

Speed Ramp Pro

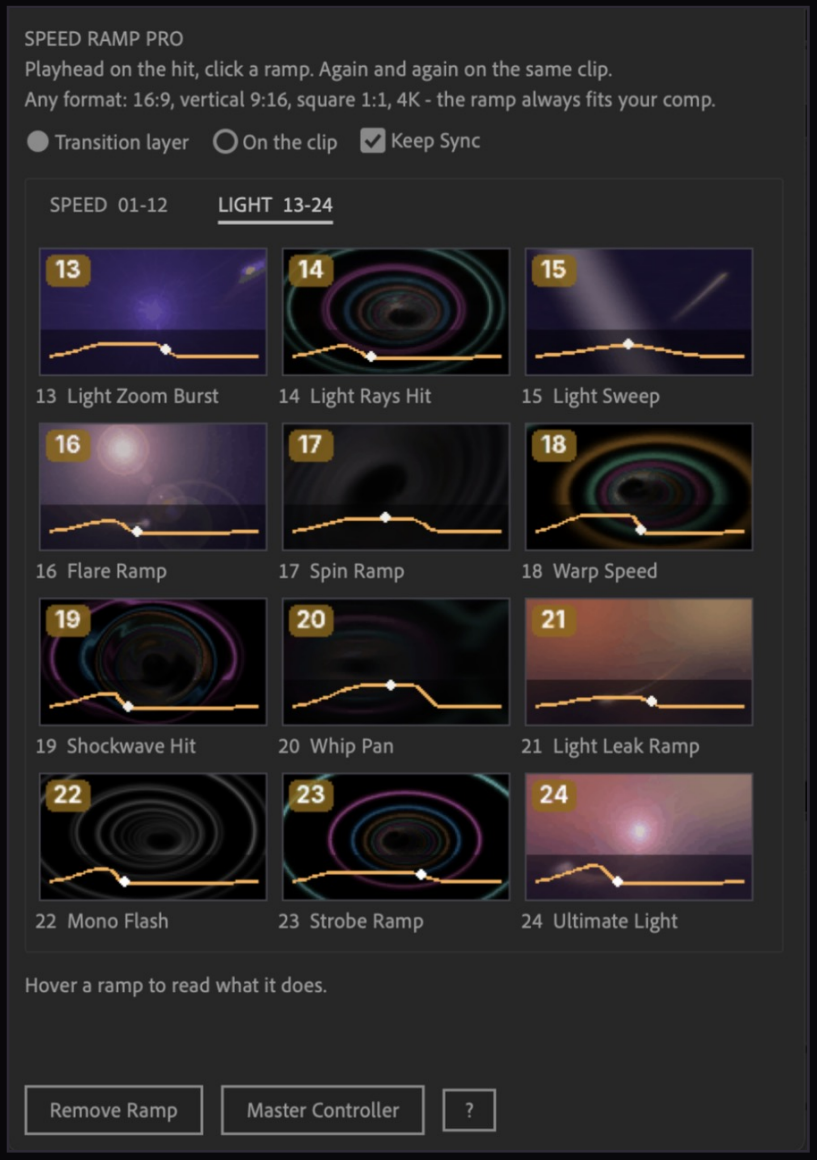
24 ramps: 12 speed + 12 light · v1.2

- After Effects 2024 (24.0) and newer
- One-click panel, unlimited ramps per clip
- Ramps Library: copy & paste · presets
- NEW: 12 Light ramps (burst, rays, spin ...)
- Layer markers control the ramps
- Real motion blur + slow motion
- Zoom blur, glow, flash, shake, RGB split
- Keep Sync for music edits
- Master Controller for all ramps
- 16:9, vertical 9:16, 1:1 and 4K
- Built-in effects, no plugins
- 24 sound FX + video tutorial

Quick start

1. Install the panel once: Script Panel › Speed Ramp Pro.jsx into After Effects › Scripts › ScriptUI Panels, restart, Window › Speed Ramp Pro.jsx.
2. Select your clip, put the playhead on the moment of the hit and click a ramp: a ramp layer lands above the clip, its HIT marker on the playhead.
3. Next hit: move the playhead and click again — as many ramps on one clip as you like. Settings: Effect Controls of the ramp layer.
4. No script? Copy & paste the ramps from the Ramps Library in the project (page 3) or drag the presets from Effects & Presets (page 4).

