

Script Name: gg_PuppetTools
Version 1.0

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AUTHOR'S NOTE:

I am not a programmer by any stretch of the imagination, so there is probably a better solution out there for this. That being said, I have found this script quite useful and have put it to the test on a couple legitimate productions. Hopefully, you find that it saves you time and potential headaches. Furthermore, I hope that it inspires you to make your own scripts; after all, if I can do it...

Feel free to email me with any questions, comments or suggestions. Enjoy!

CREDITS:

Myriad thanks to Jeff Almasol (redefinery.com) and Lloyd Alvarez for the help and inspiration.

DESCRIPTION

This script has 2 core functions. The first, Pins To Nulls, creates and places nulls where AE Puppet Tool pins are located on the selected layer. If you're a frequent Puppet Tool user you know what a pain in the butt it is to animate with, especially when you have a lot of pins. Hopefully this null workflow makes things a bit easier.

Limitations: Right now, the script only works on a single mesh. (planned for future versions)

The second function, Loop Precomp, does exactly what the name implies. It was designed to automate the process of looping animation cycles. Basically, it time remaps the selected precomp and applies an endless loop expression to it.

Limitations: This script only works on one layer at a time. (planned for future versions)

INSTALLATION:

Place gg_PuppetTools.jsx in the ScriptUI Panels folder. In Windows, it is located here:

```
C:\Program Files\Adobe\Adobe After Effects CSx\Support Files\Scripts\ScriptUI Panels
```

- or -

```
C:\Program Files(x86)\Adobe\Adobe After Effects CSx\Support Files\Scripts\ScriptUI Panels
```

