

## MonkeyTools

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MonkeyTools is a collection of scripts specifically written to enhance the functionality of the Monkey Suite in creating motion graphics for film and video. In most cases these tools will be looking for Monkey-generated layers, so using them in non-Monkey related projects might bring unexpected results.

**TIMELINE TOOLS:** The first set of tools are meant to help organize complex timelines which could contain hundreds of layers. We have left the camera and Master Control Layer untouched since having access to those at all times will come in handy. Also, any non-Monkey generated layers will not be affected.

**UNSHY SELECTED LAYERS:** Isolates the layer or layers that have been selected in the comp window. For control layers, it will also unshy the corresponding text or image child layer. For selected text or image layers, the corresponding control layer will be revealed. All other Monkey-generated layers, will be shyed, but no change will be made to their lock status.

**UNSHY TEXT / IMAGES:** Will unshy and unlock all Monkey text and/or image layers in the comp. All other Monkey-generated layers will be locked and shyed.

**UNSHY CONTROL LAYERS:** Will unshy and unlock all Monkey control layers in the comp. All other Monkey-generated layers will be locked and shyed.

**RESET VIEW:** Will return the timeline to its original factory settings, with only the camera and Master Control Layer visible. All shy layers will also be reset, with control layers unlocked and text/image layers locked.

The following scripts focus on the lock settings:

**INVERT LOCKS:** Will lock what was unlocked and vice versa, shy or not.

**UNLOCK ALL:** Will unlock everything.

**LOCK ALL:** Will lock everything.

**PRE-BUILD:** This is where scripts most useful before a build are located.

**SCENE MAKER:** Will pre-comp each layer within a comp, and rename it 'Scene\_XXX' sequentially based on In Point. The pre-comp will be trimmed to match the length of the original layer. It will also eliminate all markers before the In Point and after the Out Point. If specific layers are selected, it will only pre-comp those.

This script was originally designed for helping to organize audio tracks with markers split into sub-sections. Once each scene is animated, they can be reassembled to the original time by LayerMonkey when set to 'Play Full Clip'.

**REMOVE DUPLICATE MARKERS:** Created to fix a bug that occurs when generating Content Analysis markers in Premiere Pro and then importing into After Effects. Duplicate markers are generated within one frame of each other, making use as a sync layer impossible.

Select the marker layer and click the button to eliminate the extraneous markers.

**LOCK CHILDREN:** Will lock any parented layer. This will be useful when animating with parented layers and you don't want the children to be animated on individually.

**LOCK PARENTS:** Will lock any layer that has one or more child layers. This is used when you want the children to animate on individually, but want to re-attach them to the original parent after the build in order to create a global move of all the layers. This can be done by unlocking the parent after the build and parenting the Master Control Layer to it.

For more detail about Locking parents or children see the tutorial posted on the MotionMonkey product page.