Panel — one click per ramp, as many as you like



Install (once)

Copy Script Panel › Speed Ramp Pro.jsx into
macOS: Applications › Adobe After Effects 2024 › Scripts › ScriptUI Panels
Windows: Program Files › Adobe › Adobe After Effects 2024 › Support Files › Scripts › ScriptUI Panels
Restart After Effects › Window › Speed Ramp Pro.jsx and dock the panel.
No install: File › Scripts › Run Script File... › Speed Ramp Pro.jsx (floating window).

Use

1. Select your clip and put the playhead on the moment of the hit.
2. Click a ramp: a ramp layer appears above the clip, its HIT marker sits on the playhead.
3. Next hit: move the playhead, click a ramp again. Unlimited ramps on one clip — every new ramp fits between the ones that are already there.

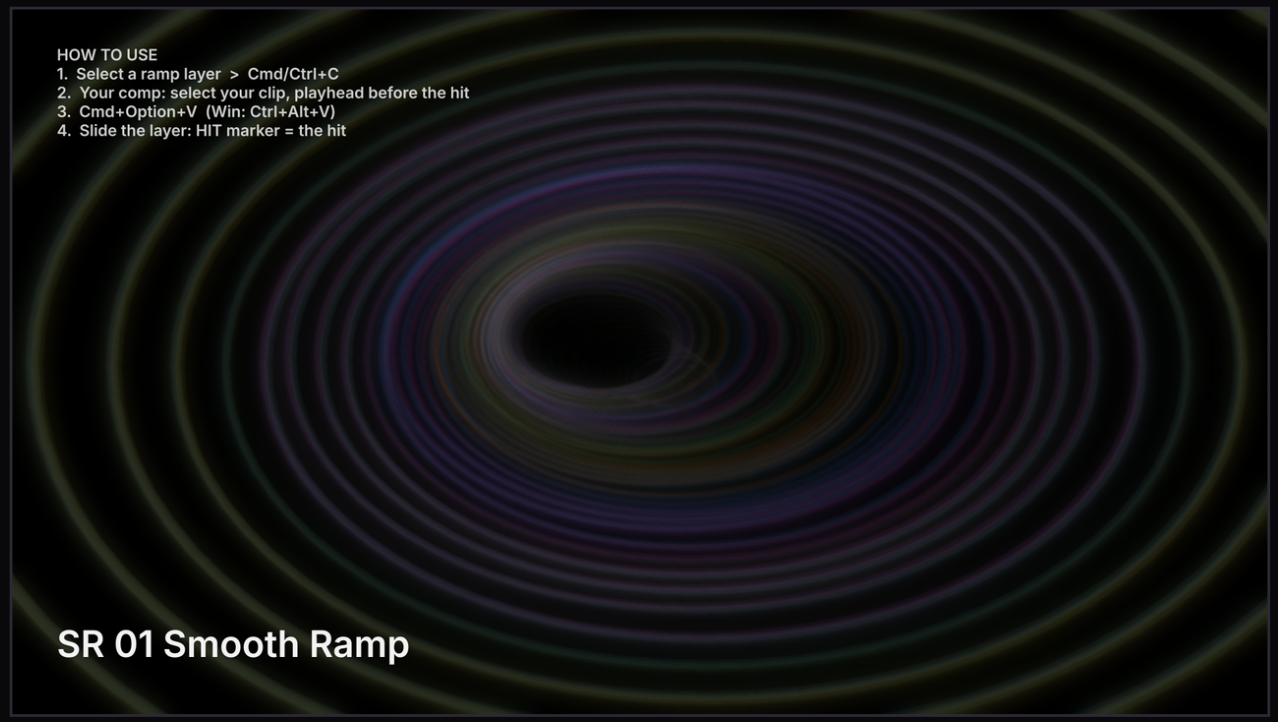
Options

Transition layer (default): the ramp is an adjustment layer above the clip, like a transition.
On the clip: the ramp effects go on the clip, every click adds one more marker (= one more hit).
Keep Sync (on): the picture lands on its original frame after every ramp — no jump.
Replace: select a ramp layer, playhead on its ramp, click another ramp.
Remove Ramp · Master Controller · ? (short help). Hover a ramp to read what it does.
Tabs: SPEED 01–12 and LIGHT 13–24 — both work exactly the same way.
Any format: 16:9, vertical 9:16, square 1:1, 4K — the ramp layer always fits your comp.

