

WASH

CLEAN-UP!!

INSTRUCTIONS

LEVI-GEORGE.COM

Welcome to Dream Clean Up!

Dream Clean-Up is an extension created for Adobe Animate containing The *Brush Off-Cuts Command*, *Stroke Slasher Tool* and *Quick Hole Filler Command*! These tools were created with animation efficiency and flow states in mind, and a desire to close the gap between the functionality of Adobe Animate and Toon Boom Harmony. Written by an experienced Lead Animator and Animation Production Co-ordinator who wanted to maximize the speed of his clean-up crew, it's the Clean Up process of your dreams.

The *Brush Off-Cuts Command* and *Stroke Slasher Tool* was 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.

Remember when colouring in was a fun way to pass the time, but in animation it feels so TEDIOUS! The *Quick Hole Filler Command* is an attempt to bring that zen flow-state into the act of colouring every frame. Switch both your toolset and mindset from 'Colour Artist' to 'Gap Filler', and then back again with the 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 meagre \$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 toolset 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 for traditional 2D animation. However, I also am a working animator and am not always quick to reply to email or trouble shoot with folks so if 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 1.0.3 is about to be submitted to the Exchange Store.

What's new in this version (1.0.3)?

- Users have flagged that they have found previous installation process for Dream Clean-Up quite tricky so this version contains an additional script generously provided by my friends at [Electric Dog Animate Power Tools](#) that will allow you to locate the required folders much easier. For more information see the instructions below.
- The Clean/Colour Switch has been redeveloped to be MUCH easier to use and renamed 'The Amazing Multi-Headed Bucket'.
- Double Clicking with the Stroke Slasher now runs the Brush Offcuts command without bringing up the output panel.
- Updated Instructions (This Document!)

How to Install this Package

If you are using Animate CS6 or higher: Open the .zxp file with WinZip, WinRar or any other archive opening programs and follow the instructions below.

OR

If you are using a version older than Animate CS6: Dream Clean up Version 1.0.2 and onward have the installation information built into the .zxp file in an MXI file. You should be able to use a [ZXP installer](#).

1. DreamCleanUp.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. The fastest way is to do the following:
 - a. Open Flash/Animate
 - b. Click on the Commands Menu and chose Run Command...
 - c. Run the file open-config-folder.jsfl contained in thr .zxp containing this plugin.
 - d. After a moment this will open your configuration folder which contains your Commands and Tools Folder.

If you are unable to do that you can locate the required folders in a directory similar to 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.

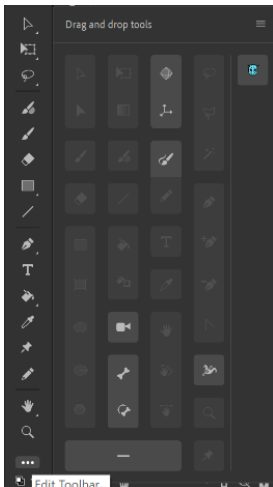
Alternatively you can paste the following into Explorer to get to the Adobe folder:

`%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/`



3. Once you have located your Configuration Folder, close Animate and paste the Tools folder and the Commands folder into the Configuration folder. If you already have an older 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 Image to the left)

Brush Off-Cuts Command

Designed with the purpose of streamlining the Traditional Animation Clean-Up Process. Brush Off-Cuts identifies the intersections of overlapping Drawing Objects and converts them to a raw shape where each section (or offcut) can be easily selected, modified or deleted. 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.

How to use it:

Brush Off-Cuts 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.



1. Object Drawing mode is activated when you are drawing
2. The Brush Mode is set to *Paint Normal*

You can find these settings 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 what is selected on the stage. If multiple frames are selected it will run the command on each of them. It ignores Groups or Symbols (because the multiple levels of nesting can cause complications in the process).

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.

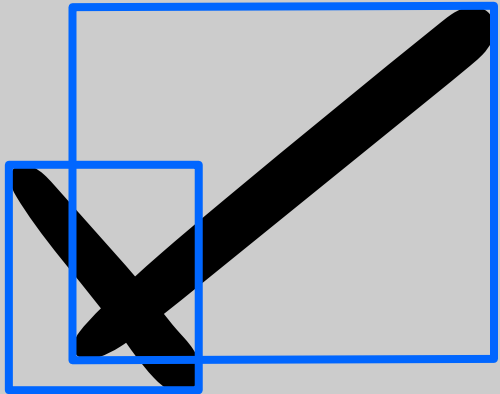
Known Issues:

- 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 Offcuts does not work with strokes are of varied colours, Brush Offcuts will conform them to one colour.
- Brush Offcuts is designed to work with Animates Brush tools (The Flow Brush and Classic Brush), if there are pencil or pen strokes on the frames you are running the script on it will remove them.

