AUTO CIRCULAR MOTION

⚙ AutoCircularMotion (ACM)

AutoCircularMotion (ACM) is a script that allows you to easily express circular motions.
Not to mention linking multiple layers and arranging their movements, you can also set up other motions, such as swinging and bouncing.
Having control over Z axis allows you to express the shallowness or depth of movements as well.

Contents

AutoCircularMotion.jsxbin・・・Script
AutoCircularMotion_Guide.pdf・・・Script manual
AutoCircularMotion_ffx・・・Folder

Install procedure

Please copy the folders titled「AutoCircularMotion.jexbin」and「AutoCircularMotion_ffx」into the ScriptUI Panels folder.
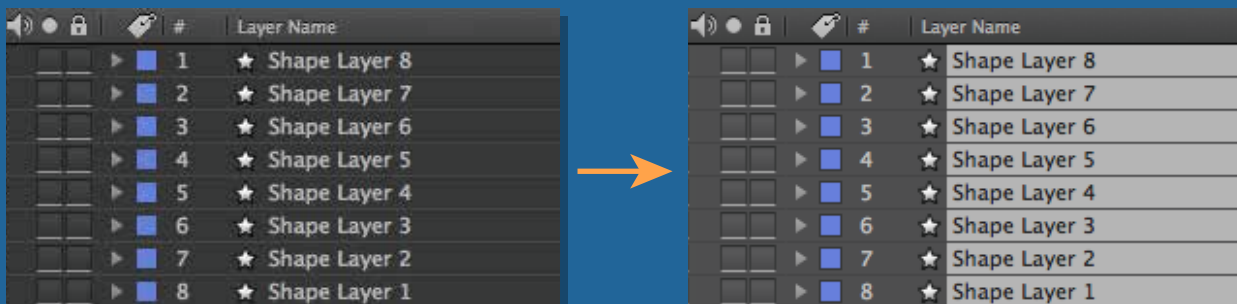・Windows
 …Program Files¥Adobe After Effects <version>¥Support Files¥Scripts¥ScriptUI Panels
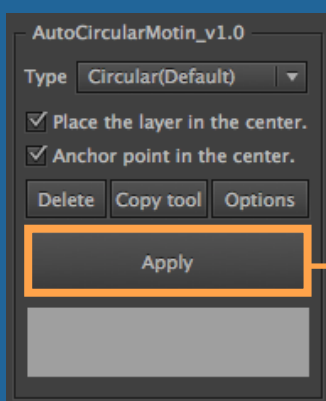・Mac
 …Applications/Adobe After Effects <version>/Scripts/ScriptUI Panels
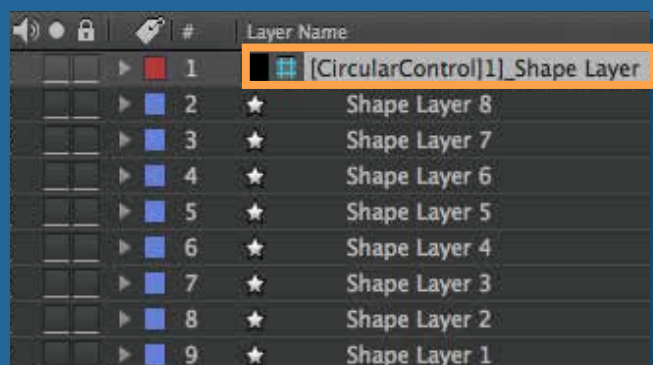
⚙ How to set up
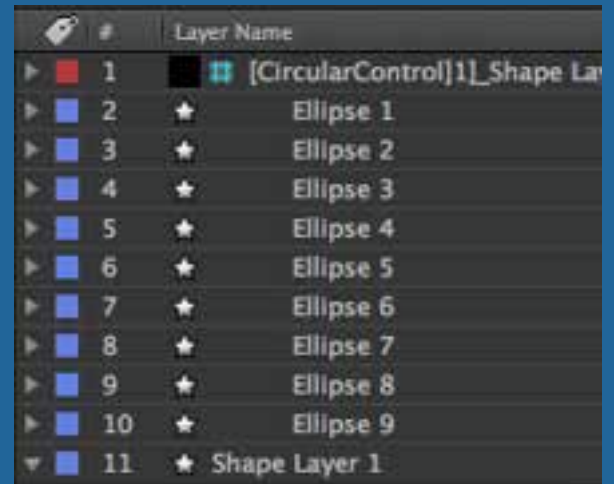
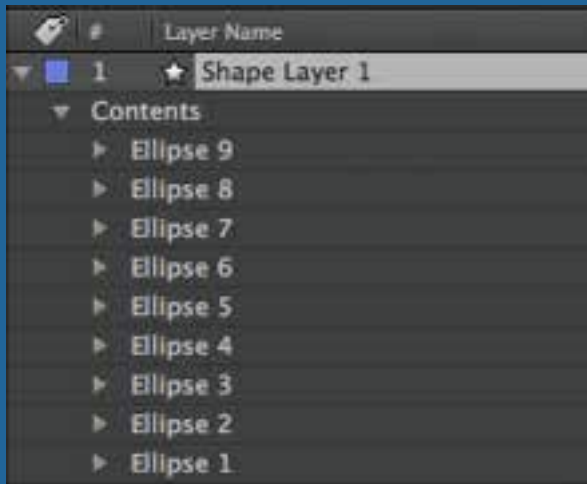1 : Select one or multiple layers.