Hits close together?

The panel shortens the Keep Sync padding of the neighbours. When two hits are too close for a ramp, it tells you how far to move the playhead.

Ramps Library — copy & paste, no install



1. Import the project

File › Import › File... › Speed Ramp Pro.aep
(or edit right inside Speed Ramp Pro.aep).

2. Copy a ramp

00. Ramps Library › Full HD / 4K / Vertical / Square
(SR Ramps Library = 01–12, SR Light Library = 13–24):
every ramp is one adjustment layer. Select it,
Cmd+C (Win: Ctrl+C).

3. Paste above your clip

Select your clip, playhead a little before the hit,
Cmd+Option+V (Win: Ctrl+Alt+V): paste at the playhead.

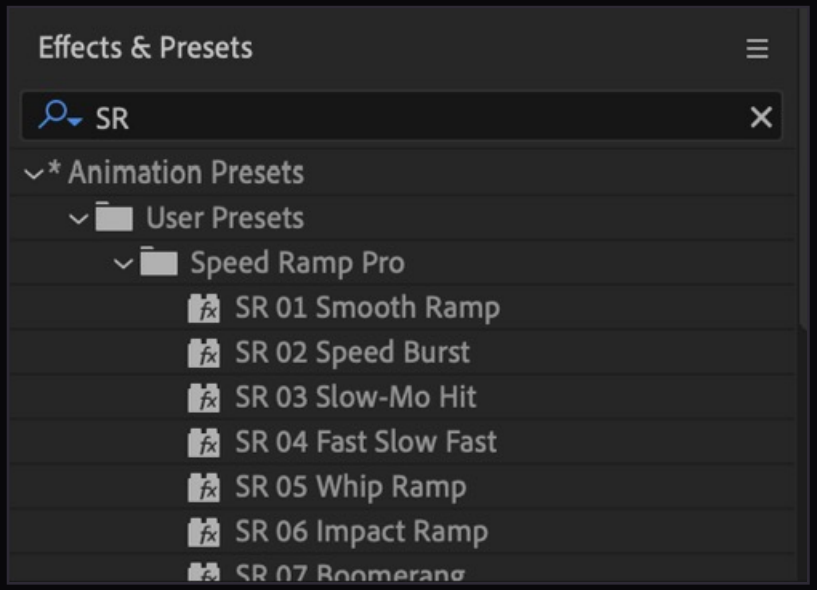
4. Put the hit on the beat

Slide the layer so its HIT marker sits on the hit.

Good to know

The ramp layer changes everything below it, for as long as the layer lasts: one layer = one ramp, paste as many as you need — also over cuts.
Keep Sync is on: before and after the ramp the picture runs slower, so the layer ends exactly on the original frame — no jump, no extra footage needed.
Longer layer = softer slow-down around the ramp, shorter layer = tighter ramp. Move the HIT marker inside the layer to shift only the hit.
Use the library comp of your size (Full HD, 4K, Vertical 9:16, Square 1:1): an adjustment layer only works inside its own frame.
Settings are in Effect Controls of the ramp layer (page 6), markers work as on page 5 (comment 8x = speed, stretched marker = length).
Plain Cmd+V pastes at the original time — press [to move the layer to the playhead. The demo clips in the library comps are only a preview.

Alternative: presets — install & drag them on a clip



Install (once)

macOS: Finder › Documents › Adobe › After Effects 2024 › User Presets
Windows: Documents\Adobe\After Effects 2024\User Presets
Copy the folder Speed Ramp Pro (from the folder Presets of the download) there.
After Effects: Effects & Presets panel › panel menu › Refresh List (or restart).

Apply — drag & drop

Effects & Presets › * Animation Presets › User Presets › Speed Ramp Pro
(or type SR in the search field). Drag a ramp onto the clip in the Timeline or the Composition panel — or select the clip(s) and double-click the ramp.

