

REACH

A Essential Kit

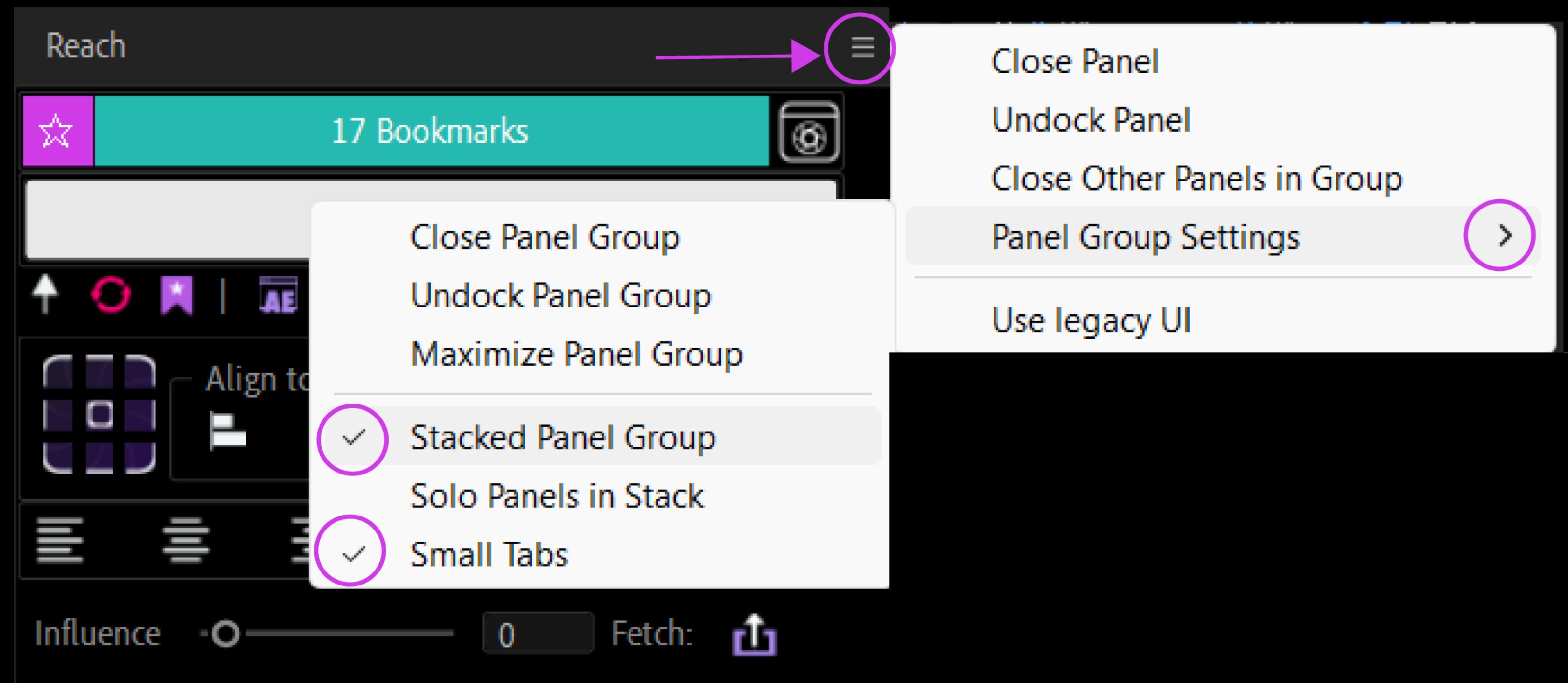
With Reach, you can find and execute everything, whether one of your expressions, an effect, a preset, a plugin, or a script. You can also Bookmark anything.

Moreover, you benefit from 60+ exclusive features (Manage colors, Sync to Audio, Replicate a composition, etc.) and a flexible interface, with built-in features like an Anchor Mover, Align tools, Easing Sliders, and a large selection of utilities to improve your workflow.