2 : Click「Apply」.

3 : Adjust using ''ACM control'', which will be automatically created.

■Applying to a shape group

Select a single shape layer which includes a shape group.
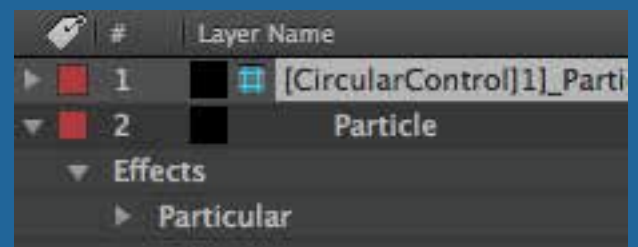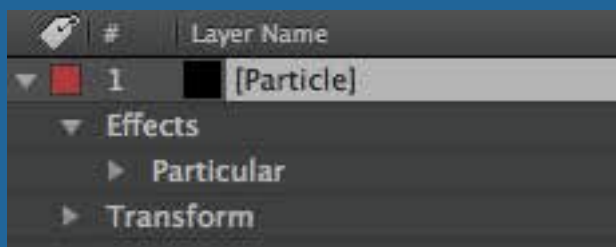Then click 「Apply」 to use this shape group to different layers.
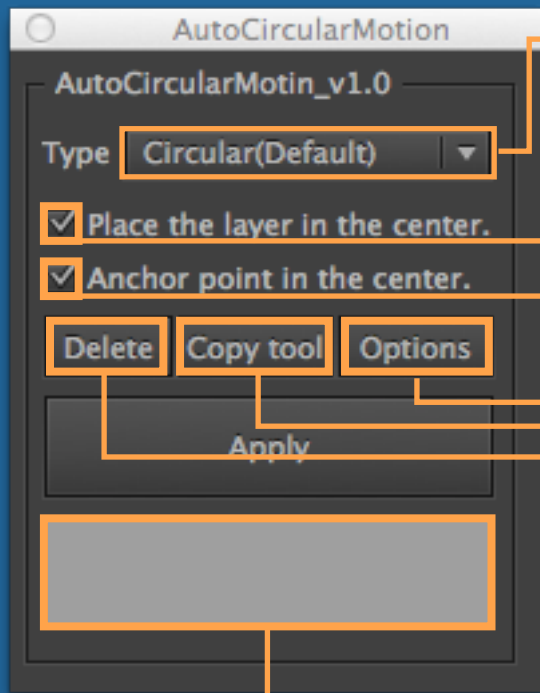

■Applying to 「Trapcode Particular」

Click 「Apply」 after selecting a single layer which 「Trapcode Particular」
has been applied to.
This allows you to apply ACM to 「Trapcode Particular」.
　※You cannot use light or null layers, which ACM has been applied to, as an emitter.
　　Please follow the instruction above to use them.

