ToonExpo 4After documentation

Version française



ToonExpo 4After is a free plug-in that integrates an exposure sheet (dope sheet) into Adobe After Effects.

- Compatible with After Effects CS3 to CC
- Windows only
- Download ToonExpo 4After + sample files

Installation guide

1. Close After Effects.
2. Run **ToonExpo4After-Vxx-setup.exe**, which is inside the zip file.
3. Extract the sample folder **toonExpoSample** (also in the zip file) to your Desktop.
4. Open After Effects.
5. Open the *toonExpo* plug-in: menu **Window > toonExpo**.
6. Open the sample file **toonExpoSample-CS3.aep** located in the toonExpoSample folder (on the Desktop).

User guide

General

- The plug refers to the current composition selected in the *Project* panel of After Effects. If anything other than a composition is selected in the Project panel, the plug is blank.
- The **Update** button (top right of the plug) refreshes the grid when big changes are made in the After Effects composition:
  - change of the composition length,
  - insertion, deletion, moving of layers...
- It is **important** to click Update after these changes.
- The plug handles **png** image sequences numbered from **N** to **M**. **N** must be greater than **zero**. Ex: A0001.png, A0002.png...
- Image **zero** is considered as an empty (or unexposed) image. This image is automatically created when a sequence is loaded.
- After Effects **TimeRemapping** is used to expose the image sequence.

- This plug is in constant development; new features appear regularly. The **Board** tab of the plug lets you report a bug or offer a suggestion directly to the development team.

Display

- The popup menu (top right of the plug) gives access to display/hide components: Graph / Grid / Log output, and the version number.

Moving in the dope sheet

- Moving is done either with the mouse or with the arrow keys.
- To **synchronize** the current selection (row/column) between the plug and After Effects, go to the **Setup** tab of the plug and check **SyncColomnWithAE** and/or **SyncCImaWithAE** (column and row respectively).

Editing



- **Editing a cell**: enter either a number corresponding to an image of the sequence, or a blank (space bar). A non-existent image will either be replaced by a blank image or display a test pattern in After Effects.
- The ~ simply indicates that the frame number is identical to the cell above.
- A right click opens a **context menu** with various actions. Some of these actions (**Cut, Copy, Serie, Cycle, Insert, Clear, Remove**) work on a selection of several images and/or columns.
    - **Create a series**: the plug handles series in a “smart” way, based on the start of the series already typed. First select the starting block of the series, then menu **Serie**.
        - selected cell [2] ⇒ series created: 2, 3, 4, 5, 6...

        - selected cells [2, 4] ⇒ series created: 2, 4, 6, 8...
        - selected cells [5, 4] ⇒ series created: 5, 4, 3, 2, 1...
        - selected cells [1, 101, 2] ⇒ series created: 1, 101, 2, 102, 3, 103...
    - **Create an animation cycle**: a cycle is a repetitive sequence, ex: 2, 3, 6, 2, 3, 6, 2, 3, 6... As for a series, select the block to repeat, then menu **Cycle**.
- To edit the exposure of a still image (beginning/end of exposure), use the context menu of a cell (**Start Expo** / **End Expo**) or the **Home** / **End** keys.

Transformations

- The **Transform** tab gives access to the functions for moving/positioning the layer or the current image.
- The **Key** checkboxes enable/disable control keys on these values.
- Cells containing keys are displayed with a + in the dope sheet.

Effects

- The most common effects are directly accessible from the **Effect** tab. Using these values creates (or modifies) the corresponding effect in After Effects.
- Control keys cannot be placed at this level.

Importing an image sequence

- The **NewCol** tab lets you create a new column in the composition. If no footage matches the column name, the plug loads the images from disk.
- Images must be in the same place as the project's **AEP** file.
- Two kinds of columns are available:
    - **Still image** (ex: background, overlay...):
        1. select Type = **FIXE**;
        2. enter the image name (without extension) in the **Name** field;
        3. select the extension in the **Ext** list;
        4. click the **NewCol** button.
        5. To edit the exposure of a still image (beginning/end of exposure), use the context menu of a cell (**Start Expo** / **End Expo**) or the **Home** / **End** keys.
    - **Animated sequence**:
        1. select Type = **SEQUENCE**;
        2. enter the image name (without numbers or extension) in the **Name** field. Ex: for A0001.png, A0002.png ⇒ enter only **A**;
        3. select the extension in the **Ext** list;
        4. click the **NewCol** button.

Page taken from the former www.compatoon.com documentation.

From:
https://wiki.compatoon.com/ - **Documentation CompaToon**

Permanent link:
https://wiki.compatoon.com/doku.php?id=compatoon:manuals:toonexpo:en

Last update: **2026/11/28 22:00**