

RETRACK²



TRACKING & ROTO SUPERCHARGED

Version 2.0.0

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aescripts.com/retrack/

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It's a motion tracking engine and editor. Use together all types of AE tracked data and retrack difficult shots precisely with selections. Rebuild partial tracked data. Adjust bad tracking by working above tracked keyframes.

The Track Tool

Load all types of AE tracked data: 3D camera tracking solids, tracked masks, tracker points, face tracking data and Mocha data into Retrack.

Draw temporary masks on the generated points cloud to:

- Build complex tracking with basic tracked data.
- Estimate and rebuild missing tracks.
- Retrack offscreen targets.

Points selections allow reliable and precise retracking.

Output to masks, corner pins, transform data, tracker points, nulls, 3D nulls.

The Edit Tool

Select and edit tracked data with the Edit tool. It enables a virtual keyframing system that works above the tracked keyframes. The Edit tool let you adjust and refine tracked items very quickly, without the need to modify every tracked keyframe. It supports: masks, corner pins, tracker points, mocha effect tracking data, layers transform properties, and any selected effects 2D properties.

The Auto Rebuild Tool

Select the available tracked data (masks, tracker points, Mocha data, Face Track Points effects, layers transform properties), and choose the rebuilding method Between Position (for simple horizontal and vertical tracked motion) and Perspective (rotational, scaled and perspective motion).

Installation.

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

Windows:

C:\ProgramFiles\Adobe\Adobe After Effects [version]\SupportFiles\Scripts
\ScriptUIPanels\

Mac:

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

Or use the Aescritps manager app.

Trial limitations

Trial mode is limited to 15 track / edit operations.

Only 8 vertices per mask are allowed in the settings panel.

Release notes

2.0.0 - Initial release.