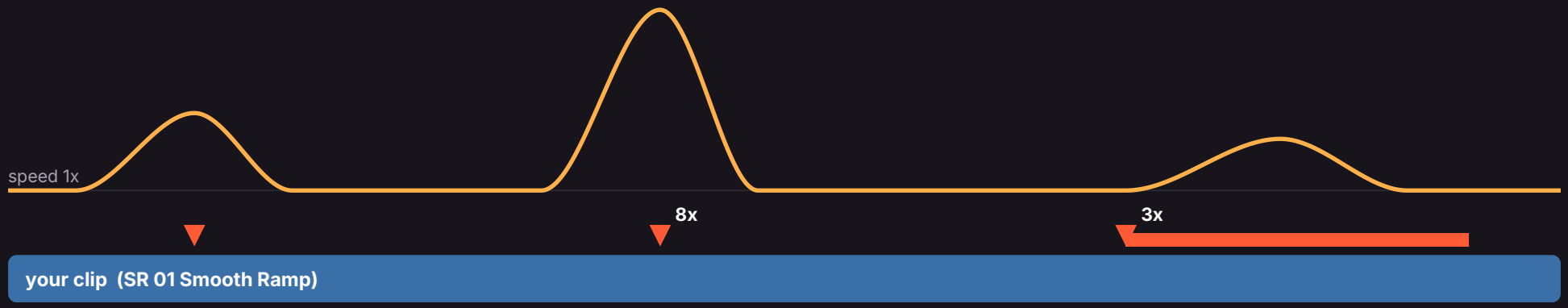
Without installing

Select the clip › Animation › Apply Animation Preset… › choose a file from Presets.

What you get

Every ramp is a stack of native effects on the clip: SR Time (Timewarp), SR Zoom & Shake (Transform), SR Zoom Blur FX, SR RGB FX, SR Glow FX, SR Flash FX and the SR controls.
One ramp per layer: applying another ramp? Delete the SR effects first (or use the panel).
Works on footage, precomps and adjustment layers, in any size, frame rate and aspect ratio.

Markers control the ramps

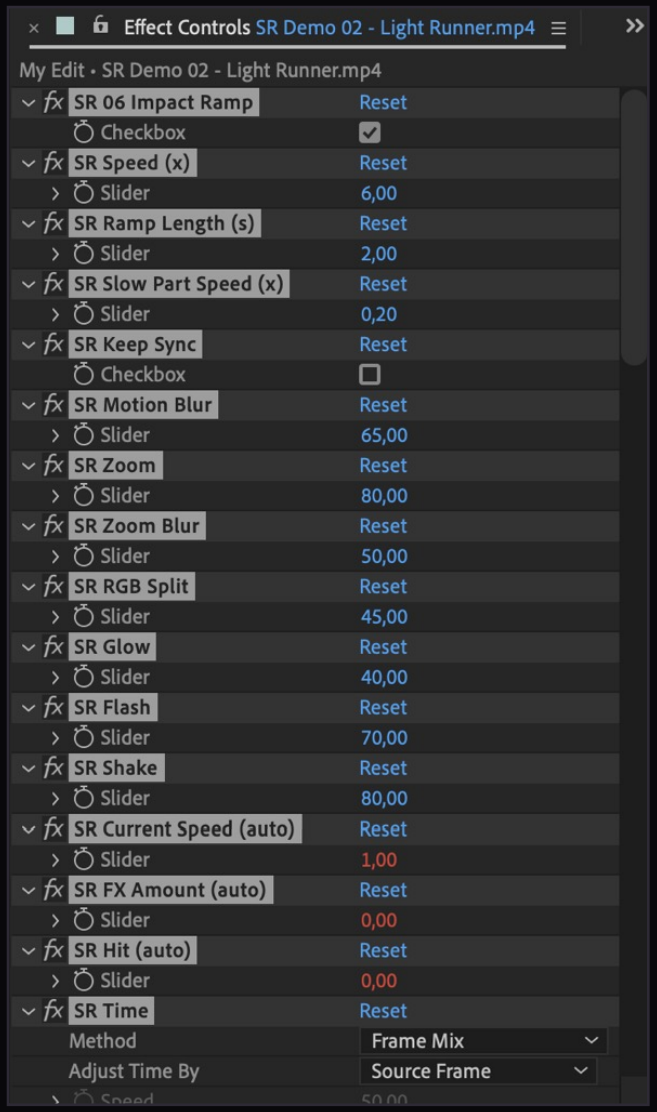


Each layer marker on the clip is one ramp. Add a marker: select the layer, * on the numeric keypad (or Layer › Markers › Add Marker).

