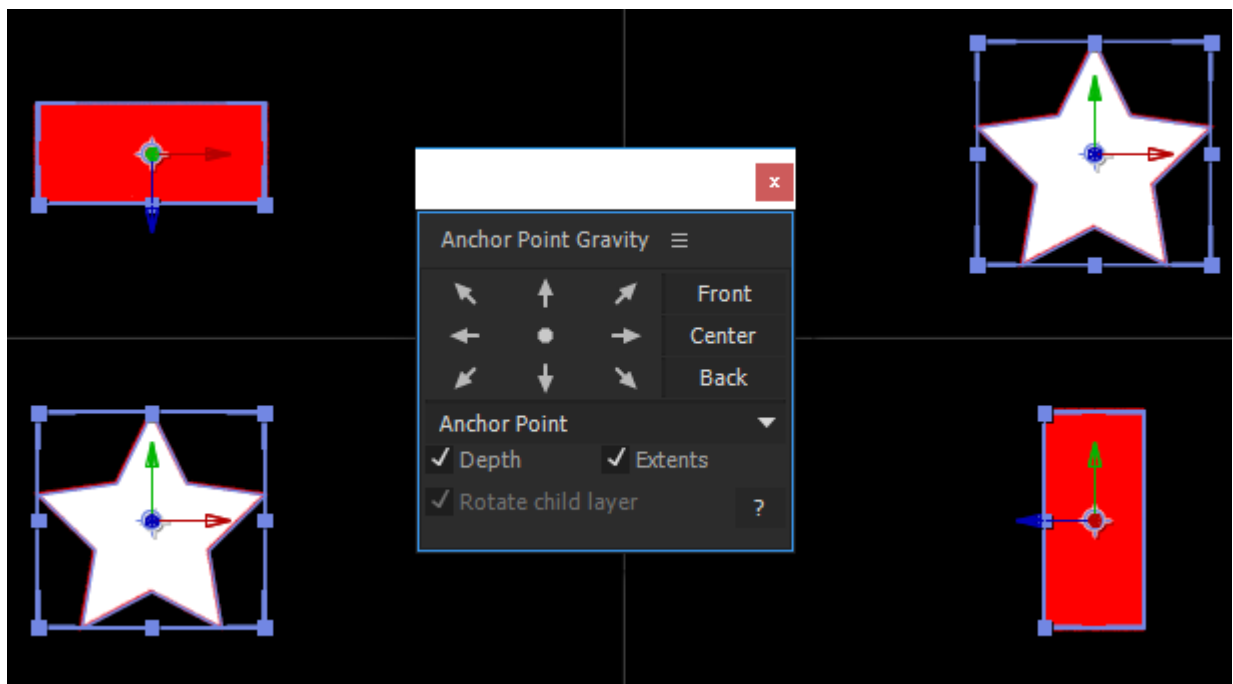


Anchor Point Gravity

Ver 1.0.3

April 22, 2020



SUNRISE MOON
Misaki_Akatsuki

Overview

About this script

Anchor Point Gravity is a script that sets an anchor point at a specified position.

This script requires

After Effects CC 2014 or later.

Install

Install the script in Folder, or Run script

WIN: After Effects/Support Files/Scripts/ScriptUI Panels

MAC: After Effects/Scripts/ScriptUI Panels

(CC later version)

WIN: ~/AppData/Roaming/Adobe/After Effects/(VERSION)/Scripts/ScriptUI Panels

MAC: ~/Library/Preferences/Adobe/After Effects/(VERSION)/Scripts/ScriptUI Panels

If you install ScriptUI Folder, Then restart AE and select the script from the bottom of the Window menu.

Version Information

April 22, 2020 Ver 1.0.3

February 20, 2020 Ver 1.0.2

Added support for macOS Catalina.

Change support version.

