NETWORK TOOLKIT AE Help File

Network Toolkit makes it easy to to generate interconnected points animations.
Adjust the position of up to 10 3D Null objects, choose the connections you want in the precomp and animate with the Custom Sliders. Add Extra Lines if you need more control.

How to Use:

Using the 3 sets of Lines (LINES 1, LINES 2, LINES 3)

The MASTER Comp contains the 10 Null objects P1 to P10 wich define the start and end points of the lines and the position of the points. Also contained in the MASTER comp are the control layers CONTROLS, LINES 2 CONTROLS , LINES 3 CONTROLS and EXTRA LINES CONTROLS.

The lines are generated in the precomps LINES 1, LINES 2, LINES 3.
The Points are generated in the POINT SHAPE comp and regrouped in the POINTS COMP.

To begin, navigate to the LINES 1 precomp. You will see a Guide Layer displaying the numbers 1 to 10 at the null objects position to help with the setup. In the comp are 45 layers named 1to2 to 9to10. Each layer represents one line. Select the lines you want to use by toggling on or off the visibility of the corresponding layer. To reverse the animation or bend direction of a specific line, use the REVERSE ANIMATION and REVERSE BEND checkboxes on that layer.

Back in the MASTER comp use the controls on the CONTROLS layer to setup and animate the Lines. The points can also be adjusted in the CONTROLS layer.

The second set of lines is generated in the LINES 2 comp and is adjusted with the LINES 2 CONTROLS layer
The third set of lines is generated in the LINES 3 comp and is adjusted with the LINES 3 CONTROLS layer

Points:

The shape used by all all the points is generated in the POINT SHAPE comp.
If you want to add elements or make changes to all points, make it here.
Every point has its own precomp, named POINT 1 to POINT 10.
To add or replace content for a specific point, do it in the respective precomp.
The POINTS comp regroups all the precomps and adds them to the MASTER comp.

The overall apearance of the points is controled by the control sliders in the CONTROLS layer

Every Null object also has one effects applied to turn on or off the wiggle for this point.

Extra Lines:

The EXTRA LINE layer generates the same line as the layers in the LINES precomp but it is located directly in the MASTER comp and the start an end points can be selected manually with the layer select effects POINT 1 and POINT 2. The line animation direction and bend direction can be changed with the REVERSE ANIMATION and REVERSE BEND checkboxes.

All other setup and animation options are located on the EXTRA LINES CONTROLS layer

The EXTRA LINE can be dublicated and alows you to build an extra set of lines that are all controled by the an EXTRA LINES CONTROLS.

This can be usefull if your animation requiers more than 3 sets of Lines

Manual Line:

The MANUAL LINE layer is identic to an EXTRA LINE layer but has all the controls directly on the layer. It can be dublicated and used if you want to animate only one line.

CONTROLS DESCRIPTIONS:

EFFECTS ON THE CONTROLS LAYERS

LINES Thickness

Set the thickness of the lines

LINES Distance to Points

Set the distance from the center of the null objects to the start and end of the lines.
This distance scales when a point is scaled with the SCALE effect on a null object

LINES Color

Set the color of the lines

LINES Animate

Animate the lines. To invert the start and endpoints for a line, locate the line layer in the precomp an set the REVERSE ANIMATION checkbox

LINES Bend

Bend the lines. To invert the bend direction, locate the line layer in the precomp an set the REVERSE BEND checkbox

BEND Style

Select a bend style.

BEND Wiggle Freq.
BEND Wiggle Amount

Adjust the wiggle of the Bend

POINTS Shape
POINTS Radius
POINTS Inner Radius
POINTS Color

Adjust the look of the points

POINTS Wiggle Freq.
POINTS Wiggle Amount

Adjust the position wiggle of the points

SCALE

Scales the size of all the Points and Lines. This is used to scale up when the camera moves closer.

Link SCALE to CAM

if checked Points and Lines will automaticly scale when the camera moves closer.

EFFECTS ON THE NULL LAYERS (P1 to P10)

WIGGLE

Set if the null position is affected by the POINTS wiggle sliders

EFFECTS ON THE LAYERS OF THE LINES PRECOMPS

REVERSE ANIMATION

Invert the direction of the line animation

REVERSE BEND

Invert the direction of the line bend

TIPS AND TRICKS

Customize the comp:

The MASTER contains all the tools for every scenario by default. In most cases you won´t need all of them and you can delete whats not needed but pay attention to always keep the CONTROLS LAYER and the nulls(P1 to P10)

Working in 3D space:

The Points and Lines are generated as 2d layers but their position is determined by the 3d Nulls. When **Link SCALE to CAM** is checked, the scaling of the Points and Lines as the camera moves closer is calculated automaticly by the Camera z position (the distance to the point of Interest).

If you delete or deactivate the Camera the expression on the **SCALE** effect (CONTROLS layer) breaks.

For any further help don´t hesitate to contact me.
If you like this Toolkit please rate it.

Thanks.

Michel