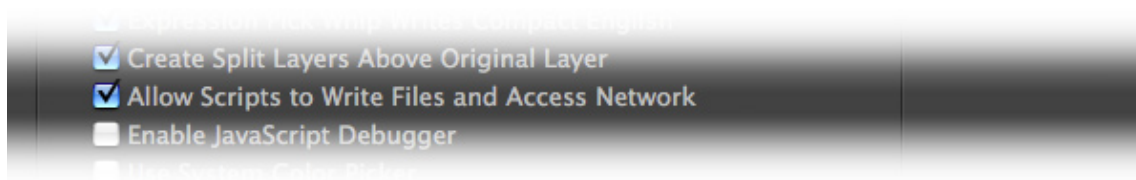# EASE and WiZZ

INTRODUCTION

Thanks for downloading Ease and Wizz, a set of expressions for After Effects that give you more ways to interpolate between values. The obvious use is in motion, but they can be used on animated properties of any kind. They're applied with an After Effects-ish palette that can be docked, so it's very easy to use.

A while back, Flash guru Robert Penner created a suite of extremely useful easing equations that have been used to build thousands of websites worldwide. I've adapted these equations to work as expressions in After Effects (for an introduction to After Effects expressions, check out Dan Ebberts' excellent site).

One advantage of using an expression for easing is that the keyframes are editable. You can drag objects in the comp viewer, or move keyframes in the timeline, and the easing will be updated immediately.

INSTALLATION

1. Open the After Effects preferences. Check that "Allow Scripts to Write Files and Access Network" is enabled.
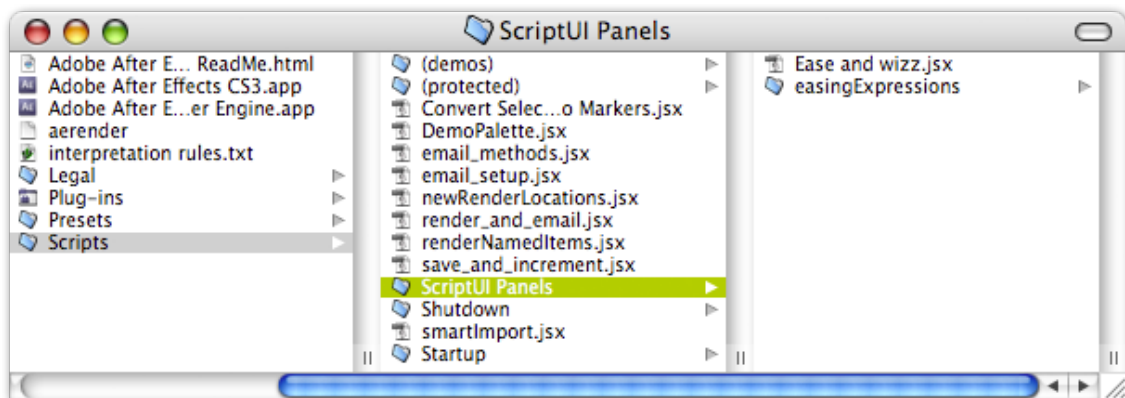

2. Navigate to the After Effects Scripts folder. On my Mac it's here (should be the same for CS4):

    /Applications/Adobe After Effects CS3/Scripts/

    On Windows:

    C:\Program Files\Adobe\Adobe After Effects CS3\Support Files\Scripts\

3. Create a folder in Scripts called "ScriptUI Panels" (if there isn't one already).

4. Extract the zip archive into the ScriptUI Panels folder. It should look something like this:

5. Relaunch After Effects. There should be a new item under the Windows menu, right at the bottom: "Ease and Wizz.jsx". When you select this item, a new panel should appear. You can dock it with some other panels, wherever's convenient.

6. Create a new comp and put something in there (shape layer, bitmap, solid etc.). Animate one of its properties, such as position or scale. With at least one keyframe selected, select the "Apply" button on the Ease and Wizz palette.

7. Have fun! For more info and contact details, go to http://ianhaigh.com/easeandwizz/.

LEGALESE

Below is the original BSD License for Robert Penner's easing equations, followed by an identical license for the Ease and Wizz code that I've wrapped around them.