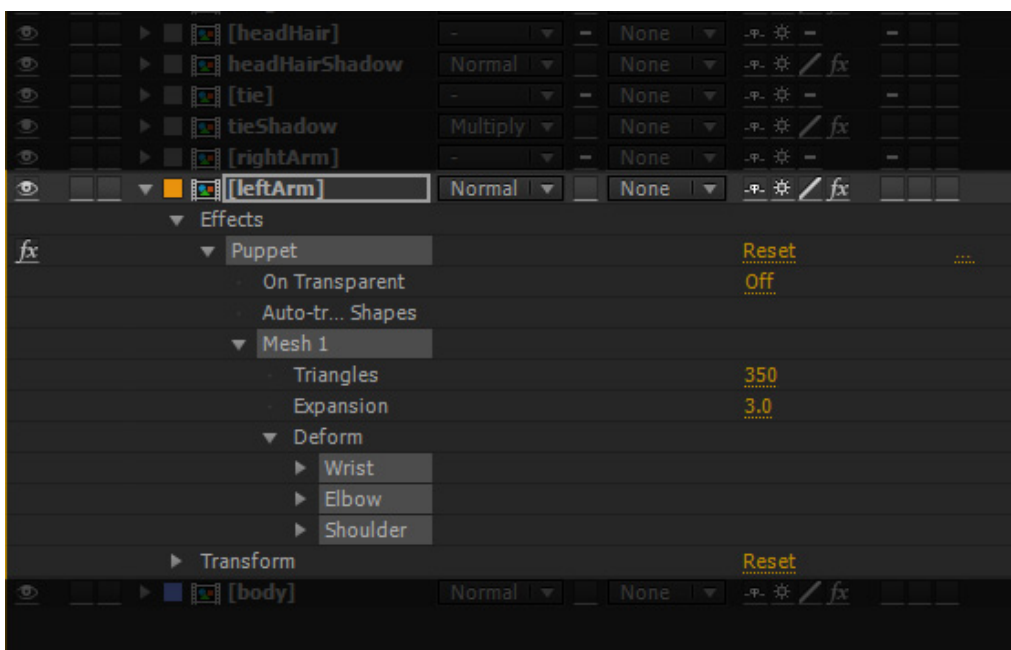
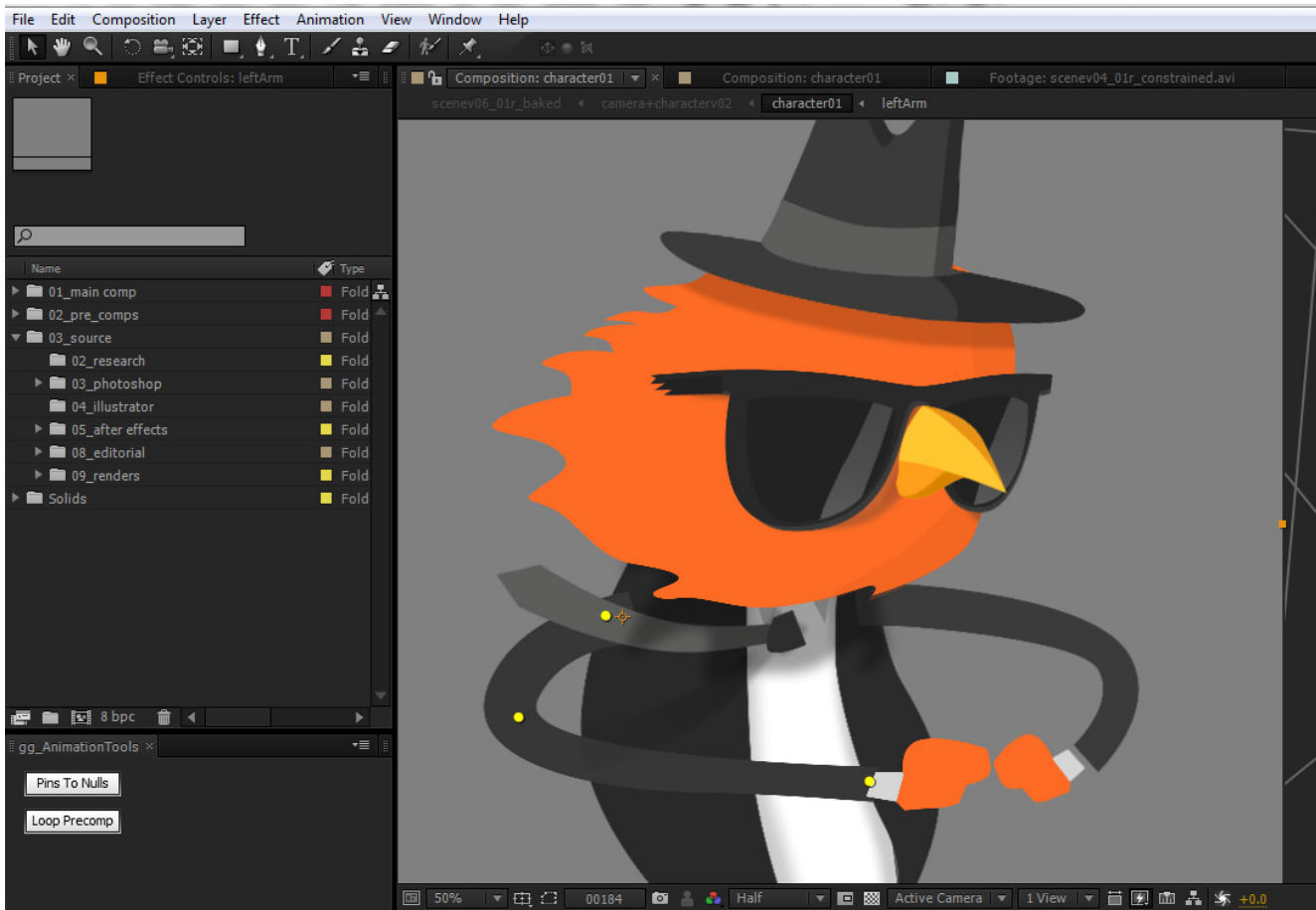
On Mac, it is located here:

```
/Applications/Adobe After Effects CSx/Scripts/ScriptUI Panels/
```

Run After Effects. Under the Windows menu, find gg_PuppetTools at the bottom and run it. You can also dock the script window for handy retrieval later.