⚙ Menu

■**Type**
You can select multiple templates.

■**Bring the layer to the center**
This brings your layer to the center of the composition.

■**Set the anchor point to the center**
This sets the anchor point at the center of a layer.

■**Options**
This shows the option screen.

■**Copy tool**
This shows copy tools.

■**Delete**
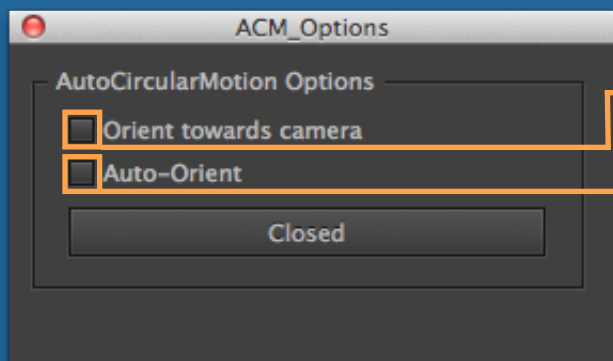This function deletes ACM which is applied to the layer.
To use this, please select the (CircularControl) layer which was created as you applied ACM, and click Delete.

■**Log**
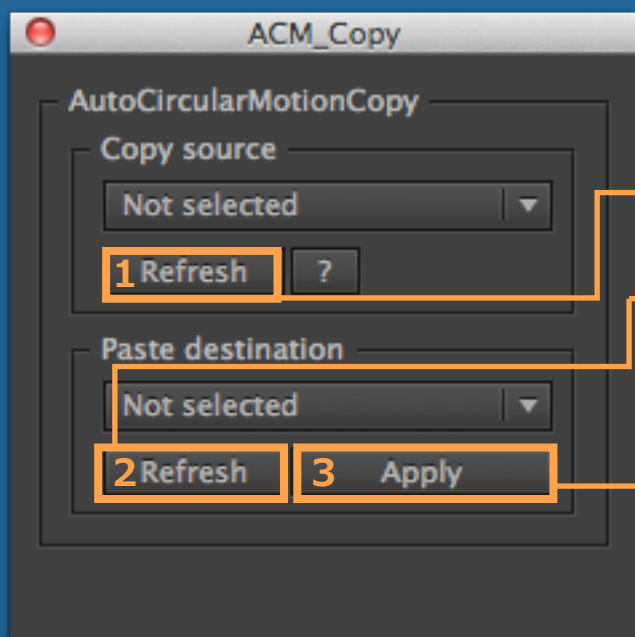This shows the error log.

⚙ Option screen

■**Set the direction to face the camera**
Set the layer to always face the active camera.

■**Set the direction to follow the path**
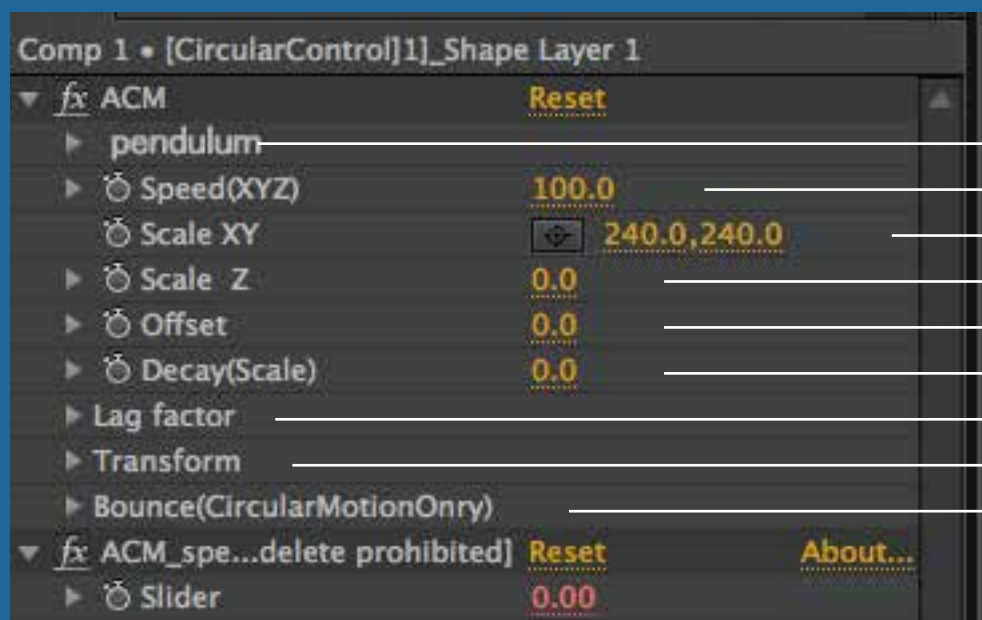Set the layer to always follow the motion path.

