DREAM CLEAN-UP!!

INSTRUCTIONS

LEVI-GEORGE.COM

Welcome to Dream Clean Up!

Dream Clean-Up is an extension created for Adobe Animate. The *Brush Offcuts Command* and *Stroke Slasher Tool*! Inspired Toon Boom Harmony's long-envied Cutter Tool and Adobe Illustrators Knife Tool. This Extension allows Adobe Flash/Animate Animators to clean up their brushwork quickly and effortlessly. It's the Clean Up process you've been dreaming of.

The Brush Off Cuts script breaks apart Object Drawings but identifies and keeps their intersections, allowing you to select each strokes 'off-cut' and delete it easily. It allows animators to clean up their fine line work quickly, without resorting the previous imprecise methods like; manipulating vertices, entering object drawings or bending a line to delete itself. It gives the operator the same level of control over brush fills that was previously only possible using pen or pencil strokes.

The Smart Clean Colour Switch allows you to quickly switch from filling shapes to plugging up any gaps you missed in Clean Up ten switch back all with thh hit of a single button.

Do me one more 'lil favour!?

If you purchased Dream Clean Up by legal means thank you so much! If it was shared with you by a friend or college and you are finding it useful and want to express some gratitude then you can get it on Adobe Exchange for a meager $3 USD but I understand that times are tough especially for artists and art students and that is not an option for everyone. You can also support this tool-set by showing your fellow animators, maybe in the workplace or just of social media. Another helpful thing is to leave a kind review on the Adobe Exchange Store. As an animator, and less of a programmer, I have spent countless weekends scripting, and many hours lying awake thinking about code BUT I made these tools because I love animators and wanted to make their lives a little nicer. So if I did that for you then you can also just DM me and tell me you are enjoying using it. I'd love to see what you made with Dream Clean Up too!

Do you need help?

Dream Clean Up has been a fairly long development process and I am determined to make it the best toolset possible and an essential part of using Adobe Animate. But I also am a working animator and am not always quick to reply to email or trouble shoot with folks so ff you still need help I create additional support materials and tutorials and put them on my website. That includes a pretty good FAQ. You can also email me at levi@awesomefighter.com.au if you require additional assistance BUT you will likely find what you are looking for in this support documentation!

At the time of writing Dream Clean-Up v1.0.1 is in the adobe store and Dream Clean up 1.0.2 is about to be submitted.

How to Install this Package

This package likely came in a .zxp file which can be opened with WinZip, WinRar or any other archive opening programs. One you have opened it follow the instructions below. Currently I am unable to bake the necessary metadata into the zxp file for it to install itself into the right directories but will work to resolve this in future versions.

1. Your zxp file will be called something like DreamCleanUp.zxp and contain a zip folder called DreamCleanUpv102 or something similar. That Zip contains 2 folders (Tools and Commands) that need to be pasted into the 'Configuration' folder for your version of Adobe Animate.
2. Your Configuration folder can be a little tricky to locate but it will be in a place like the ones below.

   a. On win: *C:\Users\<Username>\AppData\Local\Adobe\Animate CC <version ##>\<your locale>\Configuration*

   NOTE: the AppData folder is hidden by default so windows users will have to 'Show Hidden Folders' in explorer to find it.

   Alternatively you can paste the following into Explorer to get to the Adobe folder:

   %LOCALAPPDATA%\Adobe

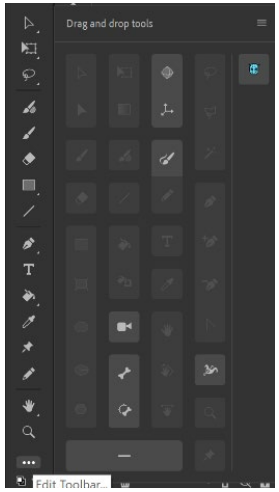
   From there you can navigate through the following folders:

   \Animate CC <version ##>\<your locale>\Configuration

   b. On Mac: /Users/<Username>/Library/Application\ Support/Adobe/Animate\ CC\ 2015.2/<your locale>/Configuration/

   If you are still unable to locate the Configuration folder there is a thread here that is very helpful.