BRUSH OFF-CUTS

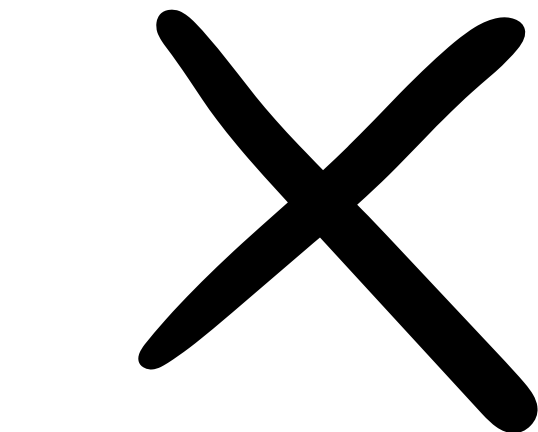
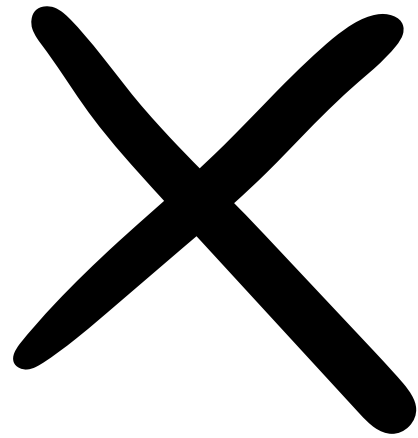
The command behaves most predictably when the selected frames contains only **Drawing Objects**.

Brush Offcuts finds **Drawing Objects** intersections.



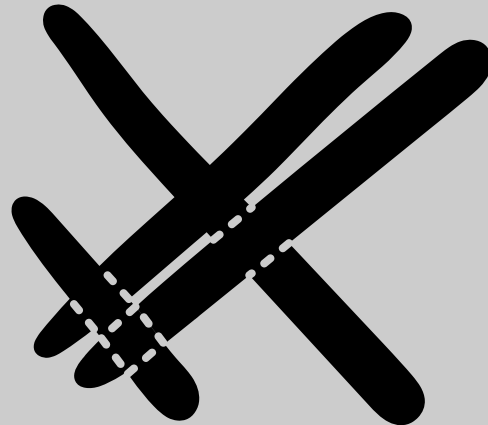
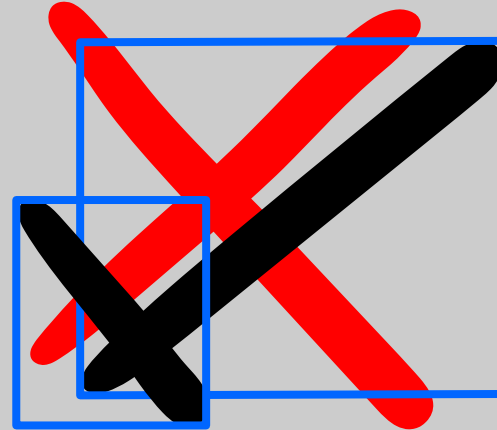
it flattens and disects the shapes along those intersections.

A **raw shape** has no intersections



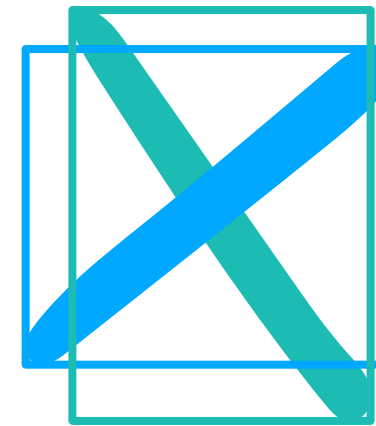
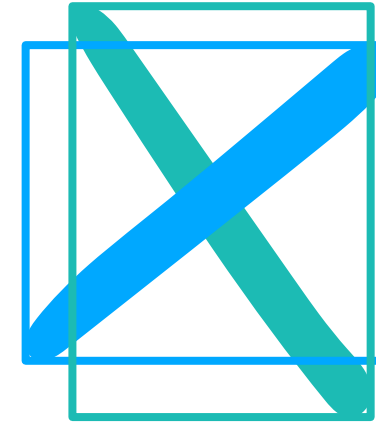
So the command will have no effect.