⚙ CopyTools

CopyTools is a function that allows completed circular control settings to be copied to other circular controls.

■Usage instructions

1 .Click the refresh button and select the [CircularControl] that will be the copy source.

2 .Click the refresh button and select the [CircularControl] that will be the paste destination.

3 .Click apply.

Copies between compositions are also possible. When the refresh button is clicked, the circular control layer from the active comp will be loaded.

⚙ Effects

Comp 1 • [CircularControl]1]_Shape Layer 1

fx ACM	Reset	
▶ pendulum		1
▶ ⏱ Speed(XYZ)	100.0	2
⏱ Scale XY	240.0,240.0	3
▶ ⏱ Scale Z	0.0	4
▶ ⏱ Offset	0.0	5
▶ ⏱ Decay(Scale)	0.0	6
▶ Lag factor		7
▶ Transform		8
▶ Bounce(CircularMotionOnry)		9
fx ACM_spe...delete prohibited]	Reset	About...
▶ ⏱ Slider	0.00	

P. 6

P. 7

1.Pendulum
- Pendulum ON

  Change ON and OFF of swing movement.
- Angle(Pendulum only)

  Set the angle for swing movement.

2.Speed XYZ

Set the speed of rotation.

3.Scale XY
4.Scale Z

Set the scale of rotation for each axis.

5.Offset

Shift the time axis for rotation.

6.Decay(Scale)

By lowering this figure, you can gradually slow down and stop the rotation.
If you type only one key frame, the rotation will gradually stop from that point.

7.Lag factor
- Shift

   Shift position of multiple layers.
- Speed XYZ

  Transfer the figure of the speed with the axis itself.
- Offset XYZ

  Shift position of multiple layers for each axis.
- Scale(xy)

  Change the scale of rotation for multiple layers.
- Position XYZ

  Shift position of multiple layers for each axis.
- Rotation XYZ

  Shift angles for multiple layers.

8.Transform Position
■Position XYZ

Changes the position of the layer.

Transform rotation
■FollowTarget

This option allows you to fix a layer to face a certain direction.

・Target

Select the standard layer.

・FollowTarget XYZ

This option allows you to change ON and OFF of the direction
a layer faces for each axis.

■AutoRotation XYZ

Change ON and OFF of auto rotation for different axis.

■ReverseRotation

Change the direction of rotation for AutoRotation、AutoOrientation.

■Rotation XYZ

Set angles.

Transform scale
■Scale XYZ(%)

Change scale.

Transform Opacity
■Opacity(0~100)

Change opacity.

Transform Anchorpoint
■Anchorpoint

Change the anchor point.

9.Bounce
■Bounce XYZ

Shift ON・OFF for bounce setting.

※You cannot change this setting while Pendulum is ON.

AutoCircularMotion

Version : 1

for Win & Mac AfterEffects CC or later.

Copyright (c) 2015 ada All rights reserved.

https://twitter.com/adascripts

Coding by ada

Note: