01

Installation

The easiest way to install and license is with the aescripts + aeplugins manager, or you can install with the ZXP/UXP Installer.

To install a trial you can select ‘Add Trial’ from the ‘Account’ menu.

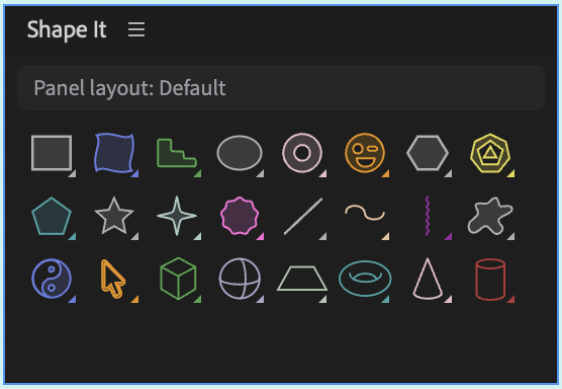
02

Opening Shape It

In After Effects, go to `Window › Extensions › Shape It`.

03

Overview



Shape It is a customizable panel that allows you to save shape layers and parametric meshes and reuse them with the click of a button.

Shape layers are saved with all their shape contents, transform properties, 3D geometry and material options if they have any, along with effects, layer styles, and any animation on those properties.

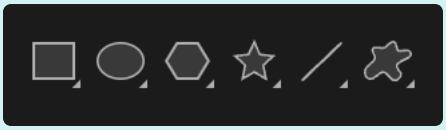
Parametric meshes are saved with all their mesh, bevel, and compositing options, transform properties, and material assignment options for the default material, and any animation on those properties.

> NOTE
> Creating parametric meshes requires After Effects 26.3 or later.

04

The Buttons

Shape Layers



Rectangle, Ellipse, Polygon, Star, Line, Custom Shape.

A Line is defined as a path that is not closed. A Custom Shape is defined as a closed path shape.

Shape It can save a shape with more than one shape in the layer and will categorize it by the topmost shape in the layer.

Parametric Meshes



Cube, Sphere, Plane, Torus, Cone, Cylinder.

> NOTE
>
> Shape It cannot save .sbar materials and settings to parametric meshes. It can only save default material settings.

05

Understanding Defaults and Presets

Initially every button is set to a factory default that creates a generic grey shape. To change what a button creates, you can overwrite the default or save a preset.

Defaults

Saving a **default** is the fastest way to asign a shape to a button. Each button holds one default per shape type, and those defaults belong to that button alone. Deleting the button deletes the defaults.

To save a new default to a button, select a shape layer or parametric mesh and **Shift+click** on the button.

Presets

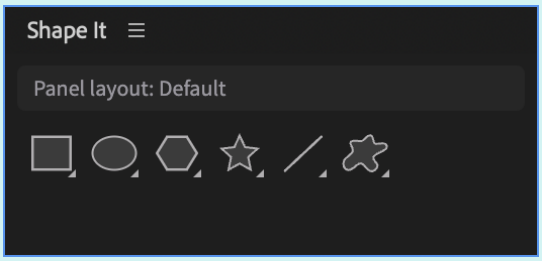
A **preset** is a shape saved to your library. Presets can be mapped to any button, and stay in your library even when a button is deleted.

To save a new preset, select a shape layer or parametric mesh and **Ctrl+click (Cmd+click on Mac)** a button. You will be asked to name your preset.

> NOTE
>
> When saving a shape layer as a default or preset, the button icon will update to match the shape.
>
> When saving a parametric mesh as a default or preset, the button icon will not update to match the shape.

06

The Panel



Shape It's panel is fully customizable. When opening for the first time it has six buttons mapped to the six shape layer types, but you can add or remove buttons, and change them to be whatever shape layer or parametric mesh shape you like, rearrange the buttons, change button colors, and change button sizes.

`Add New Button`	**Right click** or **long click** on blank space in the panel. A popup will appear letting you choose what type of button to add. You can have up to 75 buttons in the Shape It panel.
`Move Button in Panel`	**Click and Drag** button to move it.
`Change Button Shape Type`	**Long Click on button**. A popup will appear letting you choose the shape type for the button.

`Save New Default Shape To Button`

By default each button creates a generic grey shape. To change the default shape it creates **select the shape layer or parametric mesh** you want to be the new default and **Shift+click the button**.

If your selected layer is a shape layer, the button icon will update to match the shape layer.

If your selected layer does not match the button type, the button will automatically change to your selected shape type.

