'T SEE MY TYPEFACE

Make sure that your folders named properly,
and main folder has a comment, that starts from "Typeface ":



2 WRONG LINE SPACING

Setup these layers under "Metrics" composition
of your font animated.



3 CAN SCRIPT WORK WITHOUT METRICS?

Nope, metrics is required for setting up
the proper spacing between the characters.

4 WRONG SPACING BETWEEN THE CHARACTERS

Make sure that you have setup Metrics correctly and
your characters are centered. You can also try to move your
character inside composition.

5 PROBLEMS WITH PARENTING PROPERTIES

Make sure that the effects have the same order inside
each "Controller" layer inside all font compositions.

6 I WANT TO ADD SYMBOLS THAT ARE MISSING IN THE STANDART SET

Go to "Setup" tab and click "Customize Char Set"
and under the "Add" field add your characters and symbols.

QUESTIONS AND ANSWERS

7 WHY DO I NEED KERNING AND METRICS

This system provides correct spacing between
the characters taking into accout shape of the characters
and makes visually pleasing result.
Correct metrics is an essential part of any
work with the text.

You can see the difference between the quick metrics
and correct metrics on the **AV** example.
Some characters have to have more spacing,
some less.

correct - taking into accout shape of the letter there should be an offset

wrong - all the letters are perceiving as squares

8 WHY DO I NEED AN .AFM FILE?

.afm - Adobe Font Metrics, it contains font metrics and kerning values

9 PARENT PROPERTIES FUNCTION DIDN'T PARENT ALL MY COLORS

If there are several colors that have the same value,
they would be parented to the same controller.
It would save lots of time during setting up the colors.

10 WHY DO I NEED "CREATE ALPHABET LAYERS" BUTTON, IF I CAN USE "ALPHABET TEMPLATE"

"Create alphabet layers" allows quickly copy/paste animation through all
layers and then place them into individual compositions so you
don't need to navigate through each composition.
All in one place. Very handy.

11 DO YOU PLAN TO RELEASE UPDATES?

We are constantly working on new features.

12 I FOUND A BUG / I HAVE A FEATURE REQUEST / I NEED A SUPPORT

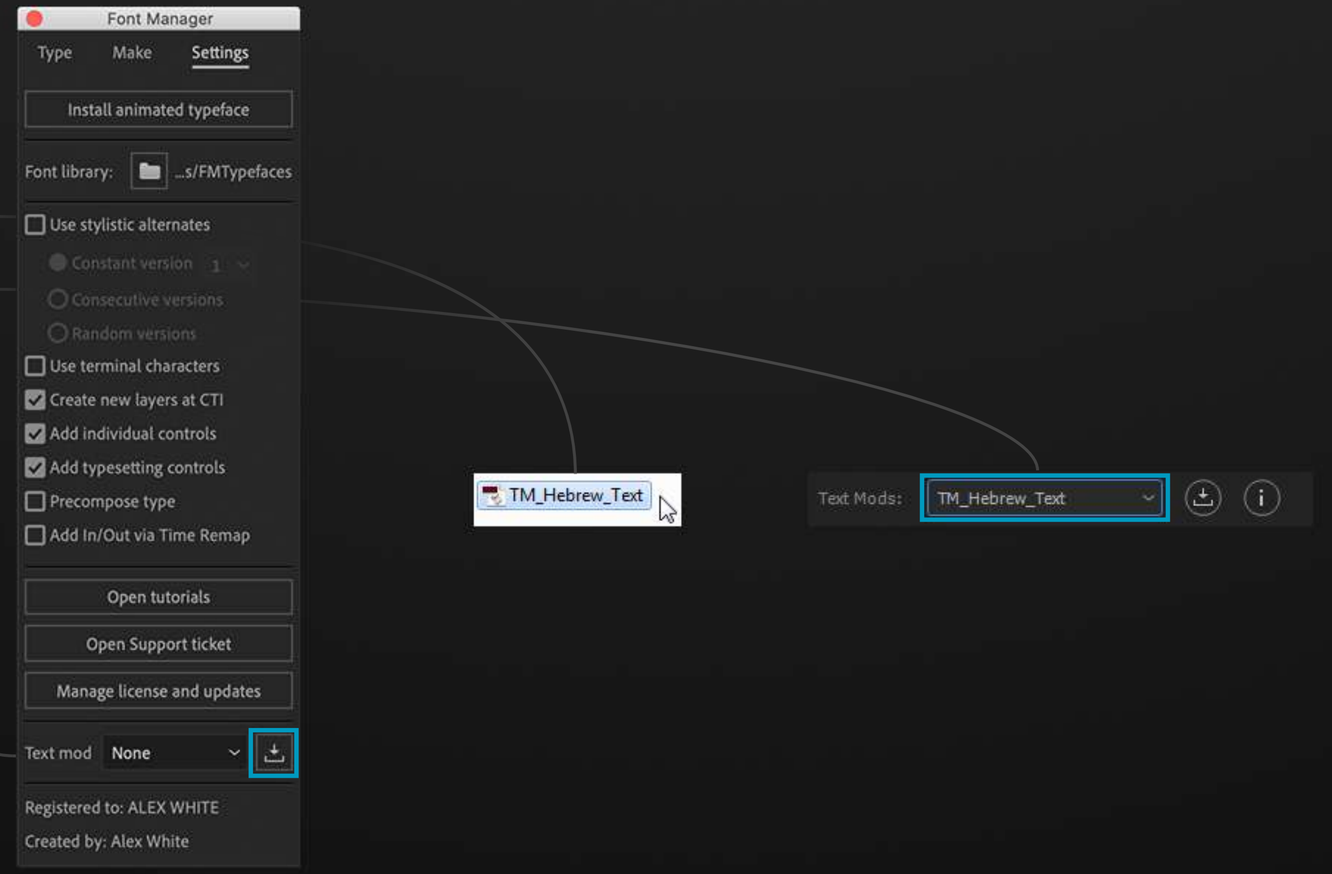
Drop me a line on support@motion.land

QUESTIONS AND ANSWERS

13 HOW TO SETUP ARABIC AND HEBREW INPUT

Download Arabic or Hebrew text mod here:
http://aescripts.com/after-effects/text/text-modifier/

Install it with Font Manager under the Settings tab.

Select your text mod and restart Font Manager.

Now you are ready to write with Arabic or Hebrew characters.