

keyboardFX

description

keyboardFX is a tool for Adobe After Effects, specifically designed to create highly customizable keyboards together with user defined typing animations.

installation

keyboardFX can be run as a dockable panel or as a window.

To install and run as a dockable panel (will be visible in the "Window" menu):

1. Copy the file **keyboardFX.jsxbin** into the folder:

"..\Support Files/Scripts/Script UI Panels" (on Windows)

or "..Scripts/Script UI Panels" (on MacOS) of your After Effects installation.

2. Restart After Effects

To install and run as a window (will be visible in the File -> Scripts Menu):

1. Copy the file **keyboardFX.jsxbin** into the folder:

"..\Support Files/Scripts/" (on Windows)

or "..Scripts/" (on OS X) of your After Effects installation.

2. Restart After Effects

interface 1/2

The script can be run as a dockable panel (will be visible and run from the "Window" menu of After Effects) or in "window mode" (visible and run from the File -> Scripts menu). The mode depends on which folder you install the script in (see instructions on page 2)

Clicking on the logo brings up a window with small help tips.

Here we will also find a list of special codes for illuminating the modifier (CTRL, SHIFT etc.) cursor (arrow keys) navigation (Page Up/Down etc.) and numeric pad keys of a keyboard

Here you can type the custom text that keyboardFX will generate typing animations for.

Please refer to pages 5-8 on this guide for more information on how to illuminate special keys.

Progress bar

(only visible when the script is run in "Window" mode)



Besides the custom text, there are five presets for generating interesting lighting key animations:

- _ sequentially horizontal
- _ sequentially vertical
- _ random
- _ spiral-in
- _ spiral-out

Starts the generation procedure

You can select between 7 basic types of keyboards. Keep in mind that all keyboards are highly customizable with a lot of effect controls.

The 7 basic types of keyboards are:

- Apple - Dark
- Apple Light
- PC - Dark
- PC Classic 2-Color Beige
- Mobile/Tablet Dark
- Mobile/Tablet Light
- Commodore 64

select between a QWERTY, AZERTY or DVORAK keyboard layout



Enables the 3D for all layers that keyboardFX creates and applies a small extrusion to the keys and backplate of the keyboard

creates separate text layers for each key of the keyboard

enables the shy switch for all the key text layers

A keyboard apart from the CHARACTER keys, also features a lot of extra keys.

These typically are:

The **FUNCTION** keys: F1, F2 . . . F12 etc.

The **MODIFIER** keys: ALT, CTRL, SHIFT, MENU etc.

The **ARROW** keys: ↑ ← ↓ →

The **NAVIGATION** keys: INSERT, DELETE, HOME, END, PAGE UP etc.

The **NUMERIC KEYPAD** keys: 0....9, NUM LOCK, SLASH, ASTERISK, MINUS SIGN, ENTER etc.



In order for keyboardFX to understand -on a string of text- that you want these keys to be illuminated, a special code must be typed. This special code is nothing more the double curly brackets before and after the special key you want to be illuminated, like this: **{{SPECIAL KEY}}**

For example:

You want keyboardFX to generate typing animations for the following two words: **Hello World!** and immediately after that, you want to illuminate the “**Page Down**” key. What you should write in the text field of keyboardFX is: **Hello World!{{PAGE DOWN}}** and then press the “Generate keyboard!” button.

There are detailed lists of all special codes for each basic keyboard in the following pages.

Apart from these special codes for each keyboard there is also one extra code that applies everywhere. That is the **{{PAUSE}}** code. This code pauses the animations of the keys for a brief moment. You can use it multiple times to make the pause duration bigger.