November 27, 2018 Ver 1.0.1

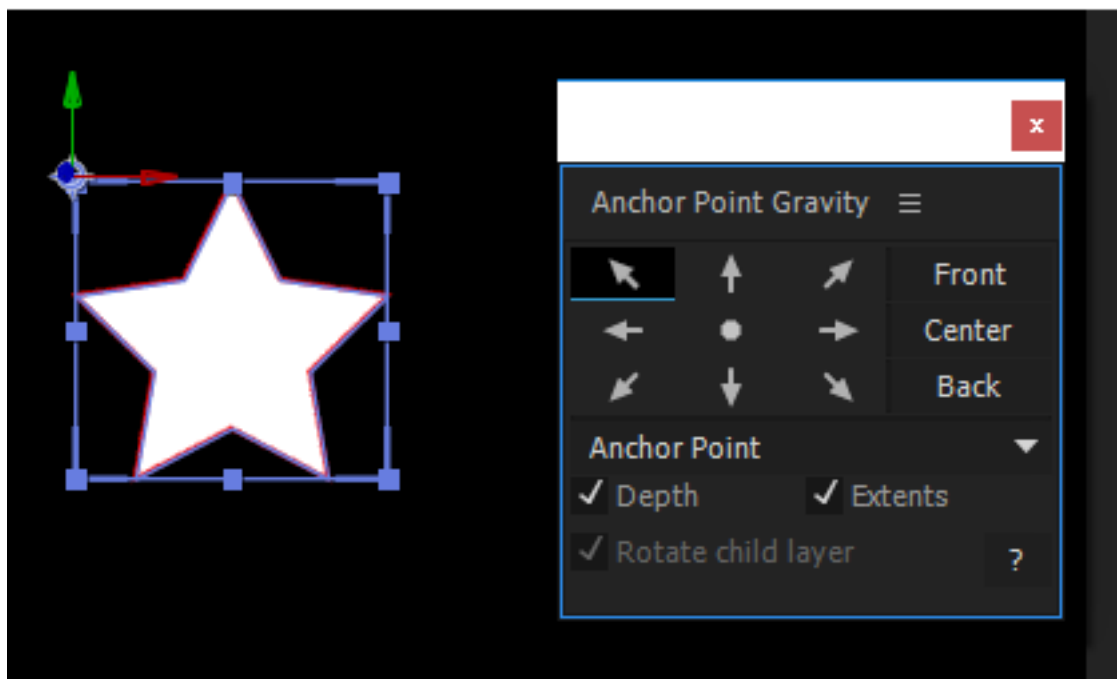
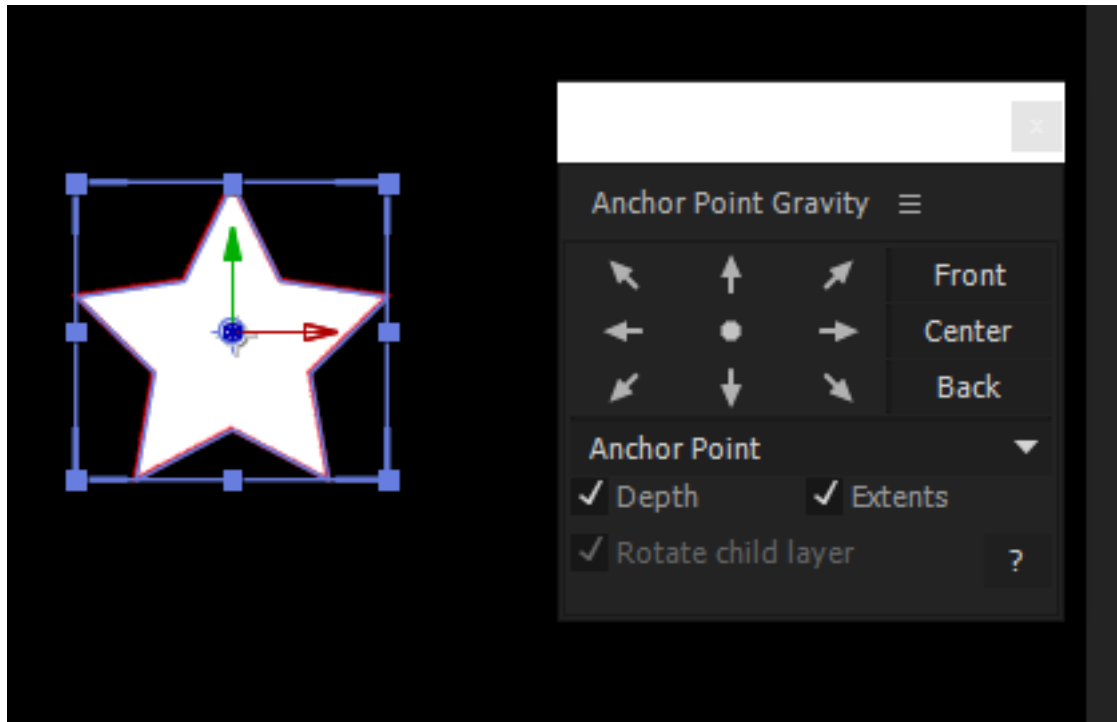
Fixed image generation problem in CS6.