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



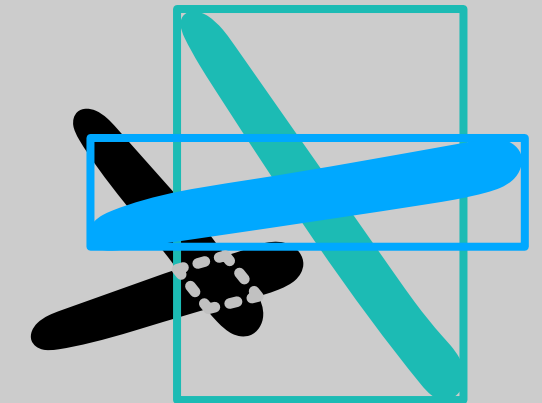
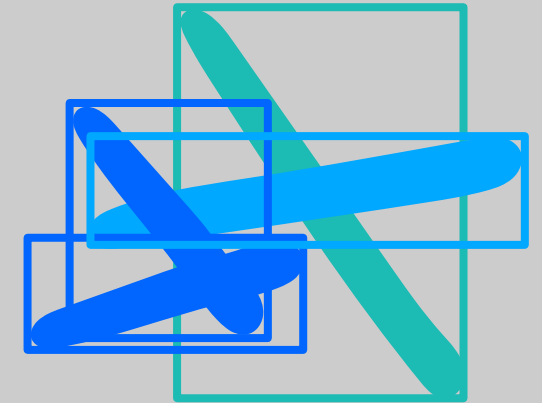
But it recolours the **Raw Shapes**. If this is undesirable place Raw Shapes into groups.

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



Because 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.

The Stroke Slasher Tool

The fastest and most controlled way to delete anything unwanted, especially those pesky offcuts you just made!

How to use it:

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. You can also double click to run the Brush Off-Cuts script, eliminating the need to assign it to a hoykey. Additionally you can have more control with the properties panel, stopping it from deleting certain Elements (graphics), strokes or colours.

Update Log:

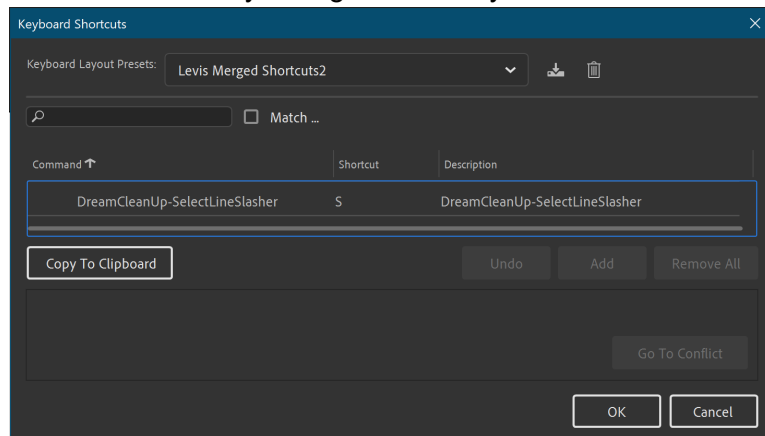
As of version 1.0.2 onward you can use the tool properties to determine what kinds of shapes to delete eg. Lines, Fills, Drawing Objects, Symbols. You can also specify colour.

Known Issues:

- This can potentially clear out a lot of space in your history, eg the amount of undo's you can do. 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 selected the stroke several times. If you make a mistake this can make 'undoing' a bit of a task.
- You may have to drag slowly over some thin lines (or if you are zoomed out)

BONUS: The Select Line Slasher Command

To my knowledge, Adobe Animate does not allow you to assign a custom hotkey to a custom Tool such as the Stroke Slasher. A loop hole to this problem is Animate does allow you to set a hotkey to a Command (Edit > Keyboard Shortcuts). The *Select Line Slasher Command* simply activates the Stroke Slasher Tool, that's it. Essentially acting as a hotkey for Stroke Slasher!