special codes - Apple

Escape: **{{ESC}}**

F1: **{{F1}}**

F2: **{{F2}}**

F3: **{{F3}}**

F4: **{{F4}}**

F5: **{{F5}}**

F6: **{{F6}}**

F7: **{{F7}}**

F8: **{{F8}}**

F9: **{{F9}}**

F10: **{{F10}}**

F11: **{{F11}}**

F12: **{{F12}}**

▲ : **{{EJECT}}**

F13: **{{F13}}**

F14: **{{F14}}**

F15: **{{F15}}**

F16: **{{F16}}**

F17: **{{F17}}**

F18: **{{F18}}**

F19: **{{F19}}**

fn: **{{FUNCTION}}**

home: **{{HOME}}**

page Up: **{{PAGE UP}}**

delete: **{{NAV DELETE}}**

end: **{{END}}**

page down: **{{PAGE DOWN}}**



delete: **{{DELETE}}**

tab: **{{TAB}}**

caps lock: **{{CAPS LOCK}}**

return: **{{RETURN}}**

left shift: **{{LEFT SHIFT}}**

right shift: **{{RIGHT SHIFT}}**

left control: **{{LEFT CONTROL}}**

left option: **{{LEFT OPTION}}**

left command: **{{LEFT COMMAND}}**

spacebar: **{{SPACEBAR}}** (optional)

right command: **{{RIGHT ACOMMAND}}**

right option: **{{RIGHT OPTION}}**

right control: **{{RIGHT CONTROL}}**

arrow up: **{{ARROW UP}}**

arrow left: **{{ARROW LEFT}}**

arrow down: **{{ARROW DOWN}}**

arrow right: **{{ARROW RIGHT}}**

clear: **{{NUM CLEAR}}**

= : **{{NUM EQUAL}}**

/ : **{{NUM SLASH}}**

* : **{{NUM ASTERISK}}**

7 : **{{NUM 7}}**

8 : **{{NUM 8}}**

9 : **{{NUM 9}}**

- : **{{NUM MINUS}}**

4 : **{{NUM 4}}**

5 : **{{NUM 5}}**

6 : **{{NUM 6}}**

+ : **{{NUM PLUS}}**

1 : **{{NUM 1}}**

2 : **{{NUM 2}}**

3 : **{{NUM 3}}**

0 : **{{NUM 0}}**

• : **{{NUM FULL STOP}}**

enter: **{{NUM ENTER}}**

special codes - PC

Escape: **{{ESC}}**

F1: **{{F1}}**

F2: **{{F2}}**

F3: **{{F3}}**

F4: **{{F4}}**

F5: **{{F5}}**

F6: **{{F6}}**

F7: **{{F7}}**

F8: **{{F8}}**

F9: **{{F9}}**

F10: **{{F10}}**

F11: **{{F11}}**

F12: **{{F12}}**

Insert: **{{INSERT}}**

Home: **{{HOME}}**

Page Up: **{{PAGE UP}}**

Delete: **{{NAV DELETE}}**

End: **{{END}}**

Page Down: **{{PAGE DOWN}}**

Print Screen: **{{PRINT SCREEN}}**

Scroll Lock: **{{SCROLL LOCK}}**

Pause/Break: **{{PAUSE BREAK}}**

Numbers Lock: **{{NUM LOCK}}**

Slash: **{{NUM SLASH}}**

Asterisk: **{{NUM ASTERISK}}**

Minus Sign/Dash: **{{NUM MINUS}}**

Seven: **{{NUM 7}}**

Eight: **{{NUM 8}}**

Nine: **{{NUM 9}}**

Plus Sign: **{{NUM PLUS}}**

Four: **{{NUM 4}}**

Five: **{{NUM 5}}**

Six: **{{NUM 6}}**

One: **{{NUM 1}}**

Two: **{{NUM 2}}**

Three: **{{NUM 3}}**

Zero: **{{NUM 0}}**

Full Stop: **{{NUM FULL STOP}}**

Enter: **{{NUM ENTER}}**



Backspace: **{{BACKSPACE}}**

Tab: **{{TAB}}**

Caps Lock: **{{CAPS LOCK}}**

Enter: **{{ENTER}}**

Left Shift: **{{LEFT SHIFT}}**

Right Shift: **{{RIGHT SHIFT}}**

Left Control: **{{LEFT CONTROL}}**

Left Windows: **{{LEFT WINDOWS}}**

Left Alt: **{{LEFT ALT}}**

Spacebar: **{{SPACEBAR}}** (optional)

Right Alt: **{{RIGHT ALT}}**

Right Windows: **{{RIGHT WINDOWS}}**

Menu: **{{MENU}}**

Right Control: **{{RIGHT CONTROL}}**

Arrow Up: **{{ARROW UP}}**

Arrow Left: **{{ARROW LEFT}}**

Arrow Down: **{{ARROW DOWN}}**

Arrow Right: **{{ARROW RIGHT}}**

special codes - mobile/tablet



special codes - Commodore64



effect controls

Once the keyboard has been generated, you will find a number of the following effect controls in the effect panel of the shape layer of keyboardFX.

