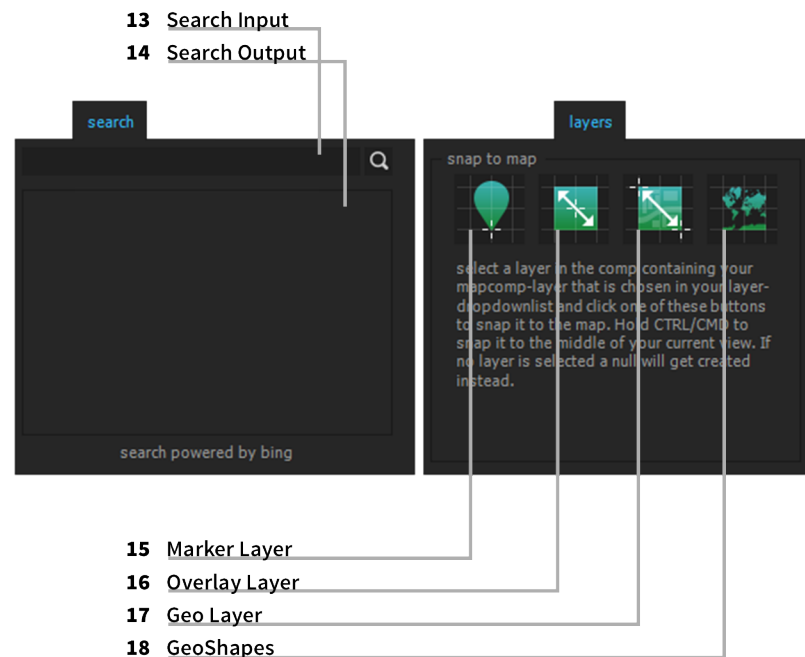
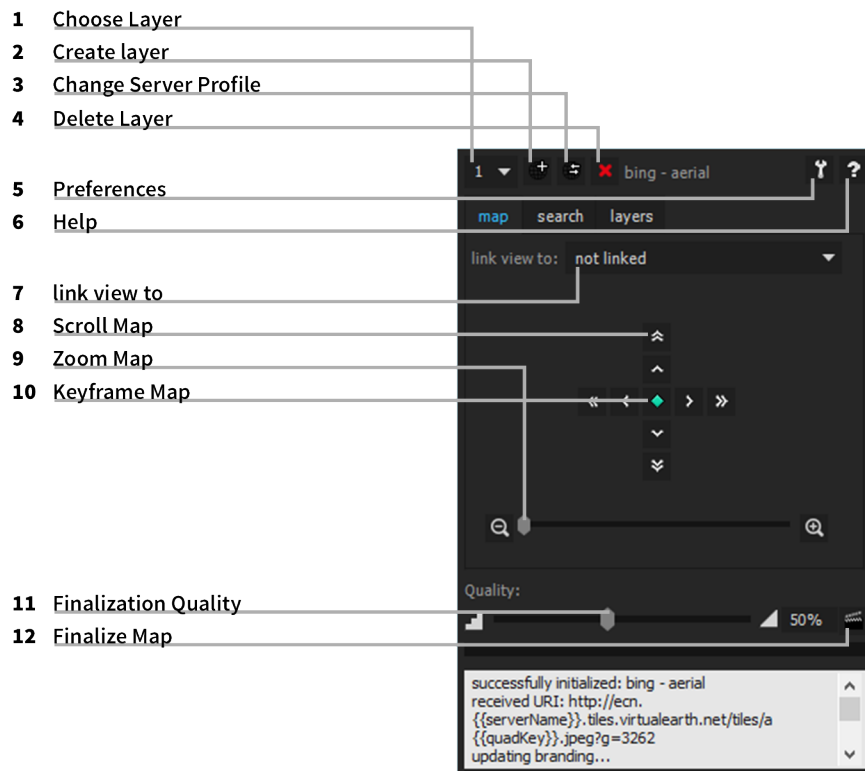


GEOlayers

Basic Use

Basic Use

Palette overview



Basic Use

How to create maps

To get started select a number from the **1 Choose Layer**-dropdown and create a mapcomp-layer by clicking **2 Create Layer**. This will add a mapcomp-layer, a text-layer for service-provider attribution and a logo in some cases. Do not change the names of these layers and their sources to keep things working! You can create up to 8 mapcomp-layers in one project and each of them shouldn't be used in more than one comp. Once created you can **8 scroll**, **9 zoom** and **10 keyframe** your map with the map-controls on your first tab.

Keyframes appear on a property on the mapcomp-layer. Depending on what is set up in the **5 preferences** it is either a 3d-Point-Control or a 2d-Point-Control and a zoom-slider. Note that these properties shouldn't be animated by expressions without keyframes. Exponential zooming and related scrolling will look awkward. You can link the view to one of the other layers by selecting it from the **7 ,link view to'**-dropdown.

By clicking the **3 change server profile** button you can apply different map-styles to the layer. The first one to be used when creating the layer is set up in the **5 preferences'** layer settings-section. There you can assign a standard server-profile to every mapcomp-layer.

The server-profile is saved in your AfterEffects-project. When you open a project containing GEOLayers-content, you just need to select a layer from the **1 Choose Layer**-dropdown and you can adjust it. Clicking **2 Create Layer** if a layer already exists will reveal the containing comp in your project.

Once your map animation is done choose a **11 finalization-quality** and hit **12 finalize** button. This will analyse your composition, download all required tiles, set up blend-animations for zoomlevel-transitions and write some service-provider attribution into the text-layer. The higher the quality, the more tiles are going to be downloaded and placed, the longer finalization will take. Note that only the selected workarea of your composition is taken in account! You can hold CTRL/CMD to finalize all mapcomps in your project or hold ALT to finalize mapcomps that are **7 linked** to your active one.

By hitting **4 delete layer**, the selected mapcomp and its tiles will be removed from your project.

The second tab has got a **13 search function**. Just type in what you're looking for and hit return. **14 The searchbox** will offer you some results that you can click to show it in your map.

To jump to a certain Lat-/Longitude type it in this way: 52.5214°, 13.3841°

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On the third tab ,layers‘ you can find buttons that make other layers in your composition react to your map. Such as **15 markers**, that can stick to a certain geo-position, or **16 overlays** on your map. Just select a layer that is in the same composition as your mapcomp-layer and click one of the buttons to apply. If you don‘t select a layer a null will get created instead. To adjust or animate the geo-position of your snapped layer change its ,LatLng‘-property. Additionally you can decide weather it should scale with the map or not by adapting the ,ScaleWithMap‘-property. The third button **17 geo layer** lets you position the layer by two geo-points. The upper left and lower right corner of the layer can be set up on the layers properties ,LatLng‘ and ,LatLng2‘.

By clicking the **18 GeoShapes** button you can import georeferenced shapedata draw it to shape layers and snap them to your map!

Before you give away your finalized projectfile make sure to collect files, because all tiles are stored dynamically. That means they will get overwritten from time to time.

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Notes

The Terms of Use of the map-providers apply. Check the notes in the **5 preferences** server settings for more information.

GEOLayers uses HTTP tileservers. Apart from the already set up server-profiles you can add new ones and work with every common tileserver out there. Also local paths are possible.

You can find detailed instructions on how to do that on **aescripts.com** or on our vimeo-channel. Just click the link on the bottom right corner of this page.

Note that we cannot ensure that every tileserver and geocoding-service works properly all the time. Unfortunately GEOLayers will not work if servers are down.

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