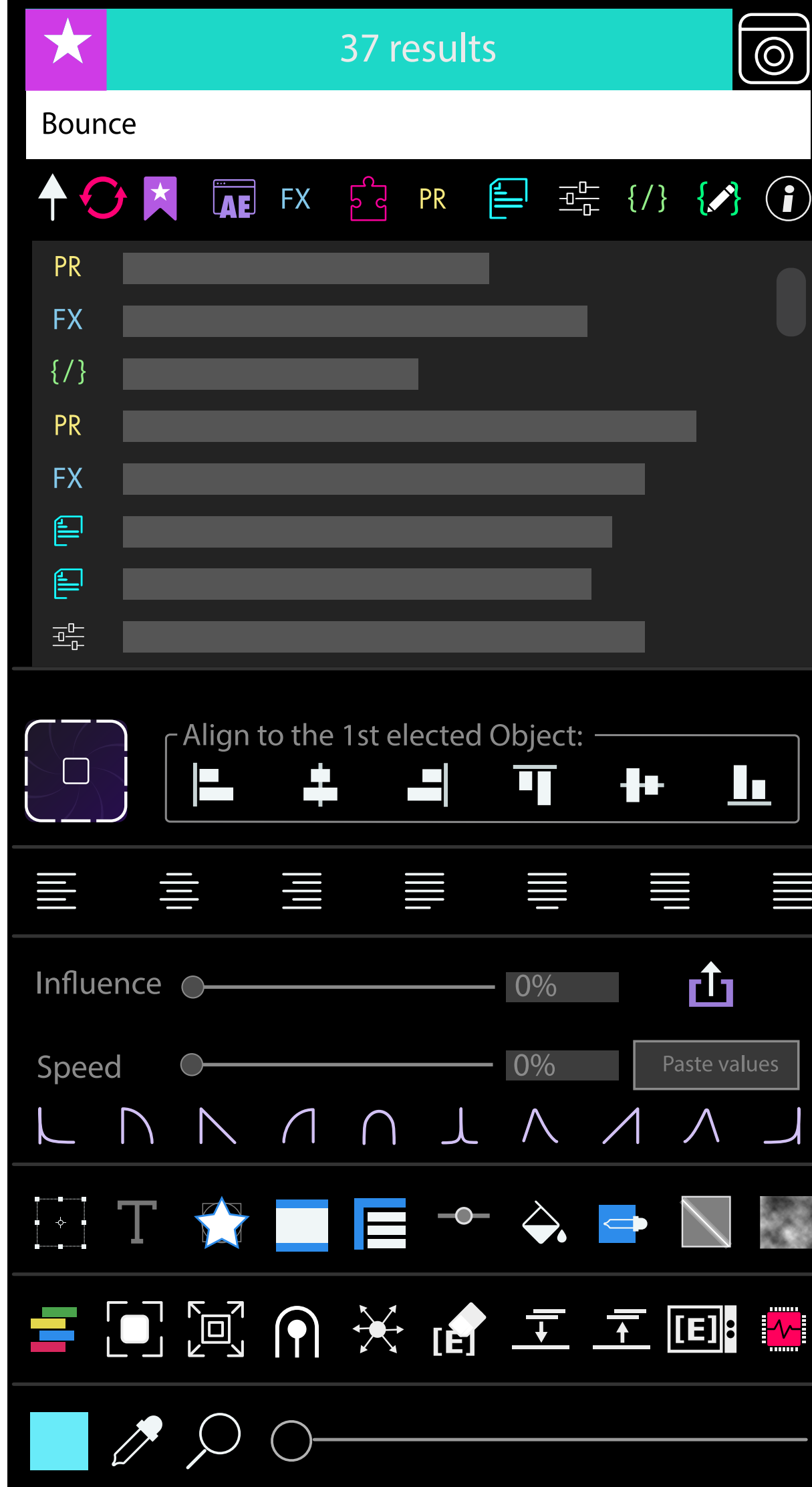
Let's discover the UI and possibilities!

You will find your tool under the «Window» Menu, Below the panels list

To enjoy the Reach interface in optimal conditions, we invite you to dock the script in a stacked way, Legacy or classic version doesn't matter :)



Can be displayed here



BookMark Manager | Infos | Capture

Type of items | Utilities | Expressions Editor | About & Settings

Search Results

Anchor Point Mover | Align Panel

Paragraph Panel

Easing Sliders | Copy | Paste | Presets

Layers | Effects Kit

Workflow Toolset

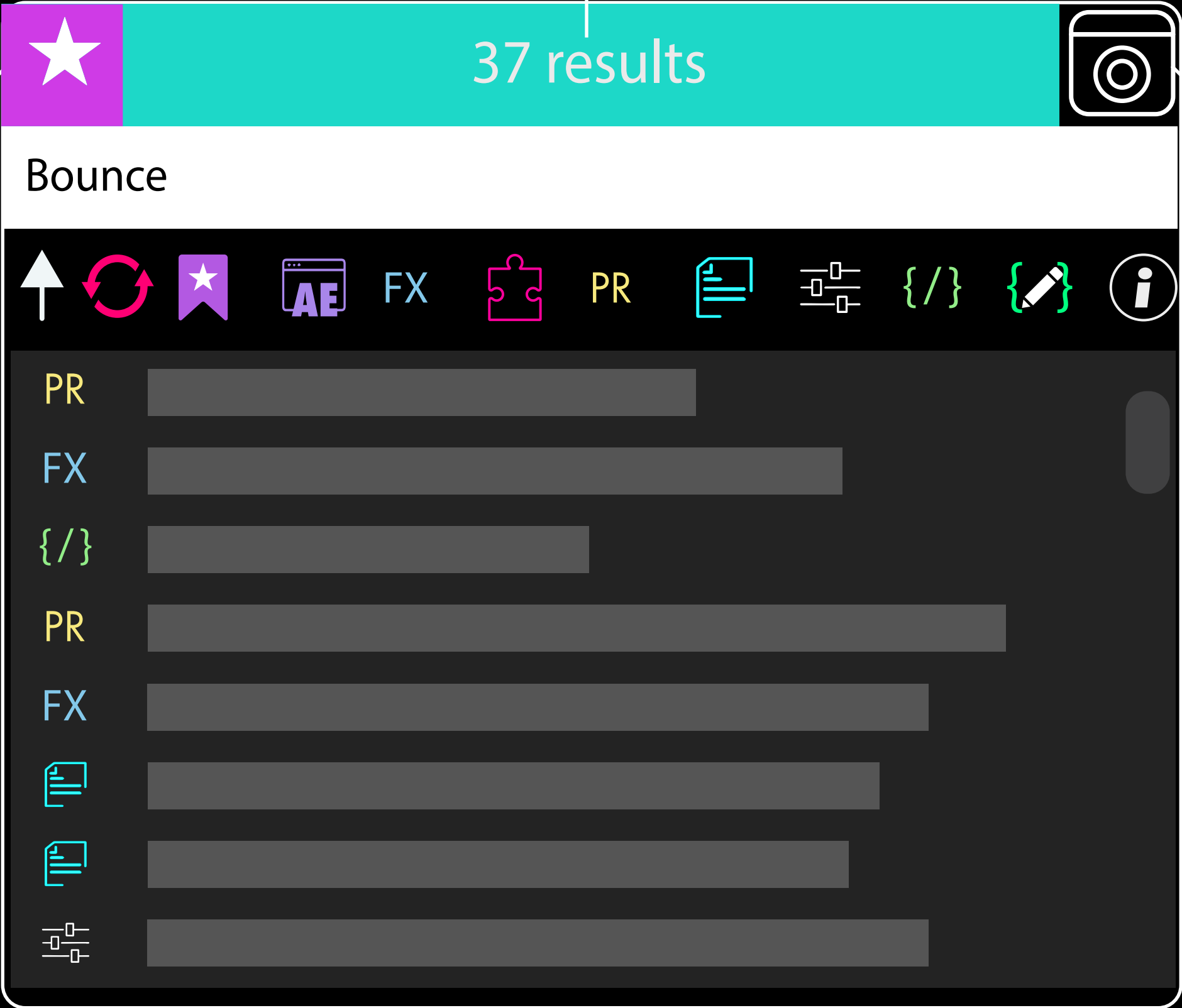
Color Manager | Zoom Slider

Static

Optional /Modular

Enter a keyword, and your results will appear in all the categories of your choice (Effects, Presets, Scripts, Expressions, etc.) Then, click on the star at the top left to add a result to your bookmarks and access it whenever you want via the icon: ★

This panel allows you to understand how an action was executed (or not).
Green: everything is fine. Purple: We explain how to do it differently.

