

LOOPERDECK



ADOBE AFTER EFFECTS USER-GUIDE



LOUPEDECK+ AND ADOBE AFTER EFFECTS

Thank you for purchasing Loupedeck+™, a creative tool to increase your efficiency, ergonomics and creativity. Loupedeck+ console supports Adobe Lightroom Classic CC, Aurora HDR, Adobe Premiere Pro CC, Photoshop CC and Adobe After Effects with more integrations to follow. This user guide will focus on using Adobe After Effects.

Within this user guide you will learn how to setup your Loupedeck+ with Adobe After Effects, as well as the basic functions needed to begin the editing process. Please read this user guide to its entirety, so you can experience everything the Loupedeck+ has to offer.

Loupedeck+ works seamlessly with MacOS and Windows operating systems, running the software versions listed below:

Adobe After Effects

Adobe® Premiere Pro 12 or later

Adobe® Lightroom® 7.4 or later

Adobe® Lightroom® 2015.1 to 2015.14 (Stand-alone versions 6.0 to 6.14)

Skylum Aurora HDR 2019

Skylum Aurora HDR 2018 v.1.2 or later

PhaseOne Capture One beta support for 11.2 or later

Windows® 10

Mac® OS 10.12 and 10.13

CONNECTING AND SETTING UP LOUPEDECK

We know you may be eager to begin editing with your Loupedeck+, however you must first download the Loupedeck software. Internet connection is required to download the software.

How to set up your Loupedeck+:

1. Download & install the latest Loupedeck software v 2.4.4 by visiting www.loupedeck.com/setup
2. Launch the Loupedeck application if not running yet
3. Connect the USB cable to your computer's USB port
4. Change your computer keyboard setting to English if your shortcut file is created with English keyboard. This is needed if you are using default shortcut settings. Please note that all the shortcuts should work from your keyboard before they can work from Loupedeck service SW.
5. After installation, open the Loupedeck SW setup and check that After Effects is visible from the application drop down menu and that the actions are visible from the configuration UI, including the shortcut actions. If this is not the case, please re-install and/or contact Loupedeck customer support (<https://loupedeck.com/support/>).

GETTING STARTED

SUMMARY

Loupedeck+ surface software has a configured User Interface, which allows you to edit the functionality of your Loupedeck+. Please review the default settings, which are also documented to this user guide. You may customize the settings to your needs. You can then save and share the settings, by exporting and importing the layout file from the User Interface settings panel. You may also, revert back to the default settings from the settings panel as well.

Loupedeck is a context aware tool. This means that you may jump between the supported applications and Loupedeck will adapt automatically to the change.

For the most efficient editing workflow with After Effects and Loupedeck+, we recommend using the below workflow.

MODIFYING THE SHORTCUT BASED FUNCTIONALITY

Loupedeck+ is working with Adobe API based plugin and shortcuts. At the start-up of the After Effects, Loupedeck SW will read the shortcut configuration of After Effects. You may configure the shortcuts. For example, you can add new shortcuts if the shortcut functionality you want is not configured in After Effects. After you have modified the shortcut file with After Effect shortcut editor, or you have uploaded your own shortcut settings, After Effects needs to be restarted to take the edits in to effect at the Loupedeck SW side.

NAVIGATION

With Loupedeck+ you can increase your efficiency and save time. In the default settings the main navigational controls are:

- 1) Control dial to navigate between keyframes and start and end of the timeline.
- 2) D1 for zoom in and out of the composition screen. Pushing the dial will issue a Zoom to fit -action.
- 3) D1+fn for zoom in and out of the timeline. Pushing will issue a toggle zoom in and out of the timeline.
- 4) D2 to change the location of the playhead.
- 5) -- key to play.
- 6) - key to step one frame backward.
- 7) --- key to step one frame forward.
- 8) Arrow up and down to select the layer you are working with.
- 9) Fn+ arrow up and down to move the layer up and down in the stack.

ANIMATION AND EDITING THE LAYER PARAMETERS

Loupedeck can be used to edit and animate the elements in After Effects. For example, you can modify the transform parameters, light and camera parameters directly with Loupedeck+ control surface and create keyframes. To do this you can:

1. Select the parameters and enable the Time – Vary stop watch for the layer you wish to animate
2. Add keyframe by pushing ----- key
3. Use Dial to assign your edits for wanted parameters
4. Change the the playhead position and dial in next keyframe settings. There is no need to create new keyframe manually as editing will automatically issue a new keyframe

COLOR GRADING SUPPORT WITH LUMETRI

Loupedeck + can be used to control the Lumetri plugin. User needs to first add the Lumetri effect to the layer from fn+P1. After the layer is added the Lumetri controls can be directly used from Loupedeck+. In the default configuration the Lumetri controls are under Custom Mode -> fn + (control printed on Loupedeck+). If you are performing color grading more frequently, we recommend to create your own settings to have the lumetri controls directly reachable from the fist layer of the Loupedeck+.

