

Leem's Animation Tools v2.5

for After Effects CS3 and above.

Build date: 10/08/15

USER GUIDE

Disclaimer

Liam Hill takes no responsibility for any damages that may be caused by Leem's Animation Tools. Please use at your own risk, and enjoy! :)

Installation

Copy the file `Leems Animation Tools v2.jsxbin` to the folder `ScriptUI Panels` located in:

Windows: After Effects\Support Files\Scripts

Mac: After Effects\Scripts

Open the script in After Effects by selecting Window -> Leems Animation Tools v2.jsxbin

Overview of tools

Leem's Animation Tools is a small collection of After Effects scripts brought together into a single, easy to use interface. These tools were designed by Australian animator Liam Hill as work-flow enhancements for character animation.

Sprite Swapper

Sprite swapper creates controllers that can be used to swap between layers or frames of compositions. The script then provides a user interface allowing the user to manage and animate the swapping of layers or frames of compositions from a single window anywhere within your project.

Pin to Parent

Pin to Parent's allows the user to take any number of Puppet Pins and assign them Null Objects as controllers, allowing for parenting hierarchies across Puppet Pins. The script works across multiple meshes on a single layer.

Strobe Simulator

Strobe Simulator takes animation curves and applies a strobing effect to achieve "stuttered" animation. Individual controllers mean the interval of the strobing can be animated, as well as when the strobing is active and inactive. Properties can have their own interval and/or range controller, or have a unified controller for either. All original animation is retained.

Auto Orient

Auto Orient creates direction or point (ie. layer) constraints for a layers rotation. The script takes into account all rotations that are affecting the chosen layer (such as rotations applied to the parents) to ensure that the selected layer is always constrained to the chosen direction or point.

Step Key

Step Key converts animation curves into a series of stepped keyframes, thus allowing complex curves to be translated into simple untweened keys. The script can be performed on either entire curves or selected regions.

Please visit www.aescripts.com or www.liamronhill.com/leemsanimationtools for help and tutorials. Thanks for using Leem's Animation Tools! :)