July 1, 2017 Ver 1.0.0

New Release(aescrpts.com)

Anchor Point Mode

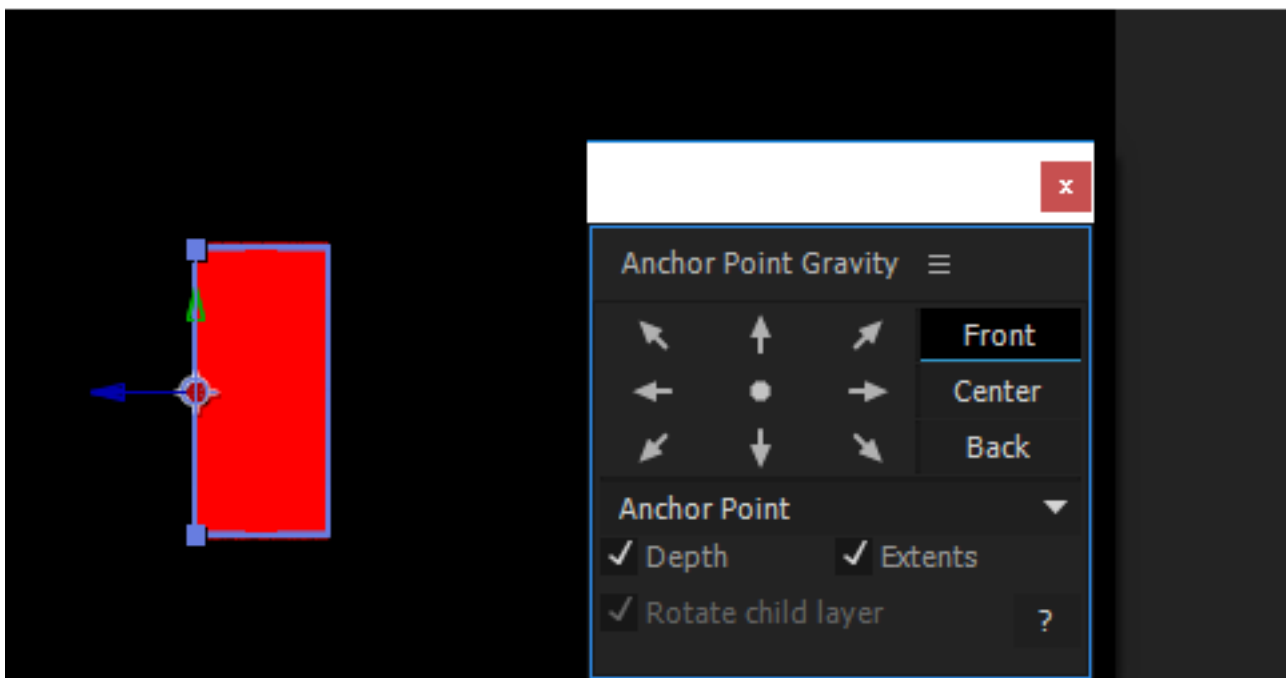