ASSIGNING AN EFFECT

Loupedeck is adaptively reading the effects and presets from After Effects so you can assign them easily with a simple push of button. In the default layout, we have selected some basic effects and presets for you. They are located under fn+P buttons.

In Adobe After Effects, Loupedeck is fully customizable to match your personal editing workflow. We have selected some factory default functions with After Effects professionals, so you can begin editing immediately. However, much more functionality can be assigned – Please use the configuration UI to study the settings.

We have also added printable cheat-sheets to help guide you through your first steps of using Loupedeck+. For your own settings, please print blank Loupedeck+ layout sheets, located on the last page. Even some of the functions are not clearly marked on the surface of the controller, you will be able to memorize the settings after short learning period.

Understanding the 4 Layers of Loupedeck+: Main, Main + Fn, Custom, Custom + Fn

Loupedeck+ has basic commands on the basic main layer which include, navigation and basic color controls. Pressing FN and using the same dials and buttons will create a second layer, called the FN layer, this layer is fully customizable

Loupedeck+ also has a “Custom Mode” which can be activated by pressing the “Custom Mode” button (LED will be lit when Custom Mode is activated). This will open all the dials except the D1 and D2 for extra customization as a third layer.

Pressing FN when “Custom Mode” is enable, will open all the dials except the D1 and D2 for extra customization as a fourth layer.

Basic adjustments

FUNCTIONS	BUTTON / DIAL / SCROLLING WHEEL	DESCRIPTION
GENERAL	Copy	Press Copy to ‘copy’ the layer
	Paste	Press Paste to paste copied content into your layer
	Redo	Pressing redo will quickly add the most recently deleted adjustment made
	Undo	Pressing undo will quickly delete the adjustment made
	Export	Press export , opens the export window.
	Import	Press Fn+export , opens the import window.
	FN	Pressing Fn activates secondary controls in Loupedeck.

If editing software is not active, pressing **Fn** brings editing software to foreground.

Delete

Press **Fn+C6**, while selecting layer or transformation you wish to **delete**.

Copy with Property Links

Press **Fn + Copy**, will copy selection, keeping property links

Import

Press **Fn + Export**, opens the import window

Cut

Pressing **Fn + C6** cuts selection and saves to clipboard

Split Layer at Current Time

Pressing **Fn + C3** will split layer at a specific point in time

Save As

Pressing Fn + C1 opens save as pop-up, where you can name and save your file

Preview

Press R2 to preview your composition

Show/Hide Graph Editor

Pressing Fn + C2 will show or hide the graph editor

Quarter resolution

Pressing **Screen mode** creates a smaller quarter screen.

Pressing Fn+ Screen mode goes back to Full resolution

	<p>Arrows</p>	<p>Press up or down arrow to move layer selection up or down. If none of the layers are selected, then pushing up or down arrow will select the most top or lowest layer, respectively.</p> <p>Enabling keyboard mode from Fn and --/col button and pushing shift key down will enable you to move the layer in X and Y direction from arrow keys.</p>
	<p>Set keyframe to Easy Ease</p>	<p>Press R4 to set Keyframe to Easy Ease</p>
	<p>Set or delete Keyframe</p>	<p>Press R5 to set or delete a Keyframe</p>
	<p>Forward or back 1 Keyframe</p>	<p>Rotating control dial will move Keyframe selection back or forward 1 keyframe</p>
	<p>Go back 1 frame</p>	<p>Press R1 to move back 1 frame</p>
	<p>Go back 1 frame</p>	<p>Press R3 to move forward 1 frame</p>
	<p>Forward or back 10/1 frame</p>	<p>Rotating D2/fn+D2 dial will move play-head back or forward 10/1 frames</p>
	<p>Selection tool</p>	<p>Pressing L1 toggles on the selection tool</p>
	<p>Hand tool</p>	<p>Pressing L2 toggles on the hand tool</p>

Pen/Mask Feather tool

Pressing L3 toggles on the selection tool

Paint
(Brush/Clone/Eraser)

Pressing Fn+ L1 toggles on the Paint tool

Puppet tool
(Pin/Overlap/starch)

Pressing Fn+ L2 toggles on the puppet
(Pin/Overlap/starch) tool

Text tool

Pressing Fn+ L3 toggles on the selection tool

Zoom

Rotating D1 will zoom into composition.

