

Flow

Intuitive controls for animation curves

Interface: Curve Editor

Graph

Click and drag the handles to define the shape of your curve. Anything you make here will directly translate to your animation curve.

SHIFT snaps to floor or ceiling,

CTRL locks length,

ALT locks angle,

CTRL+SHIFT moves handles symmetrically.

Read from AE

This will analyze your currently selected keys and set the graph to its in/out curves.

Bezier Points

This reflects the location of your two points; if you're familiar with the css transition cubic-bezier() property, these values work exactly the same way and will produce the exact same curve.

You can click here to manually set or copy these values out.

☆ Save to Library

Click here to save the current curve to your User Library for quick use later.

Apply as Keys

With this enabled, 'APPLY' will change the animation curves on any selected keyframes to your curve.

Apply as Expression

A bit more complicated, this mode will add an expression to your selected property, giving you a range mapping control that works the exact same way as linear(), ease(), easeIn() or easeOut().

Use for Ease Out / In & Out / In

These toggles define whether you want to use your curve for easing into your keys, out of your keys, or both.

APPLY

This makes magic.

Interface: Library

Double-click library curves to quickly apply them!
Use keyboard shortcuts to manage ease direction:

SHIFT: Ease In

ALT: Ease Out

CTRL: Ease

Default Curves

25 pre-defined, common curves for every day use

User Library

All of your custom or imported curves live here

Reset library

Removes all custom curves from the user library

Export Library

Exports your custom Flow library

Import Library

Imports an exported Flow library

Context menu

Right click in the library to access additional options to:

- Copy values of selected curve
- Rename curve
- Remove curve from library
- Sort library

Installation

Install Flow with the **aescripts+aeplugins ZXP installer**. Visit the link below to download the latest version:

<http://aescripts.com/learn/zxp-installer/>

Once downloaded, install this and follow the on-screen instructions to install Flow.

After installation, Flow will appear in AE under **Window > Extensions > Flow**



Changelog

1.0.2 - 2016/09/21 - Fixes bug caused by closing Flow on an empty user library

1.0.1 - 2016/09/20

- Adds 'cmd' support for everywhere 'ctrl' is used
- Fixes bug with 'alt' and 'mirror' mode not working together
- Fixes bug with Bezier Values dropping decimals
- Fixes bug with 'Read Key' values not saving after graph resize

1.0.0 - 2016/09/19 - Initial release!

Open-Source Licenses

Flow's core is based on cubic-bezier.com, copyright © 2013 Lea Verou. cubic-bezier is released as open-source under the MIT license, included below:

Permission is hereby granted, free of charge, to any person obtaining a copy of this software and associated documentation files (the "Software"), to deal in the Software without restriction, including without limitation the rights to use, copy, modify, merge, publish, distribute, sublicense, and/or sell copies of the Software, and to permit persons to whom the Software is furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT.

IN NO EVENT SHALL THE AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR OTHER LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING FROM, OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER DEALINGS IN THE SOFTWARE.

Open-Source Licenses

Most of Flow's expression functions are based off of [Robert Penner's easing equations](#). These functions are Copyright © 2001 Robert Penner. All rights reserved.

Flow's cubic-bezier expression function is based off of [Apple's custom bezier code](#). This function is Copyright (c) 2006 Apple Computer, Inc. All rights reserved.

These functions are released as open-source under the BSD license, included below.

Redistribution and use in source and binary forms, with or without modification, are permitted provided that the following conditions are met:

Redistributions of source code must retain the above copyright notice, this list of conditions and the following disclaimer.

Redistributions in binary form must reproduce the above copyright notice, this list of conditions and the following disclaimer in the documentation and/or other materials provided with the distribution.

Neither the name of the author nor the names of contributors may be used to endorse or promote products derived from this software without specific prior written permission.

THIS SOFTWARE IS PROVIDED BY THE COPYRIGHT HOLDERS AND CONTRIBUTORS "AS IS" AND ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING, BUT NOT LIMITED TO, THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE ARE DISCLAIMED. IN NO EVENT SHALL THE COPYRIGHT OWNER OR CONTRIBUTORS BE LIABLE FOR ANY DIRECT, INDIRECT, INCIDENTAL, SPECIAL, EXEMPLARY, OR CONSEQUENTIAL DAMAGES (INCLUDING, BUT NOT LIMITED TO, PROCUREMENT OF SUBSTITUTE GOODS OR SERVICES; LOSS OF USE, DATA, OR PROFITS; OR BUSINESS INTERRUPTION) HOWEVER CAUSED AND ON ANY THEORY OF LIABILITY, WHETHER IN CONTRACT, STRICT LIABILITY, OR TORT (INCLUDING NEGLIGENCE OR OTHERWISE) ARISING IN ANY WAY OUT OF THE USE OF THIS SOFTWARE, EVEN IF ADVISED OF THE POSSIBILITY OF SUCH DAMAGE.

Flow

Developed by Zack Lovatt www.zacklovatt.com
& Tomas Šinkūnas www.rendertom.com