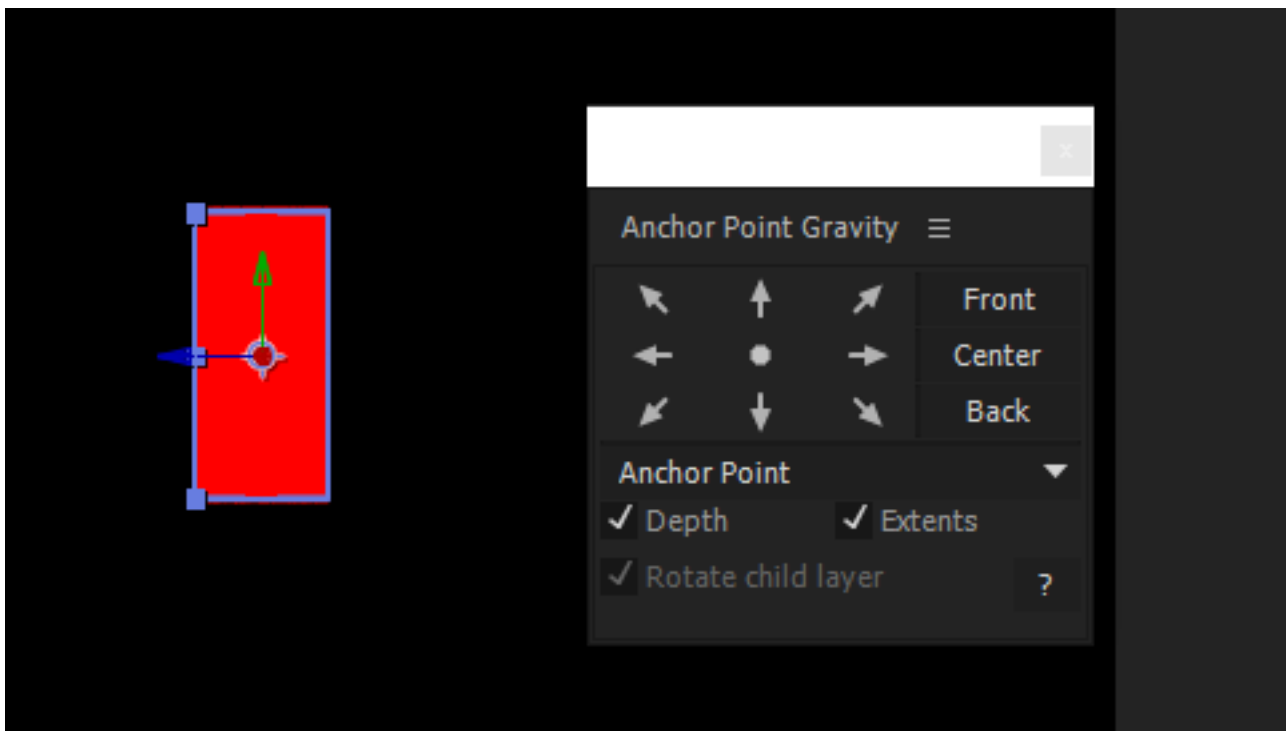
Move the anchor point to the specified position



Depth (Anchor Point Mode)