Marker rules

Plain marker — the hit (fastest moment / impact) lands exactly on the marker.
Stretched marker — Alt / Option-drag the end of the marker: the ramp starts on the marker and lasts as long as the marker.
Marker comment — double-click the marker: 6x or 250% sets the speed of this ramp, slow 0.3 sets its slow-motion part (8x slow 0.2).
No marker — one ramp in the middle of the clip. Markers on an adjustment layer work the same way.

Settings (Effect Controls of the ramp layer or clip)



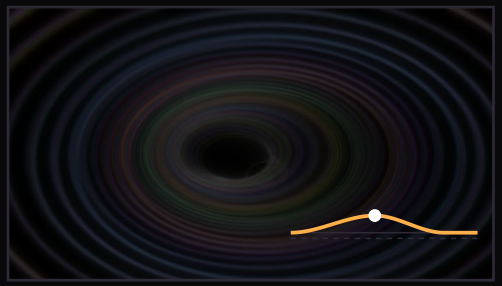
Control	Default	What it does
SR 06 Impact Ramp (header)	on	switch the ramp on / off
SR Speed (x)	per ramp	top speed (a marker comment overrides it)
SR Ramp Length (s)	per ramp	ramp length (a stretched marker overrides it)
SR Slow Part Speed (x)	per ramp	speed of the slow-motion part (0.2 = 20 %)
SR Keep Sync	off	the clip still ends on its original frame
SR Motion Blur	per ramp	shutter of the real motion blur (0 = off)
SR Zoom	per ramp	zoom push + punch on the hit
SR Zoom Blur	per ramp	radial zoom blur with the speed
SR RGB Split	per ramp	red / blue channel smear on the fast part
SR Glow	per ramp	glow of the highlights
SR Flash	per ramp	exposure flash on the hit
SR Shake	per ramp	camera shake on the hit
SR Time › Method	Frame Mix	Whole Frames · Frame Mix · Pixel Motion
SR Current Speed / FX / Hit (auto)	auto	read only: drive the effects, do not edit

FX sliders are 0–100 % (more is possible). SR Time and the ... FX effects are driven by expressions — change the SR sliders, not them. Every value can be keyframed.
Copy a ramp to another layer: select its SR effects, Edit › Copy, select the layer, Edit › Paste.

Light ramps 13–24: extra controls under SR Shake

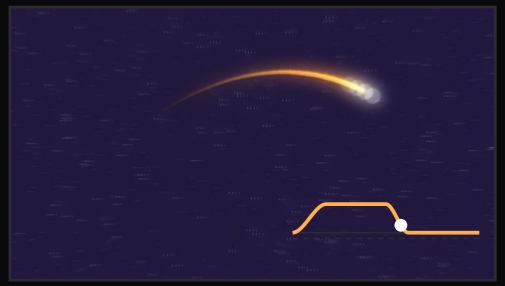
SR Light Burst · SR Light Rays · SR Light Sweep · SR Lens Flare · SR Warp ·
SR Shockwave · SR Whip Pan · SR Light Leak · SR Mono · SR Strobe (0–100 %)
SR Spin (turns): 1 = one full turn, 2 = two, -1 = the other way, 0 = off.
SR Ramp Phase / SR Hit Time (auto): read only, they drive the light effects.

The 12 speed ramps (01–12)



01 Smooth Ramp 4x · 1.6 s

Clean, classic speed-up: eases into fast motion and back to normal speed.



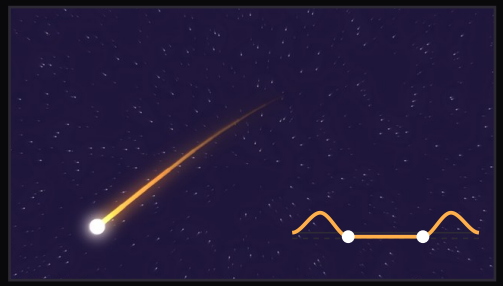
02 Speed Burst 6x · 1.4 s

Fast acceleration, a long burst of speed and a flash when it snaps back.