> NOTE
>
> Each button can have a different default saved for all 12 shape types, and each button's saved defaults are unique to that button.

`Reset Default To Original`

Shift+Ctrl+click (Shift+Cmd+click on Mac) the button to reset the default setting for the button's shape. This will only reset the default for the shape shown on the button. Other defaults on other shapes in the button remain the same, and the defaults for other buttons with the same shape will remain the same.

`Save New Preset`

Presets are shape layers and parametric meshes that get saved to your library and can be pulled up to use whenever you want.

Select the shape layer you want to save as a preset and **Ctrl+click (Cmd+click on Mac)** a button. You will be asked to name your preset.

If your selected layer is a shape layer, the button icon will update to match the shape layer.

If your selected layer does not match the button type, the button will automatically change to your selected shape type.

`Change Preset`	**Right click** a button. Under **Set Preset** you can choose between Default and any saved presets for the button's current shape. If you want to load a preset from a different shape, long click the button to bring up the shape chooser and choose a different shape.
`Delete Button`	**Alt+click (Opt+click on Mac) the button** to delete it from the panel. Or **Right click** on the button and **choose Delete Button**.

> NOTE
>
> When you delete a button, you lose whatever default shapes you had saved to it, but all presets you made remain and can be mapped to other buttons.

`Change Button Color`	**Right Click** on the button, then under **Color >** choose between White (default), and all of the label colors you have set in After Effects.
`Change Button Size`	Click the ≡ icon at the top. Under **Button Size** choose between Small (30px), Medium (36px), and Large (42px).
`Manage Presets & Buttons`	To rename, reorder, duplicate, delete, import or export presets, **right click** any button and select **Manage Presets & Buttons**. See Part 09 for more info.
`Save Panel Layout`	**Right Click** the **Panel layout bar** at the top and select **Save Panel Layout…** to save your current panel layout. You will be asked to give your layout a name.

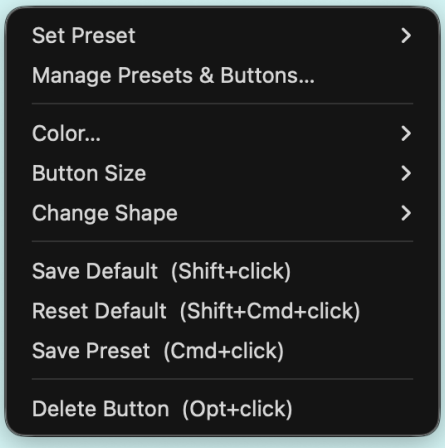
> NOTE
>
> Each Panel Layout has presets unique to that layout. When you save a layout, every preset in the panel you saved gets copied to that layout, and while in that layout any changes to the presets only effect the presets in that layout. A preset with the same name in a different layout will not be affected by any changes you make.
>
> This allows you to delete presets you don't want in one layout without losing them in other layouts where you do want them.

`Set Panel Layout`	**Right Click** the **Panel layout bar** at the top. Under **Set Panel Layout... >** Choose between the Default layout and any saved layouts you have.
`Reset Default Panel Layout`	If you want to set your default panel layout back to the 6 original shapes, **Right Click** the Panel layout bar at the top. Choose **Reset Default Layout...** You will lose whatever default shapes you have saved to the buttons currently in your default panel, but will keep all your presets.
`Manage Panel Layouts`	**Click** the **Panel layout bar** at the top. See Part 10 for more information on the Manage Panel Layouts window. .

07

Button Context Menu

Right click any button to bring up its context menu.



`Set Preset`	Choose from saved shape presets to map to the button.
`Manage Presets & Buttons`	Rename, reorder, duplicate, delete, import or export presets. See part 09 for more info
`Color`	Change the color of the button. Choose between White (default), and all of the label colors you have set in After Effects.
`Button Size`	Change the size of all buttons in the panel. Choose between Small (30px), Medium (36px), and Large (42px).
`Change Shape`	Change the shape mapped to the button.
`Save Default`	Set selected layer as new default for button. If the selected layer is a different shape type, the button will update automatically.
`Reset Default`	Reset the default for the button’s current shape to factory settings. This will only reset the default for the shape shown on the button. Other defaults on other shapes in the button remain the same, and the defaults for other buttons with the same shape will remain the same.

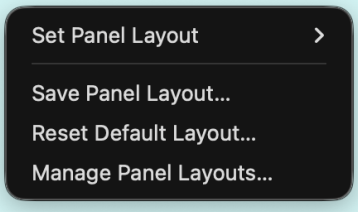
`Save Preset`	Save selected layer as a preset. You will be asked to name your preset. If your selected layer does not match the button type, the button will automatically change to your selected shape type.
`Delete Button`	Deletes button.

> NOTE
> When you delete a button, you lose whatever default shapes you had saved to it, but all presets you made remain and can be mapped to other buttons.

08

Panel Layout Context Menu

Right click the Panel layout bar at the top of the Shape It panel to bring up its context window

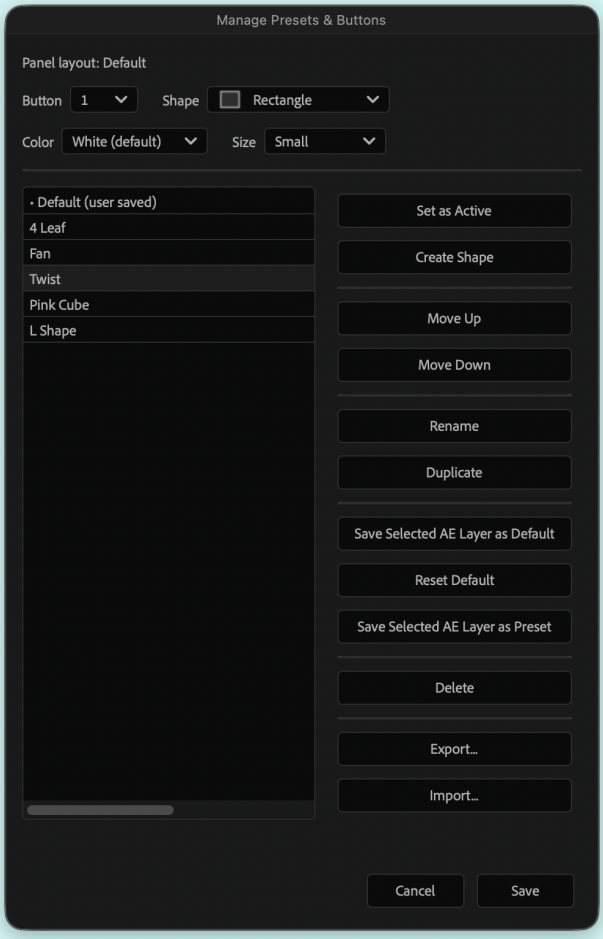


`Set Panel Layout`	Choose between Default and any saved layouts you have
`Save Panel Layout`	Save your current panel layout. You will be asked to give your layout a name.
`Reset Default Layout`	Change the default layout back to the original 6 buttons. You will lose whatever default shapes you have saved to the buttons currently in your default panel, but will keep all your presets.
`Manage Panel Layouts`	Open the Manage Panel Layouts window to rename, reorder, duplicate, delete, import or export panel layouts. See Part 10 for more info.

09

Manage Presets & Buttons Window

To rename, reorder, duplicate, delete, import or export presets, and edit all aspects of buttons from a single panel, **right click** any button and select **Manage Presets & Buttons**.



`Panel layout` — Tells you what panel layout you are currently in. This is important to know because each panel layout has its own unique set of presets.

> NOTE
>
> Editing, renaming, moving or deleting a preset in one layout has no effect on a preset with the same name in a different layout.
>
> This allows you to delete presets you don't want in one layout without losing them in other layouts where you do want them.

