TYPEPLAY

The Ultimate Procedural Wave Animation Engine for After Effects

USER GUIDE & DOCUMENTATION Version 1.0.0

Created by Othman Ahmed

Table of Contents

1. Introduction
2. Installation Guide
3. Interface Overview
4. Quick Start Guide
5. Advanced Features
6. Troubleshooting & Support

1. Introduction

TypePlay is the ultimate procedural wave animation tool for Adobe After Effects. It empowers you to animate text and layer properties using flawless mathematical algorithms—no expressions, keyframes, or coding required. Whether you're creating kinetic typography or complex motion graphics, TypePlay provides a modular and intuitive workflow to bring your designs to life.

2. Installation Guide

The easiest way to install and license is by using the **aescripts + aeplugins manager**. To install a trial you can select 'Add Trial' from the 'Account' menu.

- **Manager App:** aescripts.com/learn/aescripts-aeplugins-manager-app/

Alternatively, you can use the **ZXP/UXP Installer**.

- **ZXP Installer:** aescripts.com/learn/zxp-installer/

> ***Important:*** *If Adobe After Effects is open, close and restart it after installation.*

Manual Installation

(if the above methods fail):

1. Rename the downloaded `.zxp` file extension to `.zip` (e.g., change `TypePlay.zxp` to `TypePlay.zip`).
2. Extract (unzip) the contents of the zip file.
3. Move the entire folder to the following directory:
   - **Windows:** `C:\Program Files (x86)\Common Files\Adobe\CEP\extensions\`
   - **Mac:** `/Library/Application Support/Adobe/CEP/extensions/`
4. Restart After Effects.
5. Find the tool under **Window** > **Extensions** > **TypePlay**.

Activating your License

1. Open After Effects and navigate to **Window > Extensions > TypePlay**.
2. Upon opening the panel for the first time, you will see the licensing screen.
3. Enter your license code (or choose to start a Trial) and click **Activate**.
4. Once validated, the main TypePlay interface will unlock.

3. Interface Overview

The TypePlay interface is designed to be compact and modular:

- **Live Preview Monitor:** Type custom text and see your wave animation in real-time before applying it.
- **Property Selection:** Select properties like Position, Scale, Rotation, Opacity, Skew, Fill Color, and Tracking.
- **Wave Settings:** Choose from over 20 unique algorithms (Sine, Bounce, Perlin Noise, etc.) and adjust easing and direction.
- **Wave Parameters:** Fine-tune the **Amplitude** (intensity), **Frequency** (speed), and **Phase** (offset) using dynamic sliders.
- **Action Footer:**
  - **APPLY:** Inject settings into selected layers.
  - **MASTER CTRL:** Create a Null Object to control multiple layers globally.
  - **CENTER ANCHOR:** Automatically center layer anchor points.
  - **LIBRARY:** Access and save your custom presets.

4. Quick Start Guide

1. **Select a Layer:** Select a Text or AV Layer in your After Effects composition.
2. **Choose Properties:** In the panel, check **Position** and **Rotation**.
3. **Pick a Wave:** In Wave Settings, select **Sine Wave**.
4. **Adjust Amplitude:** Increase **Y Position Amp** to `100` and **Rotation** to `45`.
5. **Apply:** Click the **APPLY** button.
6. **Play:** Press Spacebar to see your layer gracefully wave and rotate!

5. Advanced Features

- **Circular Motion:** Enable this in Wave Settings to transform standard waves into perfect orbital paths.
- **Wave Blending:** Enable **Blend Wave** to morph between two different mathematical formulas (e.g., Sine and Noise) using the Blend Mix slider.
- **Envelopes (Attack/Hold/Release):** Fade animations in and out over time. Define how long the animation takes to ramp up, stay at full intensity, and decay.
- **Preset Library:** Save your favorite animations by clicking **LIBRARY** and selecting **Save Current**. Load them instantly on any new project.

6. Troubleshooting & Support

Common Issues

Issue	Solution
Panel is blank	Ensure “Allow Scripts to Write Files and Access Network” is checked in AE Preferences.
License won’t activate	Check your internet connection and ensure no firewall is blocking After Effects.
Expressions Error	Ensure you are applying properties to compatible layers (e.g., 3D properties to 3D layers).

Credits & Contact

TypePlay was designed and developed by:

Othman Ahmed

For support, feature requests, or to view more tools, please visit: [Othman Ahmed’s Behance Portfolio]

Copyright © 2026 Othman Ahmed. All Rights Reserved.