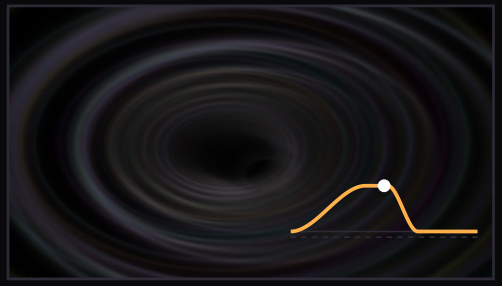
03 Slow-Mo Hit 5x · 2.2 s

Speeds up into the moment and drops into slow motion on the hit.



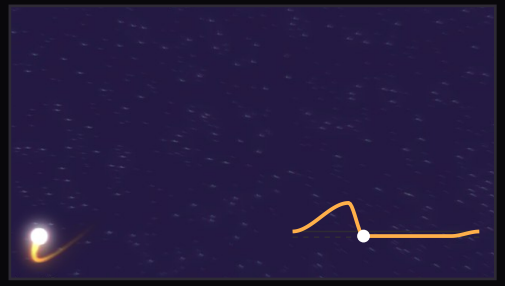
04 Fast Slow Fast 4.5x · 2.4 s

Fast in, slow motion in the middle, fast out.



05 Whip Ramp 9x · 1 s

A very short, very fast whip with heavy motion blur and a zoom push.



06 Impact Ramp 6x · 2 s

Hard speed-up into a punchy slow-motion impact with zoom punch, shake and flash.



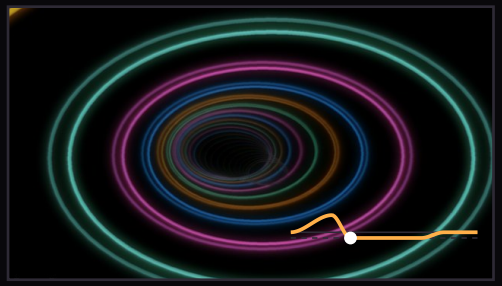
07 Boomerang 4x · 2.4 s

Forward, rewind and forward again with a flash on every turn.



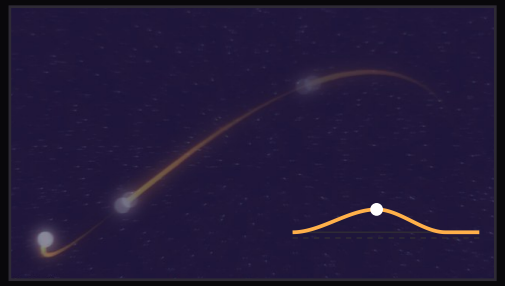
08 Rewind Ramp 4x · 2 s

Quick tape-style rewind, then the clip plays on.



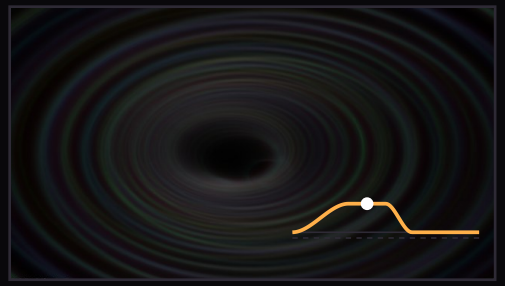
09 Freeze Frame 4x · 2.2 s

Fast into a freeze frame with a flash, hold, then back into motion.



10 Stutter Ramp 5x · 1.8 s

Choppy, frame-stepped speed-up with a jittery, energetic feel.



11 RGB Glitch Ramp 6x · 1.4 s

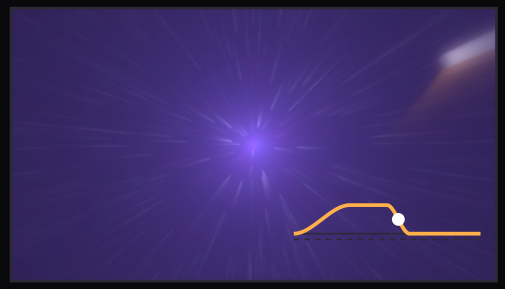
Speed burst with strong RGB split and a glitchy shake.



