



Version 1.1.3  
[marcosanasi@hotmail.com](mailto:marcosanasi@hotmail.com)  
[aescripts.com/motioneer/](http://aescripts.com/motioneer/)

Copyright © 2019 Marco Sanasi. All rights reserved.

Motioneer is a motion engine.

- Motioneer copy / save tools store selected keyframes and masks or selected layers transformation properties and masks.
- Add tool attach copied / saved animations to selected layers.
- Replace tool replace selected layers animations with copied / stored animations, automagically retaining original animations comp / layers ratio, positioning and fitting.
- Motioneer engine supports expressions, parents, and track mattes.

## Installation.

Copy "Motioneer.jsxbin" to your ScriptUI Panels folder, depending on the OS.

### Windows:

C:\Program Files\Adobe\Adobe After Effects [*version*] \Support Files\Scripts\ScriptUI Panels\

### Mac:

/Applications/Adobe After Effects [*version*] /Scripts/ScriptUI Panels.

## Trial limitations

Trial mode is limited to 10 edit - add - remove - replace operations. Only 5 animators can be stored.

## Release notes

1.0 - Initial release.

1.0.1 - Masks detection issue in add mode fixed.

1.0.5 - License Mac Os 10.15 compatible.

- Replace comp / layers ratio adapt algorithm bugs fixed.

- Keyframes ease values bug fixed.

- 'Default.mot' presets file added to the zip package.

1.0.7 - Replace comp / layers ratio adapt position tangents bugs fixed.

- Rotated layers extimation much improved in replace mode.

1.1.0 - Add engine updated: full 3d layers support. Anchor / position compensation issues fixed.

1.1.1 - script don't stop working when adding 3d layers animations to 2d layers.

1.1.2 - Preview duration bug fixed.

1.1.3 - Preview don't stop working when a folder is selected.