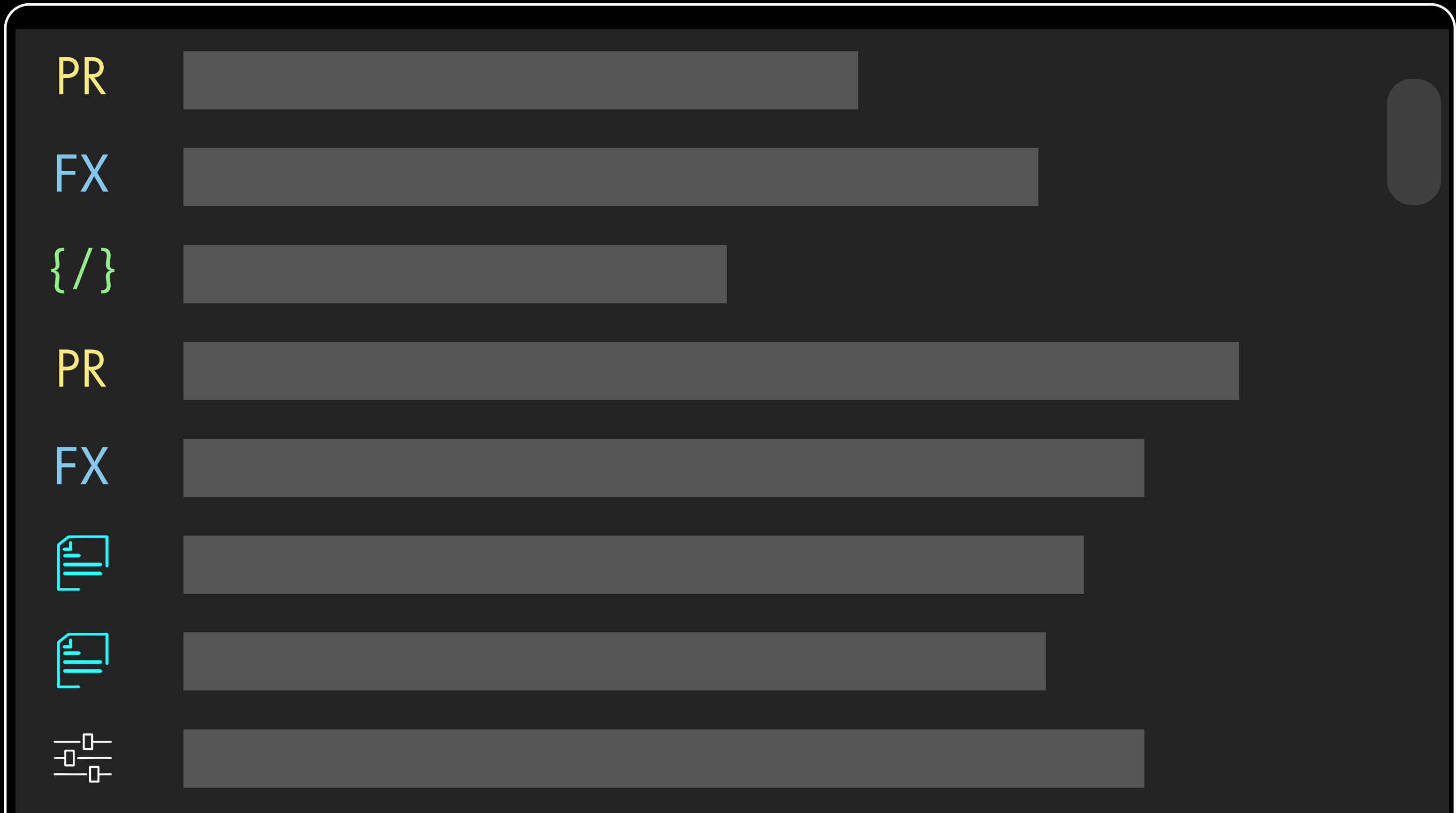


You can make a .png capture of your scene by clicking on this icon. The project file folder will open, and your image will be named "project name+time-in-frames"

Hide Search list | Refresh the whole list | bookmark | Commands | Effects | Presets | Scripts | built-in features | Expressions | Editor | Infos,about & Settings

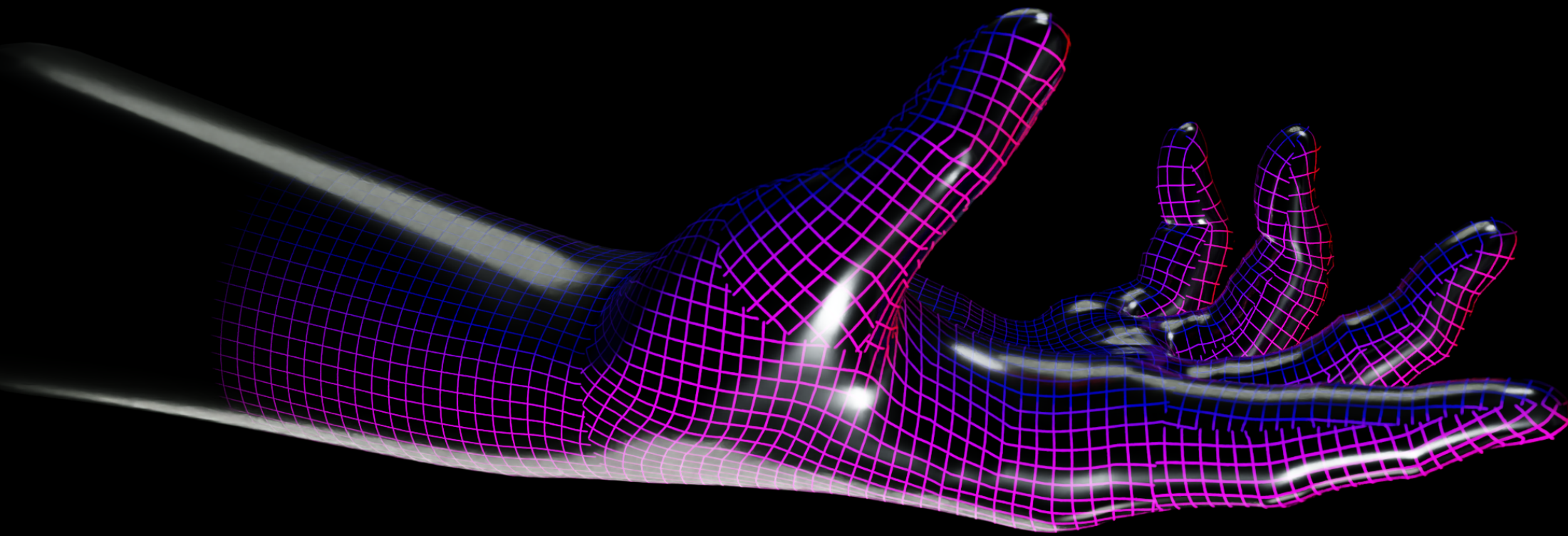


Possibility to add Extensions. You can display or deactivate any search and lists.

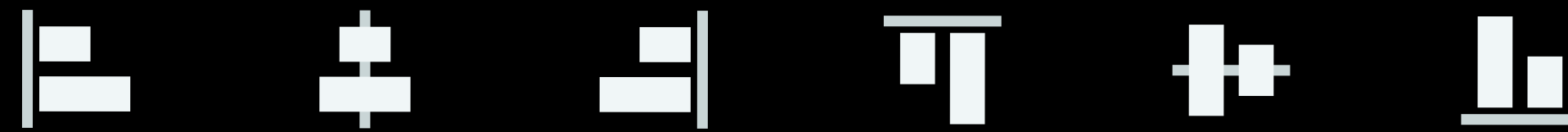


You can scroll with your mouse or use the UI.

The anchor Point Mover can be displayed or not depending on your needs.



Align to the 1st elected Object:

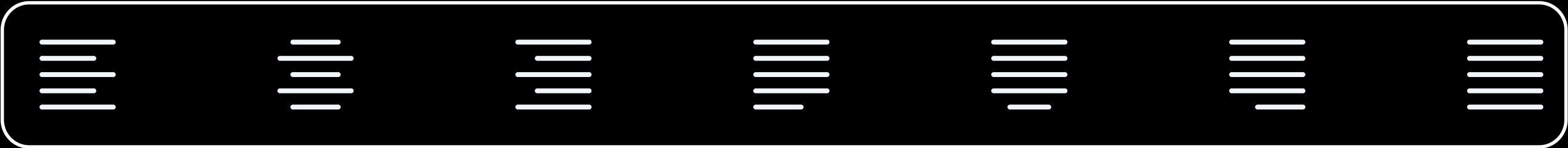


This tool must be understood: **It differs from the After Effects alignment tool.** It is an alignment tool for the **first item chosen**.

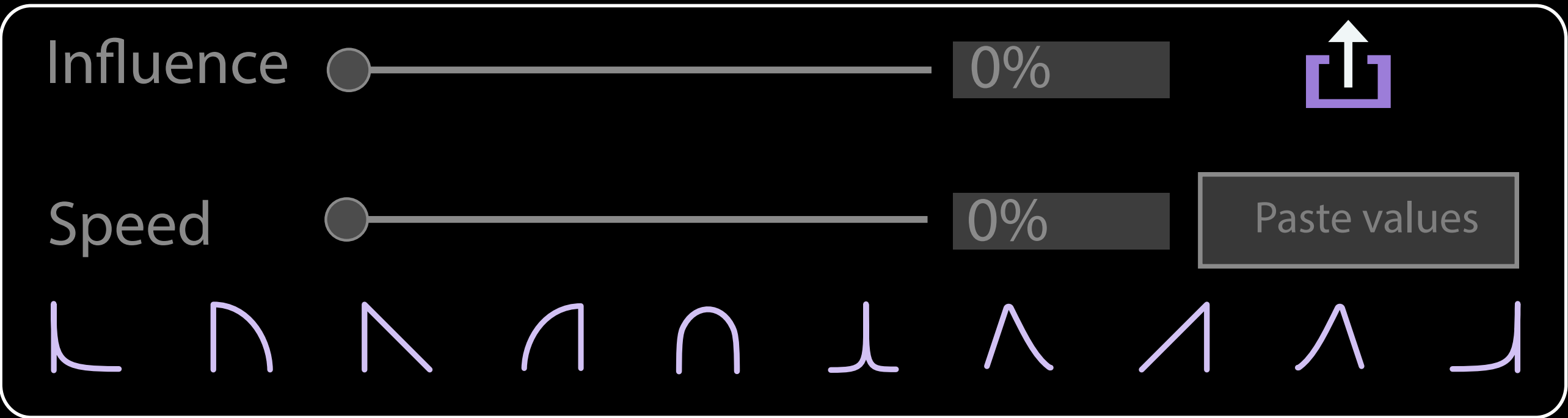
So, for example, if my object is on the right side of the screen, I select it first, then I choose another thing or text, and finally, I click "align left": all the objects will go to the right of the screen, to be aligned to the left of the selected object.

This option exists in Illustrator or other design software but is absent in After Effects.

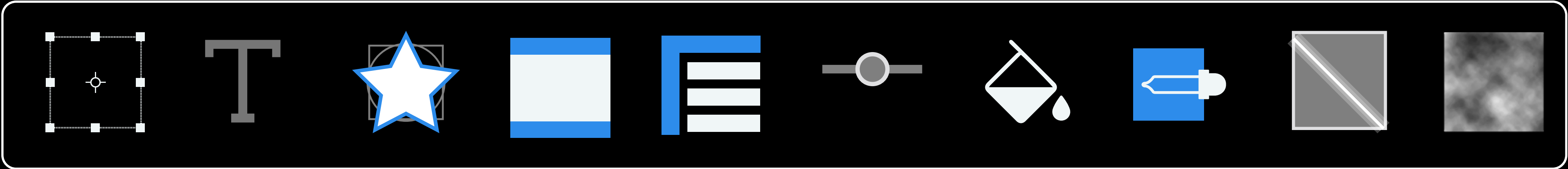
The Paragraph Panel is optional but handy and straightforward.



This tool allows you to manage your key smoothing without opening the Speed Graph of your timeline. You can also retrieve data from an easing curve and paste it anywhere on your timeline. 10 presets are available

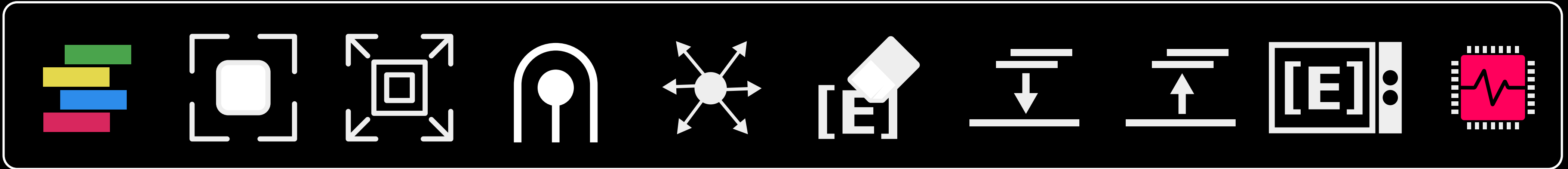


This workflow toolset is also optional but is still handy too. Activate it through your settings.

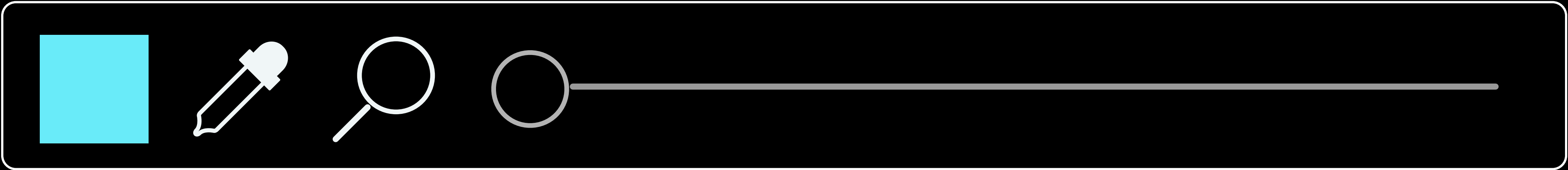


Add a NULL | New Text | New Shape | New Solid (+Shift=Black, +ALT=White) | Adjustment Layer | Slider Control | CC Tint | CC Fill | Light Sweep | Fractal Noise

This features are available in the search results, we thought you would appreciate them as an optional bar



**Reach Layers Shifter | Center Item | Size to Comp | Caps & Joins | Explode Shape Layer |
Delete Expressions & Effects | Crop & Precomp | Un-Precomp | Bake Expressions | Purge Memory & Cache**



Color Manager: Use the color Picker Set the color to the Square on the left, click on the Square to color every items with this save Color. | Zoom Slider: slide and zoom !



1 open the Expression Editor

Expressions Language Ref.

→ Expression name (mandatory)

Affects: [Please Select a property]

↑ Name your Script being explicit and start typing your code here ↓

Click the Skull to Reset the Expressions Database. Only the pre-written expressions would stay.

2 You can Acces To the Full Adobe Expression References, double-click to insert them in your expressions

3 Select the property to apply your Expression (none=any)

4 Import from timeline or test your expression. Redo or Delete the expression

Here are Expressions Language References.

Double-Click to Add an attribute or a function in your Expression

If you have selected a property, you should see properties that you can use in your scripts.

.ease(t, value1, value2)

.easeIn(t, tMin, tMax, value1, value2)

.easeIn(t, value1, value2)

.easeOut(t, tMin, tMax, value1, value2)

.easeOut(t, value1, value2)

.effect(index)

.effect(name)

.enabled

.eventCuePoint

.focusDistance

.footage(name)

.frameDuration

.framesToTime(frames, fps =)

.frameTarget

.fromComp(point, t=time)

.fromCompToSurface(point, t=time)

.fromCompVec(vec, t=time)

CLOSE

If a property is already selected, you can access to all its properties for scripting purposes

Contents

Rectangle 1

Normal

Reset

Anchor Point

Position

Scale

Rotation

Opacity

.velocityAtTime(t)

.wiggle(freq, amp, octaves=1, amp_mult=.5, t=time)

.zoom

Position Script Language References

property.

property.active

property.addKey

property.addToMotionGraphicsTemplate

property.addToMotionGraphicsTemplateAs

property.alternateSource

property.canAddToMotionGraphicsTemplate

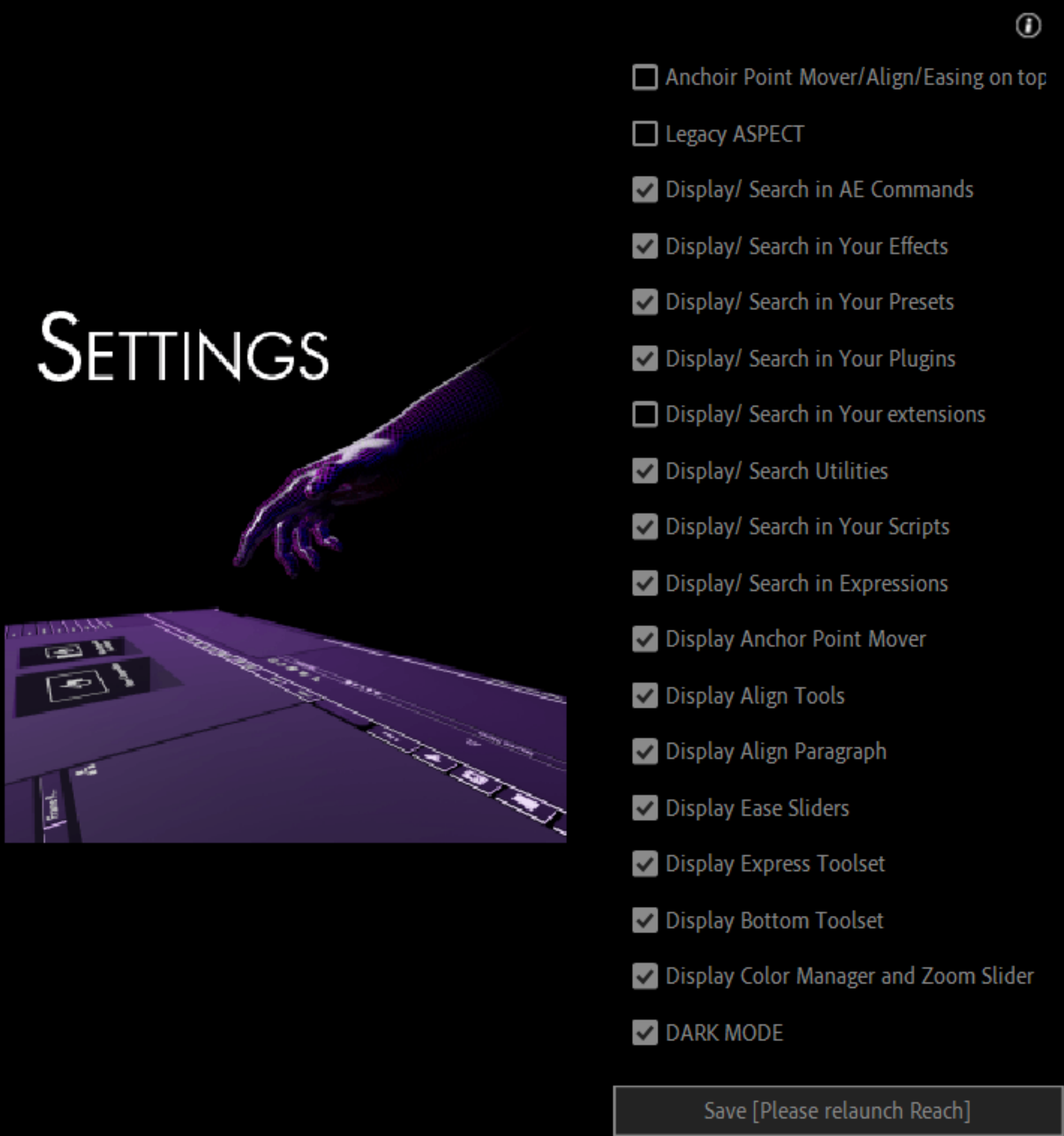
property.canSetAlternateSource

property.canSetEnabled

property.canSetExpression

property.canVaryOverTime

CLOSE



We regularly update Reach, sometimes with new panels. These interfaces do not appear by default, so keep in mind to enable or disable the elements you want to see in your settings, when you update your tool.

The option Aspect Legacy allows you to have a sober interface.

Many Built-in Features have an independant UI to guide you

Create a clean structure,
and arrange your files.
You can also delete empty folders.

Actions:

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Beats Per Minute

220

Beats Per Measure

4

Do it!

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-> Duplicate Comp / Reach Comps Duplicator

->Add Guides All Around an Object

->Add/Save Your logo / Watermark

->Arrange / Structure / Organize Project Folders

->BPM Beat Audio/ Music Markers

->Beat / Sound Audio Sync Music Reactions

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Select the concerned layer FIRST,
THEN select the AUDIO layer please
AND a Property Below.

Please Select a property

Synch & Create Controllers!

Reach: Loop st...

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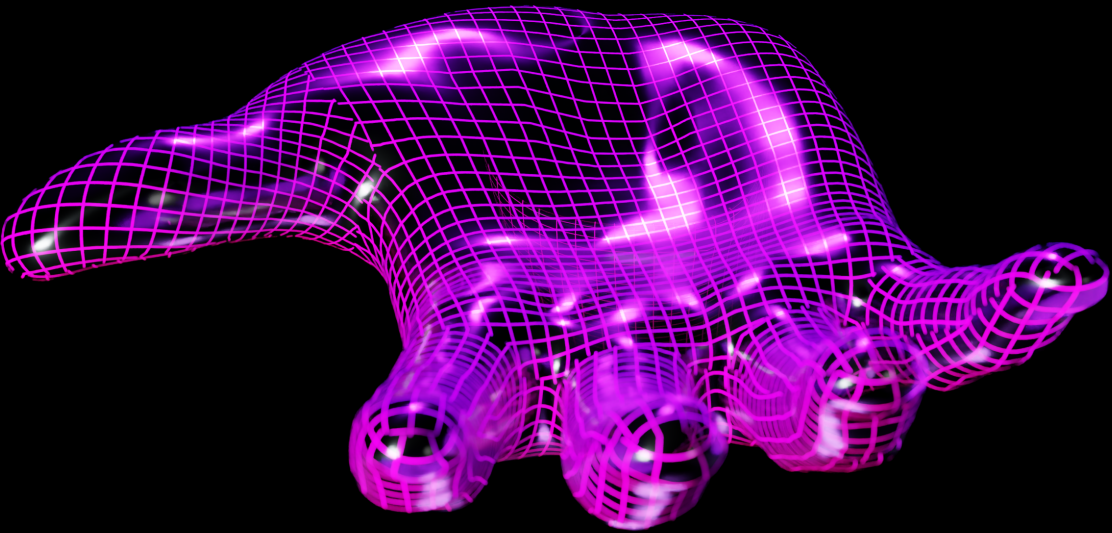
□

×

Please select a property and add at least
1 keyframe on your layer before applying
this script. Controls will be created,
please check your Effects Panel.

Apply

Cancel



Instead of aggressive "alert dialog boxes",
most of the time, you have feedback on each
action in the feedback panel. Remeber to check it.

☆

Check your Effect Controls Panel!

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Add Bounce with Controllers to a Property

Add Trimmed Solid Under Selected Layer(s)

Auto Crop and Precomp Layer(s)

Beat Per Minutes & Measures

Clear Expressions

Collect/Assemble End-to-end Footage[Video]

Project

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Effect Controls

Shape Layer 1

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Main-1 • Shape Layer 1

fx

Bounce Amplitude -Position

Reset

Animation Presets:

None

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Slider

0,10

fx

Bounce Frequency -Position

Reset

Animation Presets:

None

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Slider

0,20

fx

Bounce Decay -Position

Reset

Animation Presets:

None

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>

Slider

0,30

Thank you!



We remain at your disposal.
Your feedback is precious,
never hesitate to contact us.