

xCloner Documentation v1.0

Introduction

xCloner is an After Effects plugin that allows you to clone any type of layers, video, image, shapes layers, text, vectors etc. It's an After Effects effect plugin, so it's performance is very good.

Installation and License registration

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

After you purchase license for xCloner, License codes will be available in the My Downloads & Licenses section of your account.

In xCloner, navigate to `Register` button and xCloner Registration dialog will appear. Paste your license code and click `Activate` button. Then watermark will be removed if everything is successful. You can also click `Get Help` button for more information.

Manual Installation

Windows

When you download your xCloner zip file, extract it and navigate to Windows folder and find **xCloner.aex** file. Copy/paste or move this aex file to following folder:

\Program Files\Adobe\Adobe After Effects `Version number` **\Support Files\Plug-ins**

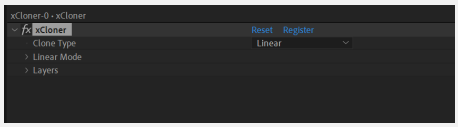
(Or right click on After Effects application->Properties->Open File Location->Plug-ins folder)

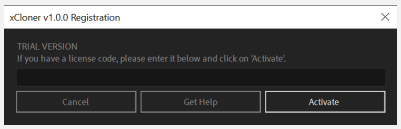
Mac

When you download your xCloner zip file, extract it and navigate to Mac folder and find **xCloner.plugin** file. Copy/paste or move this aex file to following folder:

/Applications/Adobe After Effects `Version number` **/Plug-ins**

(Or right click of After Effects application->Options->Show in Finder->Plug-ins folder)





Layers

Start by making a new solid and adding **xCloner** plugin. Then navigate to `Layers->Selection` and choose up to **20 layers**. If you don't want to show original layer from the composition, turn it off in composition (eye icon).

In `Layers->Visibility` section you can toggle visibility of each selected layer show with xCloner. With `Layers->Transform` section you can set up individual layer Scale and Rotation.

When choosing a layer, next to your layer selection, there is another dropdown where you can choose `Source`, `Masks` or `Effects and Masks`. Source is used if you want to choose original layer without any masks or effects that are applied to it. Masks if you want to include masks applied to your layer. Effects and Masks if you want to include any effect that has been added to your layer and masks. **This option can be used if you want to use another xCloner solid as a layer.**

> **Tip:** When choosing layers, if layer's source size is big (like 4K), it might be a good idea to scale down layer and precompose it, and then choose that precomp with xCloner. It will be more performant.

Source Layer Time

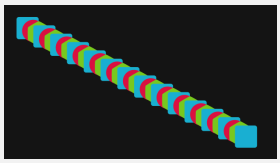
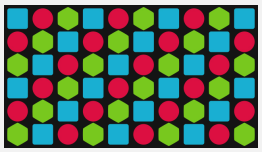
When choosing source layer, if current time is past source layer's out point, **xCloner** displays it's last frame. This is not the case with a precomp, where nothing is shown. In both cases, if you want to extend

visibility you can either use option `Freeze on last frame` or loop source video / precomp.

Cloning types

There are three types in which you can clone your layers:

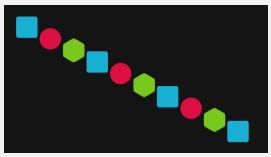
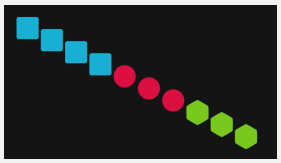
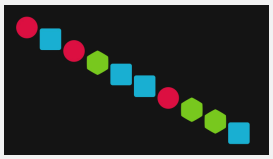
- Linear
- Radial
- Grid

Linear	Radial	Grid
		

We will talk about these in more detail in following pages. Maximum amount of clones is 10.000

Linear Mode

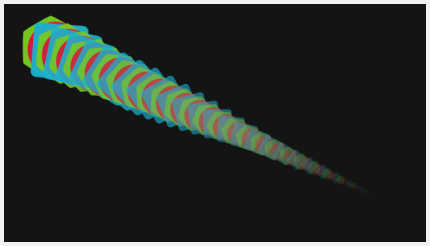
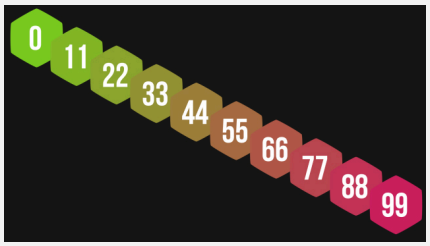
Clone layers from point A to point B in linear way.