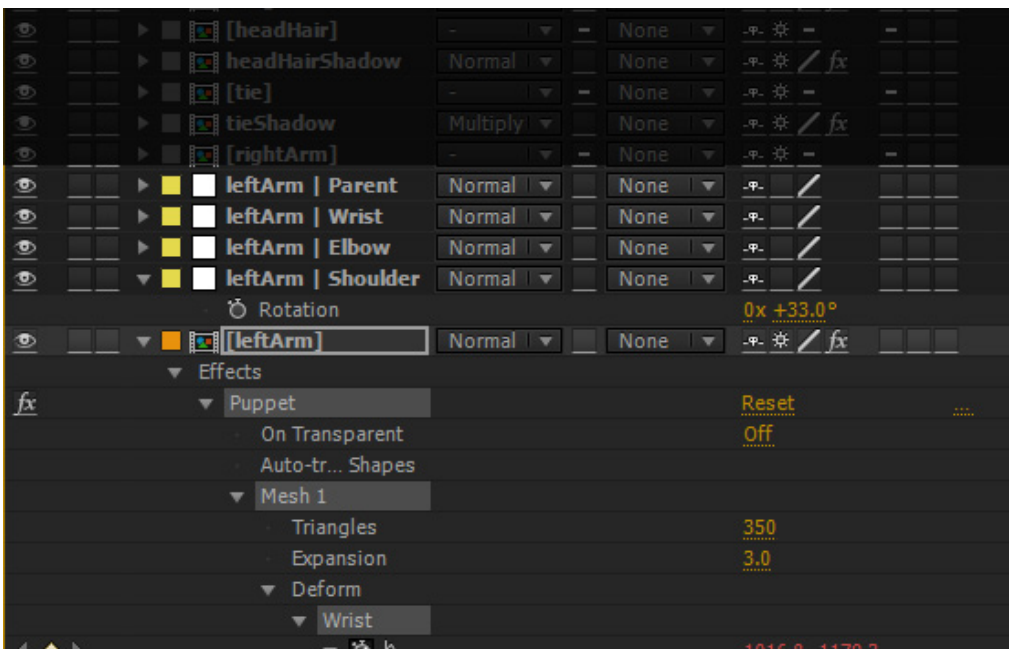
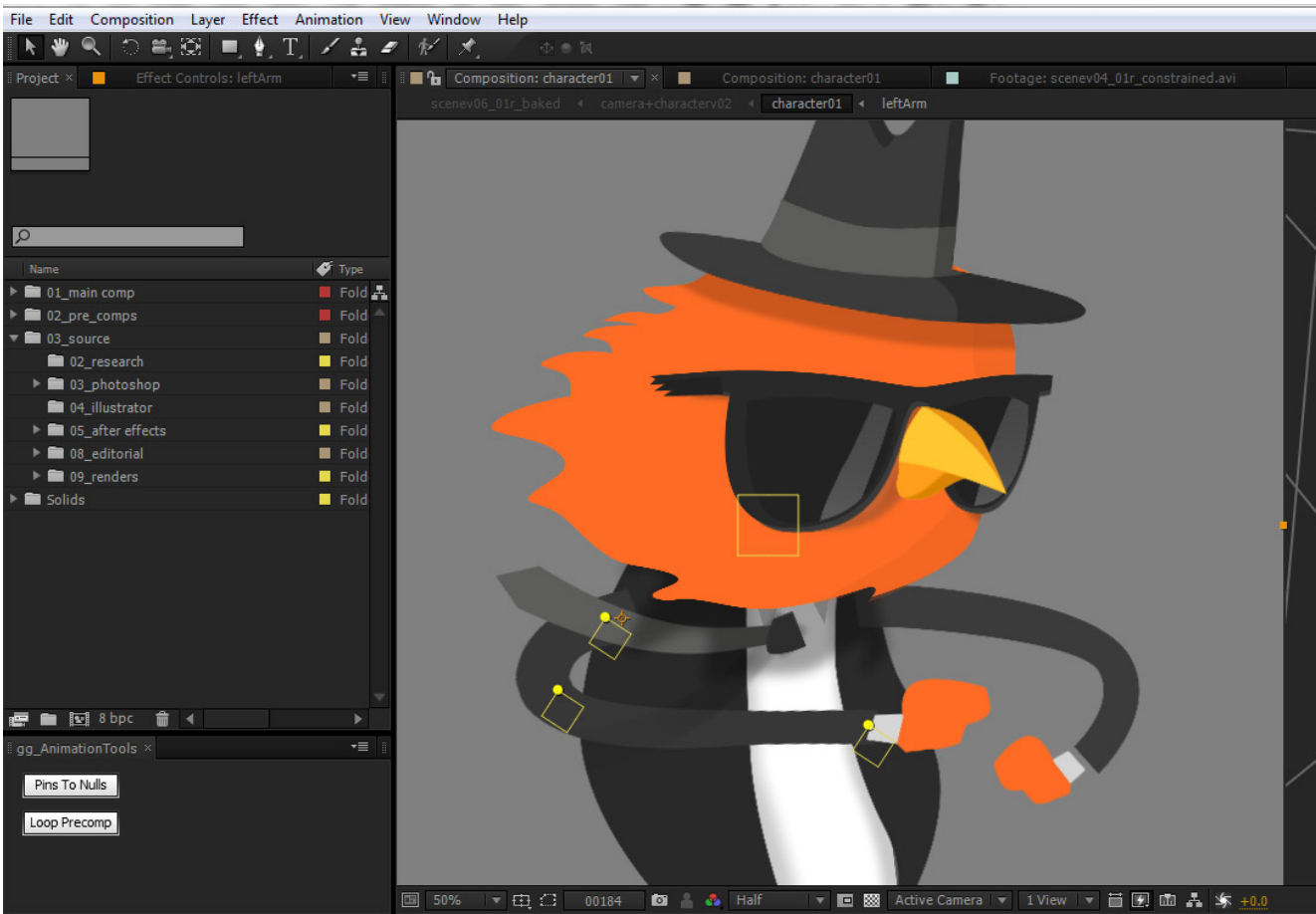
ORDER OF OPERATIONS “PINS TO NULLS”:

1. Position your layer in the comp where you want (*you can reposition it later*)
2. Place your Puppet Tool Pins
3. Name the pins for later reference (*i.e. shoulder, elbow, wrist*)



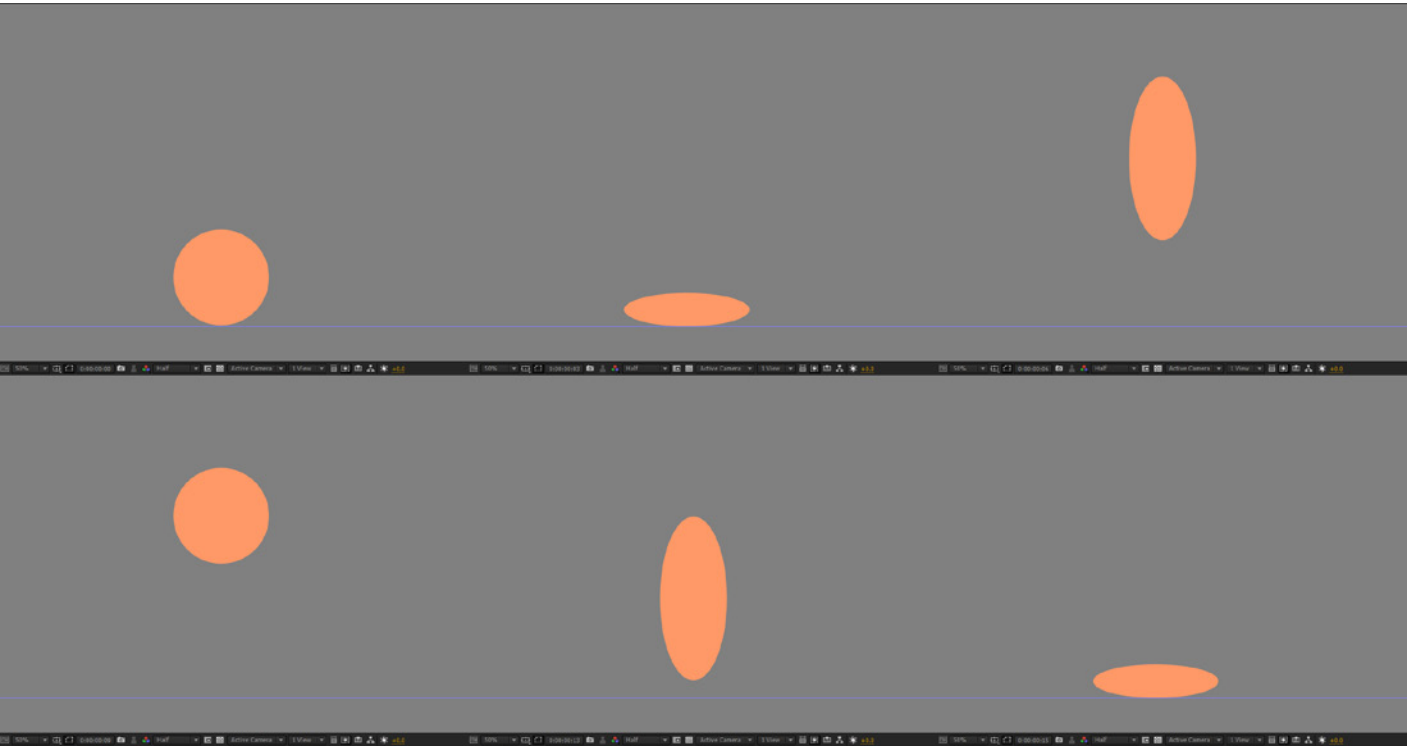
4. Make sure your layer is selected, then press the PinsToNulls button