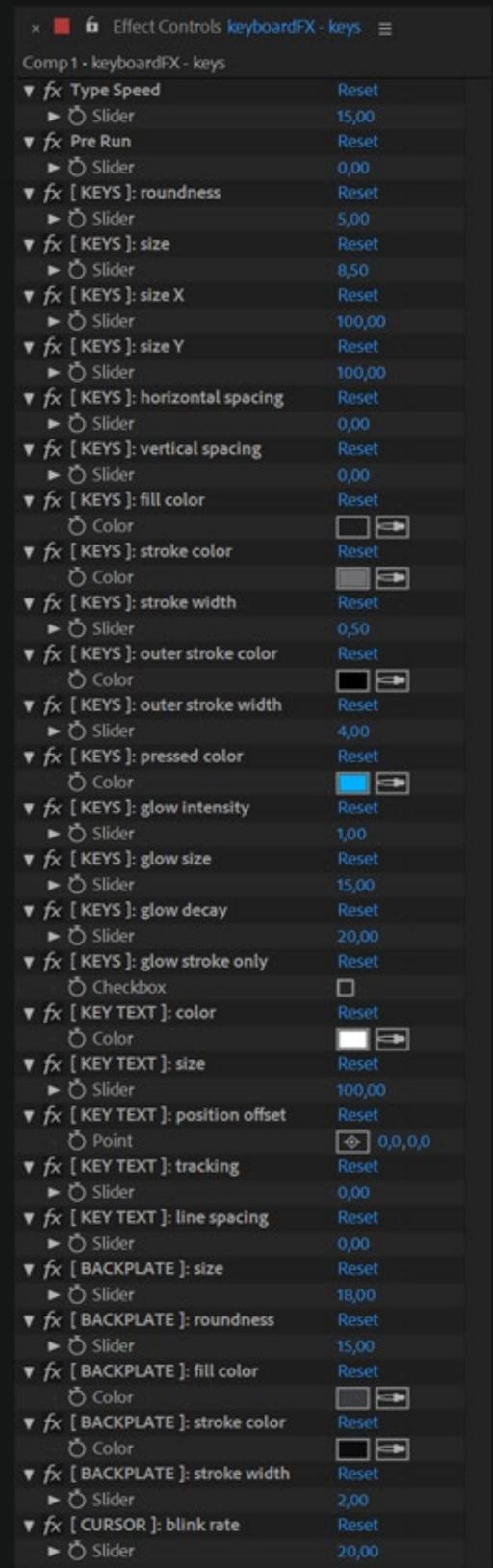
effect controls for adjusting the typing speed and the pre-run time

effect controls for adjusting the roundness size, spacing, color and glow properties of the keys

effect controls for adjusting the color, size, position, tracking and line spacing of the text layers for each key

effect controls for adjusting the look of the backplate

effect control for adjusting the cursor blinking rate



compatibility

keyboardFX is compatible and has been successfully tested on:

- After Effects CS6
- After Effects CC
- After Effects CC 2014
- After Effects CC 2015
- After Effects CC 2015.3
- After Effects CC 2017
- After Effects CC 2018
- After Effects CC 2019

on both Windows and Mac OS platforms.

trial limitations

You can test keyboardFX free for 7 days. In trial mode these limitations apply:

- 15% of the total keys of the keyboard will not be available

version history

1.1 January 9th, 2019

- **added:** the DVORAK keyboard layout
- **added:** five keys lighting animation presets
- **optimized:** broadened compatibility. keyboardFX is now compatible with older versions of After Effects (CC + CS6)
- **changed:** keyboardFX no longer uses the "Arial" font as the default font for every text layer it generates. It will now use whatever font is selected in the After Effects Character Panel upon generation.

1.0 October 28th, 2018

- initial release

This script is provided "as is," without warranty of any kind, expressed or implied. In no event shall the author be held liable for any damages arising in any way from the use of keyboardFX.