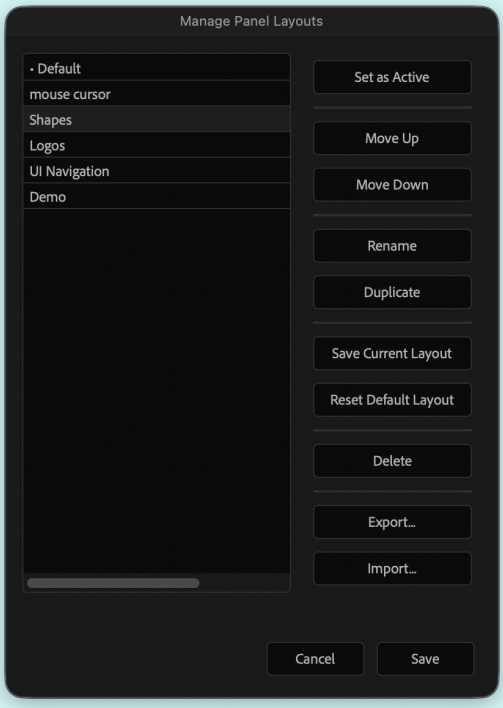
`Button`	Tells you which button's settings you are currently editing. Use the dropdown to change to a different button. In the Shape It panel, the button you are editing has a blue highlight around it.
`Shape`	Tells you the shape of the button you're editing. You can change this using the dropdown.
`Color`	Tells you the color of the button. You can change this using the dropdown.
`Size`	Change the size of the buttons in the panel. Choose between Small (30px), Medium (36px), and Large (42px).
`Presets Listbox`	The list on the left shows you all saved presets for the type of shape the button is currently set to. You can select one or multiple presets at the same time. Some buttons on the right only work when a single preset is selected.
`Set As Active`	**Double click** a preset, or select a preset and click **Set as Active** to set it as the active preset for the button. The active preset has a bullet point on the left.
`Create Shape`	Creates a shape layer for whatever preset you have selected in the listbox. The selected preset does not have to be set as active. You must have only one preset selected for **Create Shape** to be active.
`Move Up`	Move selected presets up in the listbox order. You cannot move presets above the Default option
`Move Down`	Move selected presets down in the listbox order. You cannot move the Default option down.
`Rename`	Rename the selected preset. You must have only one preset selected for **Rename** to be active.
`Duplicate`	Select one preset and hit **Ctrl+D (Cmd+D on Mac)** or click **Duplicate** to duplicate the preset. You must have only one preset selected for **Duplicate** to be active.

`Save Selected AE Layer as Default`	Save the layer you currently have selected in the timeline as the default shape for the button. If your selected layer is a shape layer, the button icon will update to match the shape layer. If the selected layer is a different shape, the button will change to that shape.
`Reset Default`	Reset the default for the button's current shape to factory settings. This will only reset the default for the current shape the button is set to. Other defaults on other shapes in the button remain the same, and the defaults for other buttons with the same shape will remain the same.
`Save Selected AE Layer as Preset`	Save the layer you currently have selected in the timeline as a preset. You will be asked to name your preset. If your selected layer is a shape layer, the button icon will update to match the shape layer. If the selected layer is a different shape, the button will change to that shape.
`Delete`	Select one or more presets in the listbox and hit **delete** on the keyboard or click **Delete** to delete the presets from your library.
`Export`	Brings up a window that allows you to select from all presets in the current panel layout and export a .zip file to share with others.
`Import`	Allows you to import Presets exported from Shape It.
`Cancel`	Hit **escape** or click **Cancel** to close the window without saving the changes you made inside the Manage Presets & Buttons window this session.
`Save`	Hit **enter** or click **Save** to close the window and save all the changes you made inside the Manage Presets & Buttons window this session.

10

Manage Panel Layouts Window

To rename, reorder, duplicate, delete, import or export panel layouts, click the Panel layout bar at the top of the Shape It panel.



`Panel Layout Listbox`	The list on the left shows all your saved layouts for Shape It. You can select one or multiple layouts at a time. Some buttons on the right only work when a single layout is selected
`Set as Active`	**Double click** a layout or select a layout and click **Set as Active** to set the Shape It panel to that layout. The active layout has a bullet point on the left.
`Move Up`	Move selected layouts up in the listbox order. You cannot move layouts above the Default option.
`Move Down`	Move selected layouts down in the listbox order. You cannot move the Default option down.
`Rename`	Rename the selected layout. You must have only one layout selected for **Rename** to be active.

`Duplicate`	Select one layout and hit **Ctrl+D (Cmd+D on Mac)** or click **Duplicate** to duplicate the layout. You must have only one layout selected for **Duplicate** to be active.
`Save Current Layout`	Save your current layout. You will be asked to give your layout a name.
`Reset Default Layout`	Change the default layout back to the original 6 buttons. You will lose whatever default shapes you have saved to the buttons currently in your default panel, but will keep all your presets.
`Delete`	Select one or more layouts in the listbox and hit **delete** on the keyboard or click **Delete** to delete the layouts from your library.
`Export`	Exports a .zip file with whatever panel layouts you have selected in the listbox.
`Import`	Allows you to import panel layouts exported from Shape It.
`Cancel`	Hit **escape** or click **Cancel** to close the window without saving the changes you made inside the Manage Panel Layouts window this session.
`Save`	Hit **enter** or click **Save** to close the window and save all the changes you made inside the Manage Panel Layouts window this session.

THANK YOU

Thanks for using Shape It. Find my other tools here.