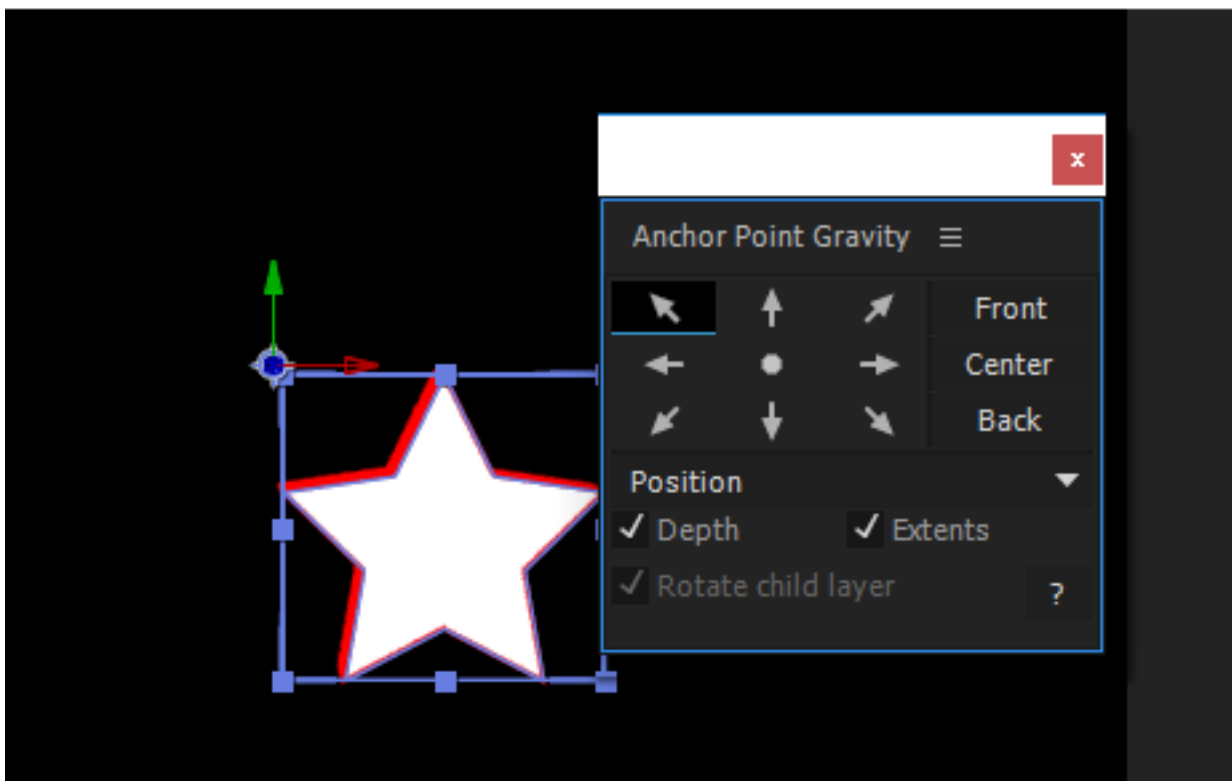
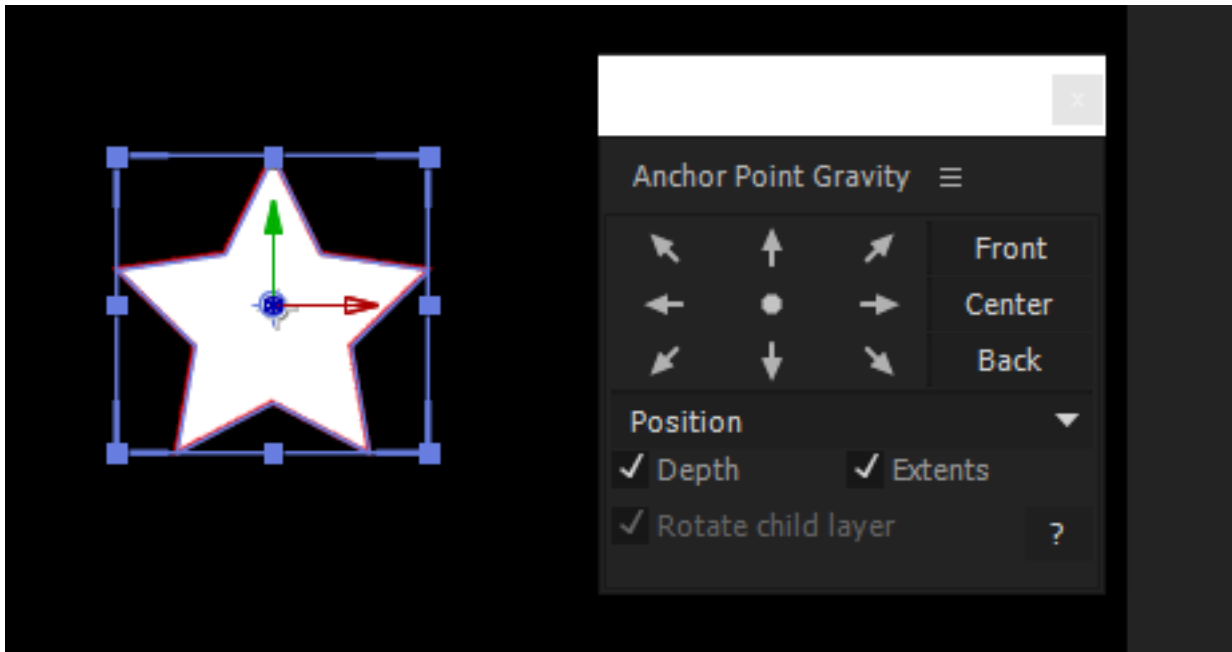
Move the anchor point to the specified position