Pressing D1 will reset zoom.

Forward or back 10
frame

Rotating D2 will move selection back or forward 10
frames

Zoom Timeline

Rotating Fn+ D1 will zoom in/out of timelines.

Forward or back 1
frame

Fn+Rotating D2 will move play head back or forward
1 keyframes

Control Dial

Rotating Control Dial will go forward or back to nearest keyframe of selected layer

Fn + Control Dial will extend layer selection to the next/previous layer

Customizable buttons

P1 – P8

Fn + P1 – P8 are fully customizable and can be modified to fit your needs. These buttons represent presets of functions. **Fn + P1** adds Lumetri effect

**LUMETRI AND
COLOR
GRADING.**

MORE LUMETRI -
FUNCTIONS
AVAILABLE FROM
CONFIG SW

Exposure

Under Custom Mode + FN - Rotating Exposure knob will adjust the **exposure** within selected Lumetri effect

Pressing down will reset

Saturation

Under Custom Mode + FN - Rotating Saturation knob will adjust the **saturation** within selected Lumetri effect

Pressing down will reset

Temperature

Under Custom Mode + FN - Rotating temperature knob will adjust the **temperature** within selected Lumetri effect

Pressing down will reset

Tint

Under Custom Mode + FN - Rotating tint knob will adjust the **tint** within selected Lumetri effect

Pressing down will reset

Vibrancy

Under **Custom Mode + FN - Rotating vibrancy knob** will adjust the vibrance of selected Lumetri effect

Pressing down will reset

Clarity

Under **Custom Mode + FN - Rotating clarity knob** will adjust the cone angle of selected Lumetri effect

Pressing down will reset

Contrast

Under **Custom Mode + FN - Rotating Contrast knob** will adjust the HDR White of selected Lumetri effect

Pressing down will reset

Black

Under **Custom Mode + FN - Rotating Black knob** will adjust the Blacks within the selected Lumetri effect

Pressing down will reset

Highlights

Under **Custom Mode + FN - Rotating Highlights knob** will adjust the HDR White of selected Lumetri effect

Pressing down will reset

Shadow

Under **Custom Mode + FN - Rotating Shadow knob** will adjust the **shadows** of selected Lumetri effect

Pressing down will reset

Whites

Under **Custom Mode + FN - Rotating White knob** will adjust the whites of selected Lumetri effect

Pressing down will reset.

LIGHT OPTIONS

Intensity

Under **Custom Mode** – Rotating Exposure knob will adjust the Intensity of the light

	Cone Angle	Under Custom Mode – Rotating Clarity knob will adjust the Cone Angle of the light
	Cone Feather	Under Custom Mode – Rotating Contrast knob will adjust the Cone Feather of the light
TRANSFORM PARAMETERS Normally the X,Y, and Z parameters are grouped as triangles.	Anchor point & Point of Interest	Depending on the layer type, rotating Saturation, Temperature, and Tint dials will edit the Anchor point or Point of Interest of X, Y, and Z. In order to edit the Z direction, the layer needs to be 3D enabled,
	Orientation	Pressing Fn + rotating Shadows, Highlights and Whites dial will edit the orientation parameter. In order to make orientation edits in the X and Y direction, the layer needs to be 3D enabled.
	Position	Rotating Exposure, Contrast, and Clarity dials will edit the X, Y, and Z positions. In order to make edits in the Z direction, the layer needs to be 3D enabled
	Scale	Rotating Blacks dial will edit the over-all scale of the layer. Rotating Fn + Exposure, Contrast, and Clarity dial will edit the X, Y, and Z scale. In order to edit in the Z direction, the layer needs to be 3D enabled
	Rotation	Rotating Shadows, Highlights and Whites dial will rotate the layer along the X, Y, and Z axes. In order to make rotation edits in the X and Y direction, the layer needs to be 3D enabled
	Opacity	Holding down the Fn button and rotating the Blacks dial will edit the opacity of the layer

**CAMERA
OPTIONS**

Camera options are accessible under Custom mode. Currently assigned dials are from Blacks to Tint. User can control options like zoom.

**MOUSE
TOOL**

Horizontal and
Vertical mouse tool

Rotating the Vibrance dial from the main layer of the Loupedeck+, with the left button pushed down, will drag the mouse horizontally. This can be used to tune sliders that are not mapped to Loupedeck+, or it can be used to select colors from color map.

Vertical mouse tool is mapped to Fn+ Vibrance.