3. Once you have located your Configuration Folder, paste the Tools folder and the Commands folder into the Configuration folder. If you already have a version of these commands installed replace them.



4. Re-open animate and the commands will appear in the commands menu and the tools will appear in the toolbar. Note that Stroke Slasher may appear in the hidden menu. (See Imageto the left)

5. For best usage assign a hotkey to the commands from Edit>Keyboard Shortcuts

Using Dream Clean Up

How to use Brush Offcuts

Brush Offcuts combines raw shapes that are contained within Object Drawings, identifies the intersections of the strokes and allows you to easily select and delete the off-cuts of the shape. In order to use the tool most effectively and guarantee the right results please keep the following in mind.

The best practice is to make sure Object Drawing mode is activated when you are drawing.
You can find this in your toolbar when the brush tool is selected under your Fill/Stroke Colour.

The command looks at the entire contents of the selected frames, not just what is selected on the stage, and only works with Drawing Objects. It breaks them apart and finds the intersections. It doesn't work with Groups or Symbols (because the multiple levels of nesting can cause complications in the process) If your frame contains Groups or Symbols it will likely not produce desired required results (eg, it will skip that frame altogether.) Unless you are using version 1.0.2 or onward, in which case it simply ignores and groups or symbols but does copy any Drawing Objects.

Update Log:

BrushOffCuts 1.0.2 –
- Now can be used on frames containing symbols and it simply ignores them rather than skipping the frame.
- If a DrawingObject has no fill but has a stroke, BrushOffCuts will use the stroke colour instead of failing (as in a previous builds).

BrushOffCuts 1.0.1 –
- If no frames were selected on the timeline Tool would not run as expected. In these cases the tool will now run on the frame at the play head position on the active layer.

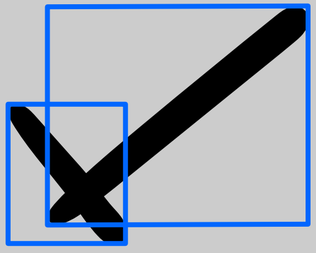
Known Issues:

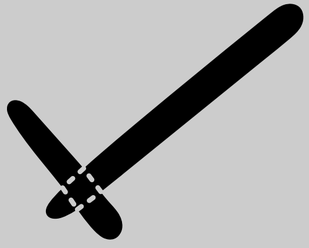
- Occasionally the process may straighten or modify a curve in some way. Sometimes this is unavoidable but zooming in on the stage can occasionally resolve this issue.
- The more drawing objects that are selected the longer the process takes.
- Occasionally the first time you run the Brush Offcuts commands an error will appear but it will only happen the first time.
- Because part of the command is copying and pasting the Drawing Objects when you run the command you may lose any information that you have currently copied.

BRUSH OFF-CUTS

The command behaves most predictably when the selected frames contains only Drawing Objects.

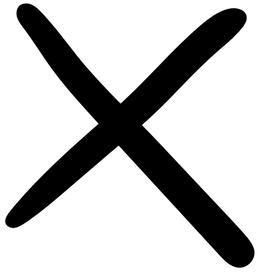
Brush Offcuts finds Drawing Objects intersections.

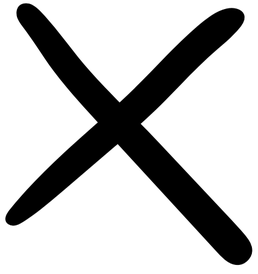




it flattens and disects the shapes along those intersections.

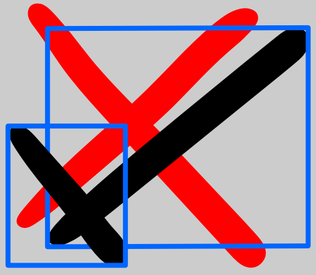
A raw shape has no intersections

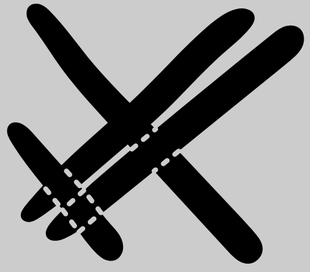




So the command will have no effect.