12 Ultimate Ramp 7x · 2.4 s

Everything at once: whoosh, zoom blur, RGB split, glow, flash and shake into slow motion.

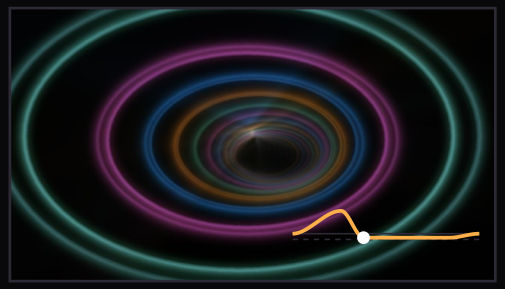
The 12 light ramps (13–24) — new in v1.2



13 Light Zoom Burst

6x · 1.6 s

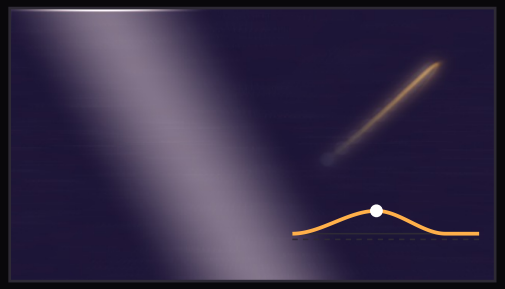
Zooms into the speed-up while light bursts out of the bright parts of the shot.



14 Light Rays Hit

5x · 2.2 s

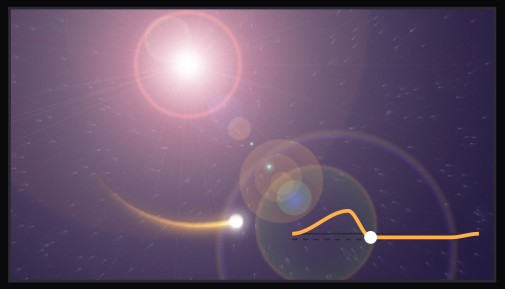
Light rays shoot out of the frame on the hit and fade through the slow motion.



15 Light Sweep

5x · 1.6 s

A glossy band of light sweeps across the frame with the speed-up.



16 Flare Ramp

5x · 2 s

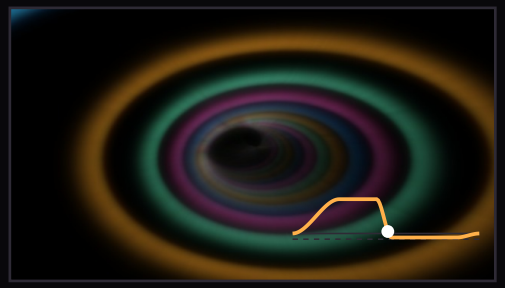
A lens flare travels across the shot and flares up on the hit.



17 Spin Ramp

6x · 1.4 s

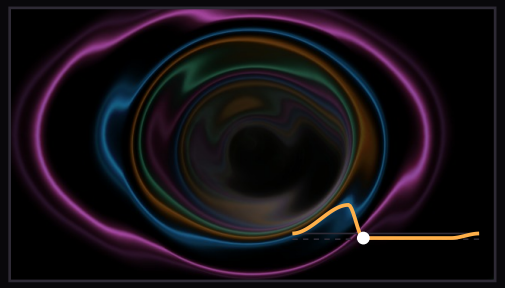
A full 360 spin with motion blur in the fast part - it zooms in, so no black corners.



18 Warp Speed

7x · 1.6 s

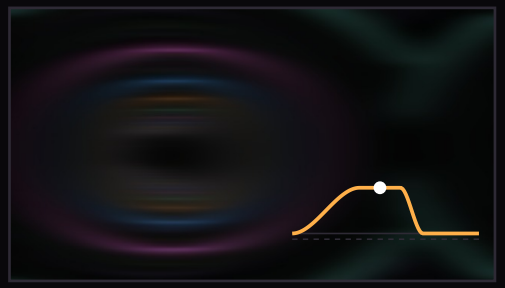
Hyperspace: lens warp, heavy zoom blur and light streaks, then a slow-motion landing.