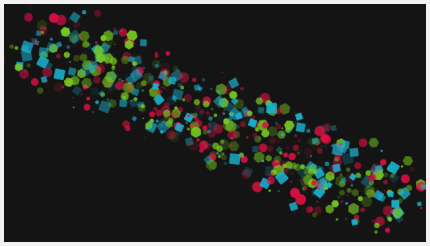
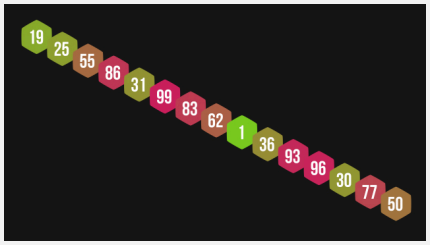
Iterative	Blending	Random
		

Parameter	Description
Clone Order	If you have more than one layer, set clone order in iterative, blending or random mode. Iterative cycles clones in order, blending interpolates between adjacent layers, while random shows clones in random order.
Count	Number of clones (max 10.000)
Transform	

Parameter	Description
Local	Adjust individual clone's Scale, Position and Rotation
Global	Adjust overall Scale and Rotation
Offset	
Clone Offset Mode	When `End` mode is active, clones are evenly distributed between a start and end point, while in `Step` mode clones are placed at a fixed distance (step size) from one another. Depending on the offset mode, it also affects how clones are displayed when changing `Count` parameter.
Offset Position	Offsets position of each clone by this value relative to previous one
Offset Rotation	Offsets rotation of each clone by this value relative to previous one
Offset Scale	Offsets scale of each clone by this value relative to previous one
Offset Opacity	Offsets opacity of each clone by this value relative to previous one
Offset Time	Offsets time (in frames) of last clone by this value. Time values of clones in between are interpolated.
Random	
Random Position	Randomizes position of each clone by this value
Random Scale	Randomizes scale of each clone by this value
Random Rotation	Randomizes rotation of each clone by this value
Random Opacity	Randomizes opacity of each clone by this value
Random Time	Randomizes time of each clone by this value (in frames)
Random Seed	Random seed value (from 0 to 100000)

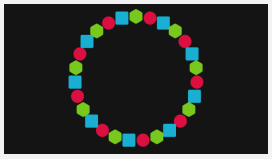
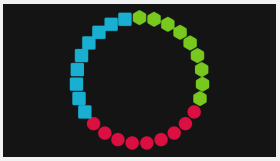
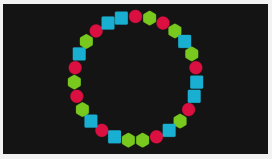
> **Tip:** When offseting time, if you're using precomps, it's good idea to "Freeze on last frame" option on composition or use "Time Remapping" and looping time with expression if you need to loop

Example of offset position, rotation, scale and opacity.	Example of offset time (100 frames)
	

Example of random position, rotation, scale and opacity.	Example of random time
	

Radial Mode

Clone layers in Radial/Circular way.

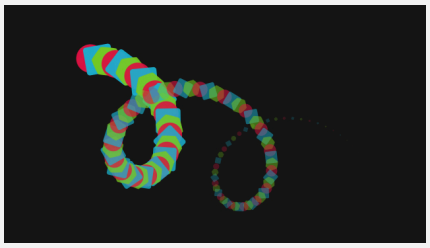
Iterative	Blending	Random
		

Parameter	Description
Clone Order	If you have more than one layer, set clone order in iterative, blending or random mode. Iterative cycles

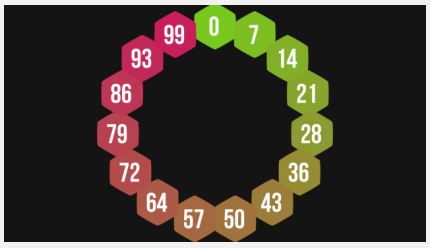
Parameter	Description
	clones in order, blending interpolates between adjacent layers, while random shows clones in random order.
Count	Number of clones (max 10.000)
Radius	Clones radius
Look at Center	Adjusts clones rotation to point at center. (You can still adjust clone's local rotation or offset rotation)
Start Angle	Angle where first clone is placed
End Angle	Angle where last clone is placed
Transform	
Local	Adjust individual clone's Scale, Position and Rotation
Global	Adjust overall Scale and Rotation
Offset	
Clone Offset Mode	When `End` mode is active, clones are evenly distributed between a start and end point, while in `Step` mode clones are placed at a fixed distance (step size) from one another. Depending on the offset mode, it also affects how clones are displayed when changing `Count` parameter.
Offset Position	Offsets position of each clone by this value relative to previous one
Offset Rotation	Offsets rotation of each clone by this value relative to previous one
Offset Scale	Offsets scale of each clone by this value relative to previous one
Offset Opacity	Offsets opacity of each clone by this value relative to previous one
Offset Time	Offsets time (in frames) of last clone by this value. Time values of clones in between are interpolated.
Random	
Random Position	Randomizes position of each clone by this value

Parameter	Description
Random Scale	Randomizes scale of each clone by this value
Random Rotation	Randomizes rotation of each clone by this value
Random Opacity	Randomizes opacity of each clone by this value
Random Time	Randomizes time of each clone by this value (in frames)
Random Seed	Random seed value (from 0 to 100000)

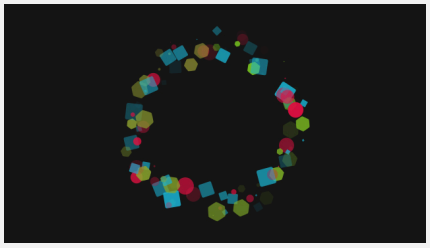
Example of offset position, rotation, scale and opacity.