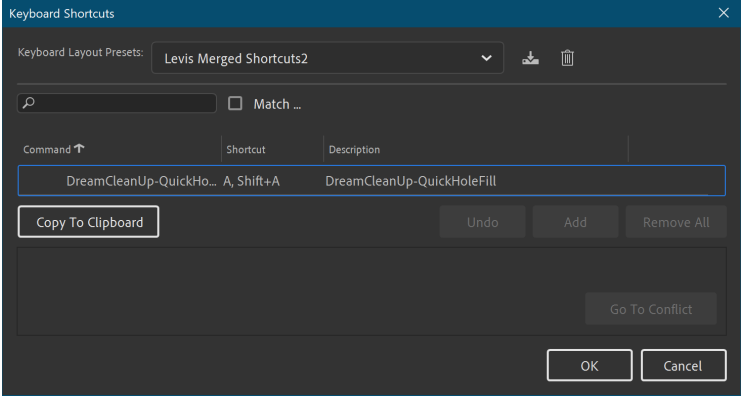
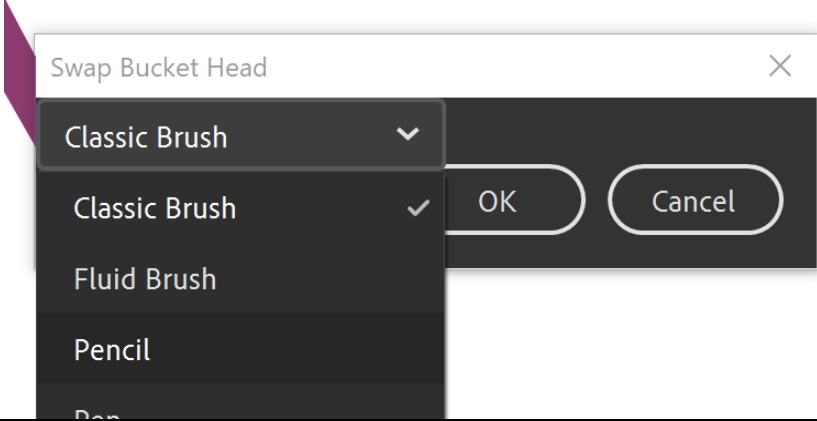
The Quick Hole Filler Command (available form version 1.0.3 and replaces the Clean Colour Switch)

Keep your flow when colouring, even when you find a pesky gap in your linework! With the hit of a button Animate will give you your preferred tool and preferred colour to fill the hole! Then hit the same button again to get back to using the pant bucket tool, with the colour you were using. The true efficiency of this tool is the unbroken focus it allows the animator to have. Effectively it reduces several (concentration breaking) steps into a single button.

How to use it:

In its default state, this command does two things:

A. Switches between the Paint Bucket Tool and the Classic Brush Tool (can be reassigned to be a tool of your choice). This eliminates the need to use the Toolbar or remember a different hotkey for each tool.	B. Swaps the Stroke Colour and Fill Colour in the toolbar. Now your brush colour is set to what the stroke colour was, your desired outline colour (usually black). Note: The step that swaps the Stroke and Fill colours only happens when you are using the Flow Brush or Classic Brush as the Pencil and Pen use the Stroke colour, there is no need for them to swap.
---	---

	
For best use assign two hotkeys (Edit > Keyboard Shortcuts) to this command. The first can be whatever letter you like but the second MUST be that same key and the 'Shift' key. This will permit you to access the Secret Options Menu	Say your 'line repair tool' of choice is not the Brush Tool at all, it might be the Flow Brush, or the Pencil or Pen. The next time you run the command, hold down the Shift key to open the Swap Bucked Head Menu, where you can change the 'Head' from the Classic Brush to nearly any tool* you like.

Update Log:

This is a more user-friendly version of the Clean Colour Switch and the Smart Clean Colour Switch. It'll hopefully be the last time I rename this tool.

Known Issues:

- *The Tools that can be used with this command are: Black Arow, White Arrow, Free Transform, lasso, Flow Brush, Classic Brush, Eraser, Pen, Text, Eye Dropper, puppet, pencil, and the Stroke Slasher.