19 Shockwave Hit

6x · 2.2 s

A shockwave ripples out of the hit with a hard shake, flash and RGB split.



20 Whip Pan

9x · 1 s

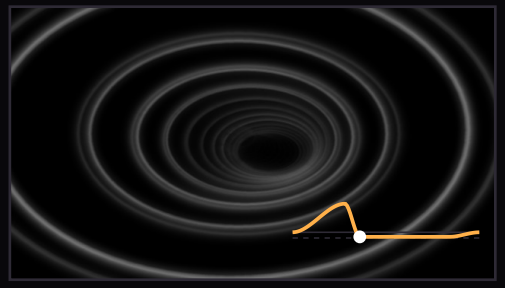
The frame whips sideways with heavy directional blur and lands back in place.



21 Light Leak Ramp

4x · 2 s

Warm film light leaks wash over the shot with the speed-up.



22 Mono Flash

6x · 2.4 s

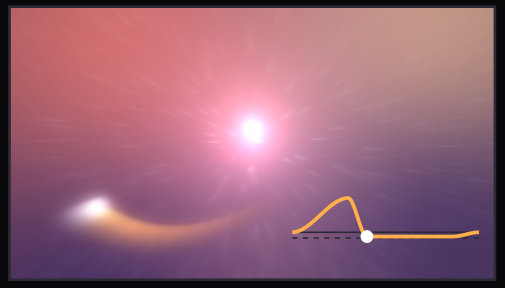
A white flash drops into black and white slow motion, then the color comes back.



23 Strobe Ramp

4.5x · 1.8 s

Light strobes through the fast part like a club light.



24 Ultimate Light

7x · 2.4 s

Everything light at once: burst, rays and light leaks into a punchy slow motion.

Keep Sync, adjustment layers, Master Controller · which way?

Keep Sync

A speed-up uses more of the clip, a slow-down less, so later frames move. SR Keep Sync on: the slow part and the rest of the clip are adjusted so the clip still ends on its original last frame — cuts on the beat stay where they are.

Adjustment layer

Drop the ramp on an adjustment layer above one or more clips: one ramp over a cut makes a speed-ramp transition. Markers go on the adjustment layer. Keep Sync is recommended here. The Ramps Library layers are exactly this.

Master Controller

Project panel › 04. Master Controller › comp SR Master Controller.
Copy this comp into your project (or let the panel create it):
Global Speed (%) · Global Length (%) · Global FX (%) change every ramp in the project at once. Do not rename the comp or its layer.

Which way?

Panel — fastest: one click per hit, unlimited ramps on one clip, any comp size. Needs the script installed once.

Ramps Library — no install: copy a ramp layer from the project, paste it above your clip, slide the HIT marker.

Presets — for Effects & Presets fans: drag a ramp onto the clip, every layer marker is one more hit.

All three use the same 24 ramps, the same settings and the same markers — mix them freely in one project.

Tips & troubleshooting

The clip freezes on its last frame

A speed-up needs more footage than the layer shows: extend the clip (more handles) or switch on SR Keep Sync.

A pasted library ramp does nothing / only in the middle of the frame

The ramp layer must be above the clip and cover the hit. Take the library comp of your size (Full HD / 4K / Vertical) or Layer › Solid Settings › Make Comp Size.

The ramp happens at the wrong moment

Markers must be on the layer that has the ramp (layer markers, not composition markers). Trim the clip? The markers move with the layer.

Choppy slow motion

Effect SR Time › Method: Frame Mix (default) blends frames, Pixel Motion builds new frames (slower to render). Higher-fps footage looks best.

Too much / too little effect

Lower or raise SR Motion Blur, SR Zoom Blur, SR Glow, SR Flash … per layer, or Global FX (%) in the Master Controller for all.

Slow preview

Motion blur, Timewarp and the light effects are heavy: preview at Half / Quarter resolution, or switch the header checkbox off while editing.

Audio

Speed ramps change the picture only. Mute the clip audio or use the sound effects from the folder Audio (the hit is at 1.000 s).

Video tutorial

Video Tutorial › Tutorial.mp4 shows every step on screen (Light ramps work exactly the same way — LIGHT tab of the panel).