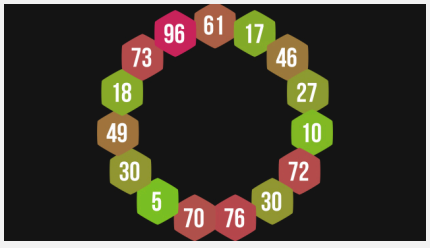
Example of offset time (100 frames)



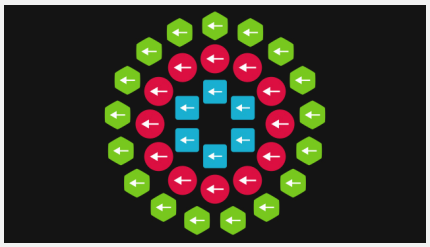
Example of random position, rotation, scale and opacity.

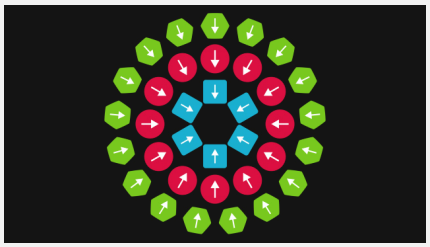


Example of random time



`Look at Center` **parameter off** `Look at Center` **parameter on**

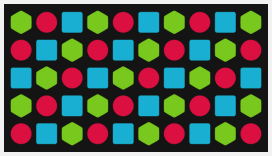


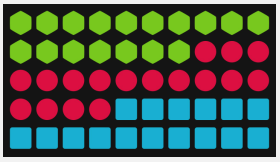


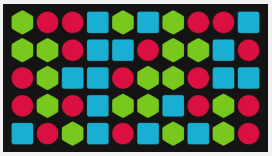
Grid Mode

Clone layers in Grid Array - Rows and Columns.

Iterative	**Blending**	**Random**





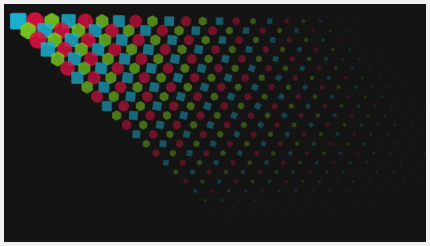


Parameter	**Description**
Clone Order	If you have more than one layer, set clone order in iterative, blending or random mode. Iterative cycles clones in order, blending interpolates between adjacent layers, while random shows clones in random order.
Count X	Number of clones in X axis (max 100)
Count Y	Number of clones in Y axis (max 100)
Size X	Area/size of clones in X axis
Size Y	Area/size of clones in Y axis
Transform	
Local	Adjust individual clone's Scale, Position and Rotation
Global	Adjust overall Scale and Rotation
Offset	

Parameter	Description
Clone Offset Mode	When `End` mode is active, clones are evenly distributed between a start and end point, while in `Step` mode clones are placed at a fixed distance (step size) from one another. Depending on the offset mode, it also affects how clones are displayed when changing `Count` parameter.
Offset Position	Offsets position of each clone by this value relative to previous one
Offset Rotation	Offsets rotation of each clone by this value relative to previous one
Offset Scale X	Offsets scale of each clone by this value relative to previous one in X axis
Offset Scale Y	Offsets scale of each clone by this value relative to previous one in Y axis
Offset Opacity X	Offsets opacity of each clone by this value relative to previous one in X axis
Offset Opacity Y	Offsets opacity of each clone by this value relative to previous one in Y axis
Offset Time X	Offsets time (in frames) of last clone by this value in X axis. Time values of clones in between are interpolated.
Offset Time Y	Offsets time (in frames) of last clone by this value in Y axis. Time values of clones in between are interpolated.
Random	
Random Position	Randomizes position of each clone by this value
Random Scale	Randomizes scale of each clone by this value
Random Rotation	Randomizes rotation of each clone by this value
Random Opacity	Randomizes opacity of each clone by this value
Random Time	Randomizes time of each clone by this value

Parameter	Description
Random Seed	Random seed value (from 0 to 100000)

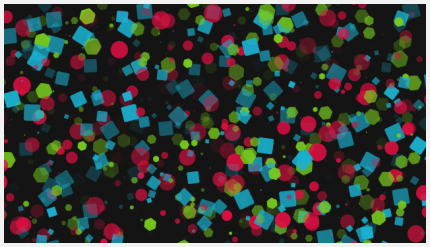
Example of offset position, rotation, scale and opacity.



Example of offset time (100 frames)



Example of random position, rotation, scale and opacity.



Example of random time