Raw Shapes and Drawing Objects on the same frame will still work.





But it recolours the Raw Shapes. If this in undesirable place Raw Shapes into groups.

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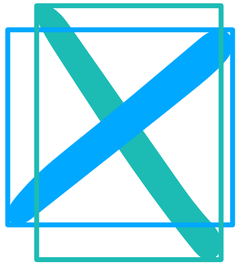
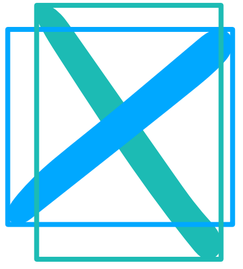
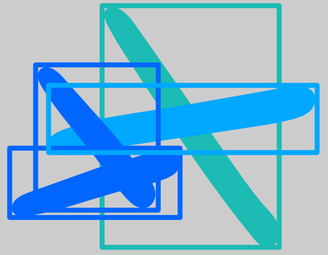
The command has no effect on Groups or Assets/Symbols.

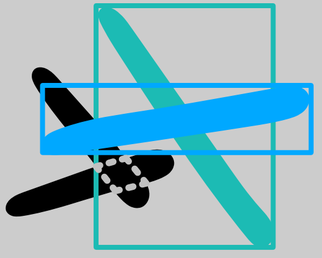




Becasue their contents could be complicated the tool skips them

This is also true for Drawing Objects alongside Groups or Assets/Symbols





If the tool identifies any groups or Symbols, it ignores them.

Drawing Objects are Good.
Groups or Assets/Symbols are less good.

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How to use Stroke Slasher

A quick way to delete! Simply select the Stroke Slasher tool from your Toolbar, and click and drag the mouse. Anything that you drag the mouse over will be deleted.

Update Log:

As of version 1.0.2 onward you can use the tool properties to determine what kinds of shapes to delete eg. Lines, Fills, Drawing Objects, Symbols. You can also specify colour.
Additionally you can run the Brush Offcuts Command by simply double clicking with the mouse.

Known Issues:

- If you drag over a shape that will be spared (eg. you have opted to not delete strokes and you drag over a stroke) the tools will select the stroke several times. This can potentially clear out a lot of space in your history, eg the amount of undo levels. If you make a mistake this can make ‘undoing’ a bit of a task.

How to use Select Line Slasher

To my knowledge animate does not allow you to assign a custom hotkey to a custom Tool such as the Stroke Slasher. It does however, allow you to set a hotkey to a command. This command simply activates the Stroke Slasher Tool. Basically it’s a little loop hole that essentially is setting a hotkey to select the Stroke Slasher Tool.

How to use Smart Clean Colour Switch (available in Dream Clean Up 1.0.2)

A more flexible version of the Clean Colour Switch that allows you to flip between the Bucket Tool and a Tool of your own choosing. For best use

1. select the Paint Bucket Tool and run the command. This will automatically select the Brush Tool.
2. From here you can ‘retrain’ the command. Simply select the new tool on the toolbar you wish to switch from the Bucket to from here on out. Note it will only work with the following tools: *The Flow Brush, Brush, Pencil, Eraser, FreeXform, BlackArrow, White Arrow, Lasso, Pen, Text, Eyedropper, Puppet and Stroke Slasher.*
3. Run the command and now the command flip back and forth between the Paint Bucket and the new tool. If you wish to change the tool back then you can 'retrain' it again and again by repeating these steps.

Known Issues:

- The way this tool currently works is a little fiddly and when retaining if you don’t select the tools in the right order if can operate a little unexpectedly. However if you have tried to ‘retrain’ it to switch between the bucket and another tool and it doesn’t appear to be doing it just run the command a few times and it should correct itself.