The script also creates an extra null with the suffix "| Parent"
Use this as your global position, rotation and scale offset for the whole rig

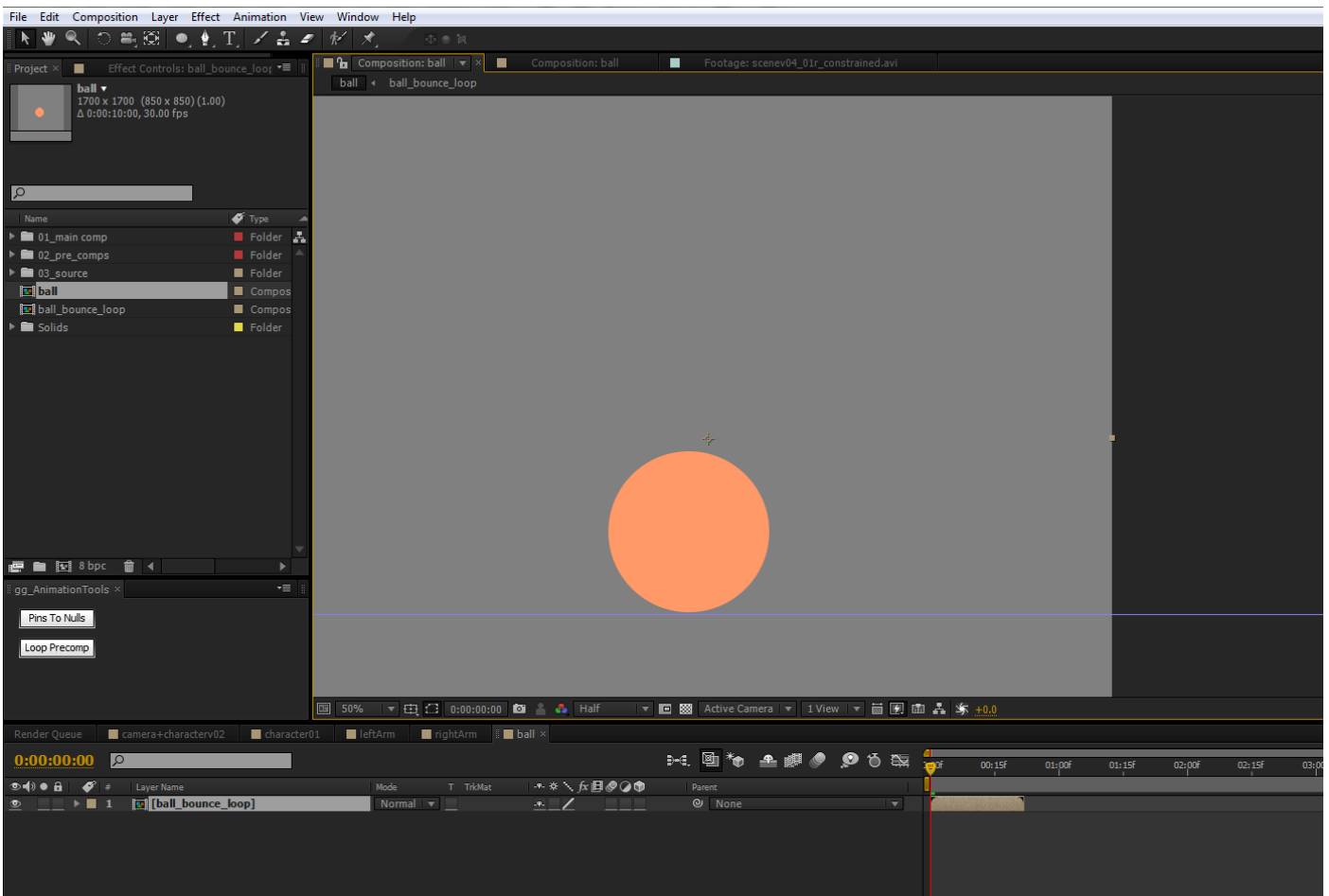


ORDER OF OPERATIONS "LOOP PRECOMP":

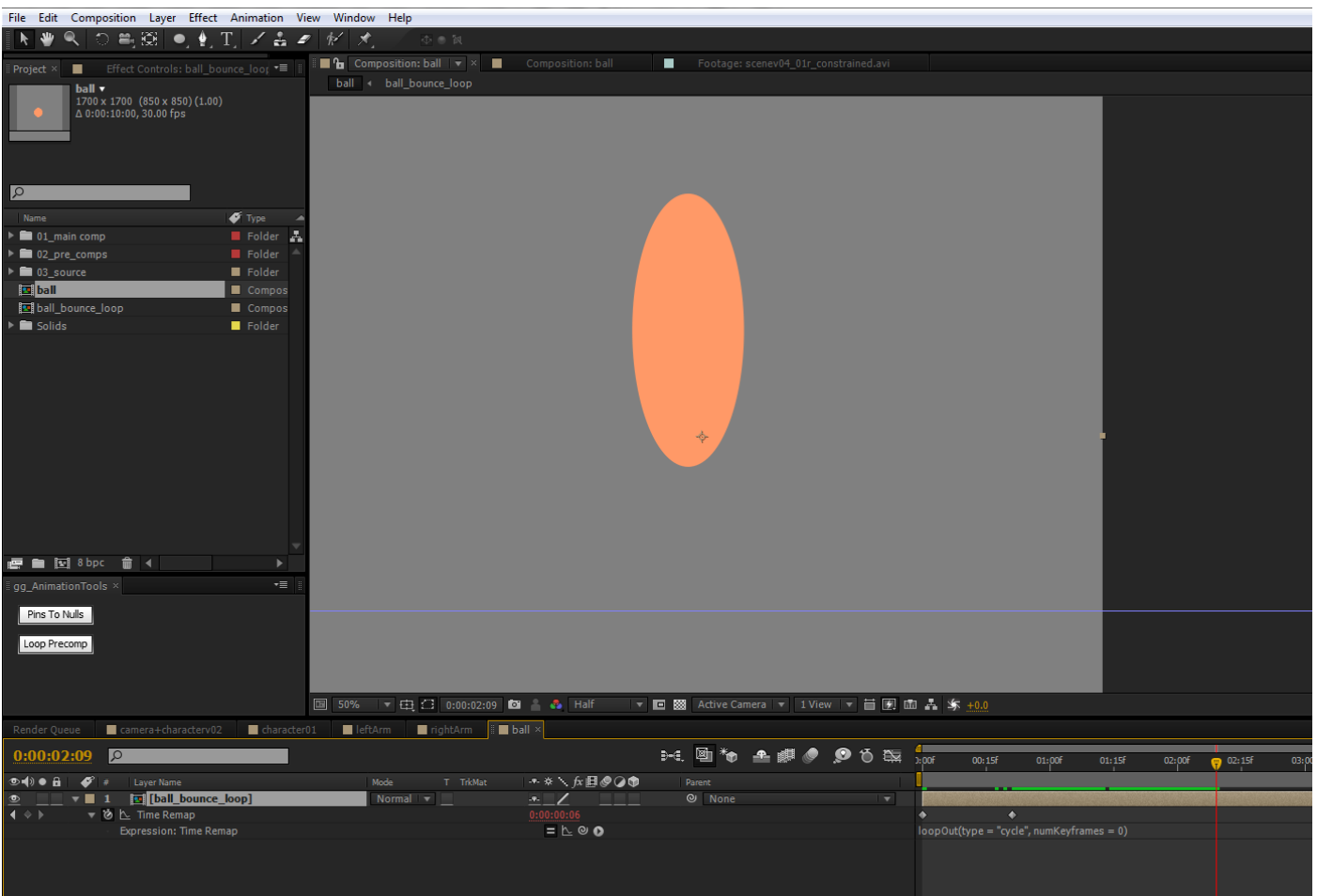
1. Create a looping animation (i.e. a bouncing ball)
2. Trim the looping animation comp to the last frame of motion.



3. Drag the bouncing ball comp into a longer comp, to loop inside of



4. Select the bouncing ball layer and press the “Loop Precomp” button



You will be able to extend the layer end point for as long as you'd like and it will continue to loop endlessly.