MATCHRATE

Welcome
Thank you very much for purchasing MatchRate! I hope it provides you with great convenience in your keyframe animations. If you prefer watching a video to reading a manual, I've recorded a screencast about MatchRate here.
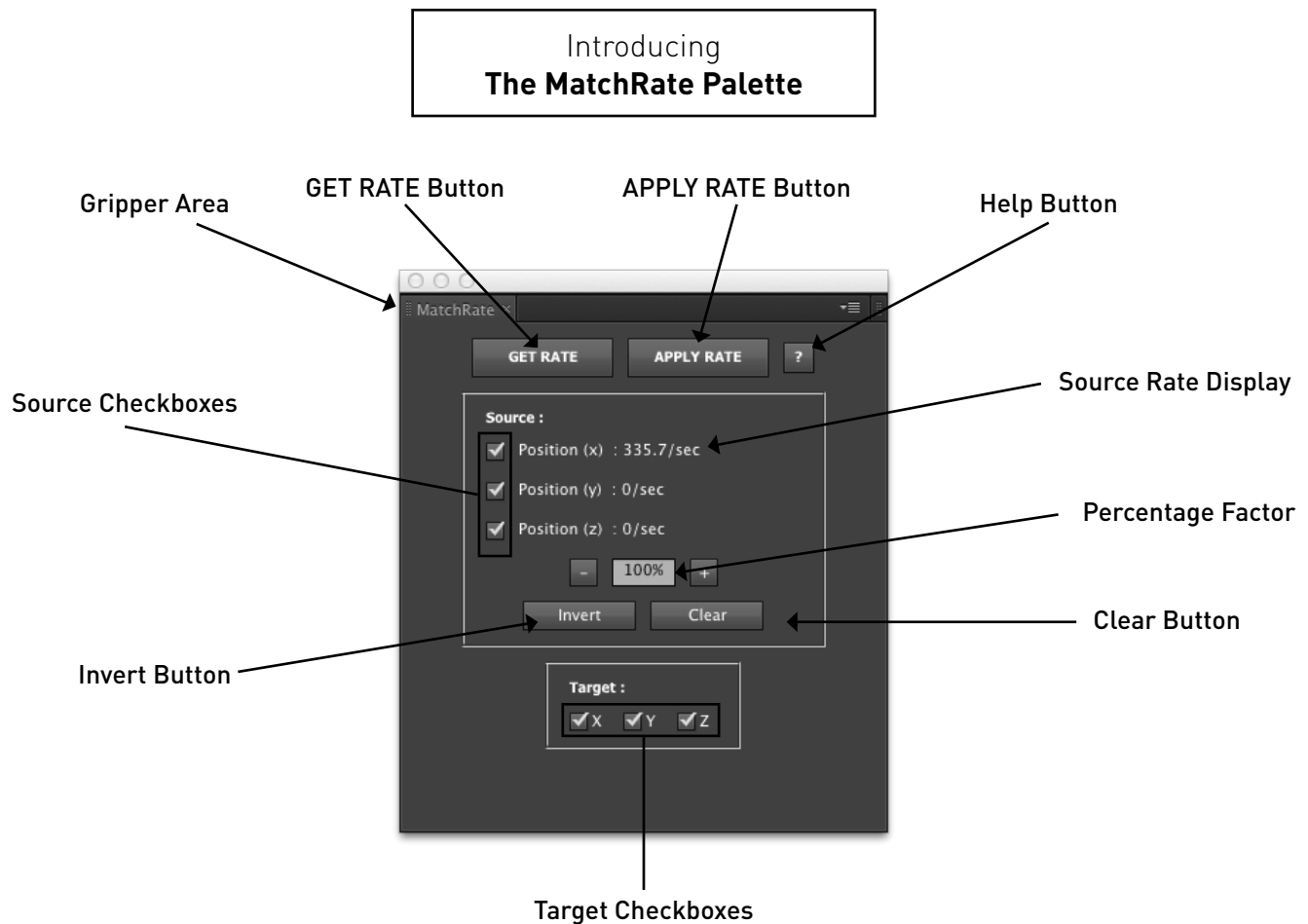
Installation
To install MatchRate, drag the MatchRate.jsx file to the ScriptUI Panels folder in the following location:

(Windows) Program Files\Adobe\Adobe After Effects ***\Support Files\Scripts\ScriptUI Panels
(Mac OS) Applications/Adobe After Effects ***/Scripts/ScriptUI Panels

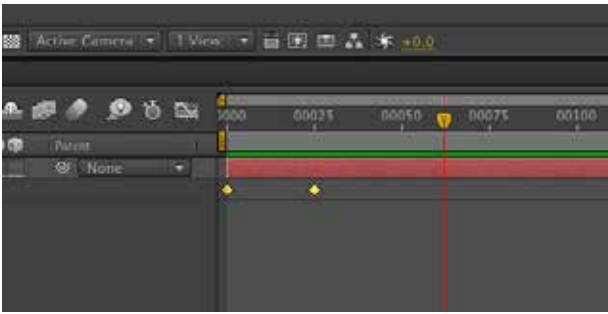For a more detailed explanation, please watch the aescripts + aeplugins video tutorial.

Instructions for use
First, open MatchRate by going to the After Effects menu bar and choosing Window → MatchRate.jsx. It will open a panel that you may dock in your workspace using the Gripper Area (see image below).

Introducing
The MatchRate Palette

Gripper Area

GET RATE Button

APPLY RATE Button

Help Button

Source Checkboxes

Source Rate Display

Invert Button

Percentage Factor

Clear Button

Target Checkboxes

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Instructions for use (cont'd.)

To use MatchRate, select the two keyframes (only two) in your timeline whose rate you'd like to capture and click the **GET RATE Button**. This layer will be referred to as the Source Layer.

A note about Linear Keyframes

To see consistent rates with MatchRate, it is best to work with Linear Keyframes. Those are keyframes that use a uniform rate of change. It is advisable to add easing after you set the desired rate for your keyframe animation. For more information, please visit the Adobe documentation on Keyframe Interpolation.

The **Source Rate Display** will display the rates for all of the selected property's dimensions. For example, if it's a property such as Position, it will have rates for the X, Y, and Z (which you can see when 3D is turned on). A property such as Opacity only has one dimension and it cannot exceed 0 or 100%.

When you have the Source Rate stored, you have some options. You can:

- apply the rate to another time in the same property.
- apply the rate to a time in another property.
- invert the rate or factor a percentage

The way you apply rates is by selecting one keyframe in your target layer, moving your playhead wherever you want your new keyframe, and clicking the **APPLY RATE Button**. MatchRate will create a new keyframe at this time on the target layer using the stored rate.*

If you want your animation to go in the opposite way of the source rate, you can click the **Invert Button** prior to clicking the **APPLY RATE Button**. You may also adjust the speed to a percentage by changing the value in the **Percentage Factor**.

The **Source Checkboxes** are for when you'd like to use just one of the source rates you have stored. For example, if you have a Position (x) rate of 100/sec that you'd like to apply to rotation, you would uncheck all of the boxes except for (x) and MatchRate will then apply that rate to *any* of the **Target Checkboxes** you have selected. The **Target Checkboxes** allow you to choose which dimension(s) you'd like changed.

*If the new keyframe's value is outside of the property's range (i.e. what would be 110% in Opacity), MatchRate will throw an error.

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Technical Support

For questions about using MatchRate, please first view the <u>MatchRate video tutorial</u>.

If you have technical support questions not answered in the video or feature requests, please e-mail <u>kevin@blastframe.com</u>. This is a side project for me at the moment, but I will do my best to answer your questions in as timely a manner as possible.

Again, thank you for your purchase and I hope this script is of great use to you.

-Kevin

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