Use Extrusion Depth property



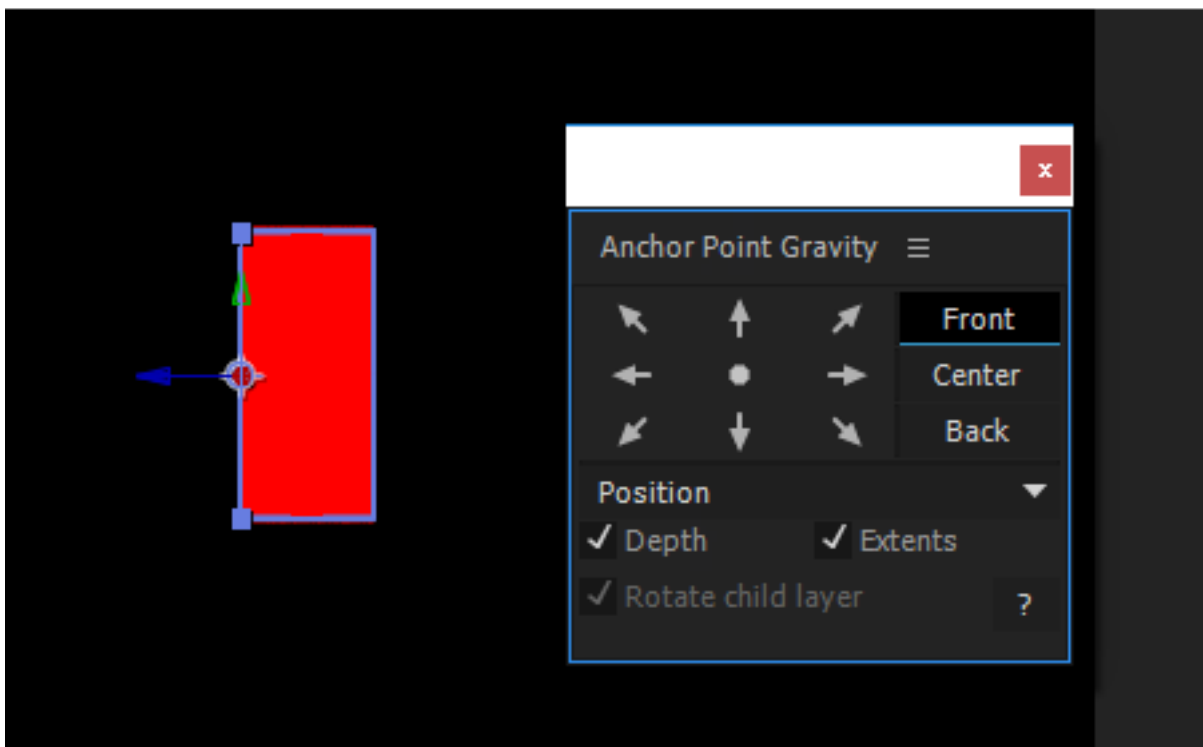
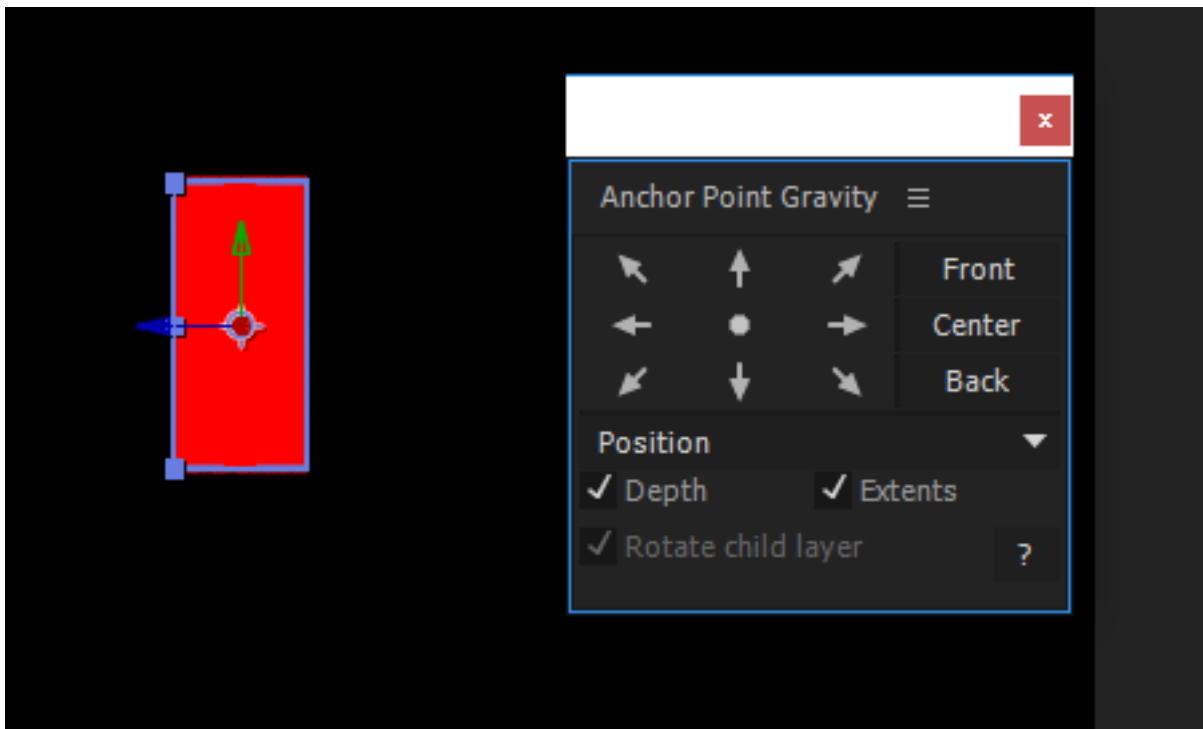
Position Mode

Move the position of the layer without changing the display position of the anchor point



Depth (Position Mode)

Move the position of the layer without changing the display position of the anchor point
Use Extrusion Depth property

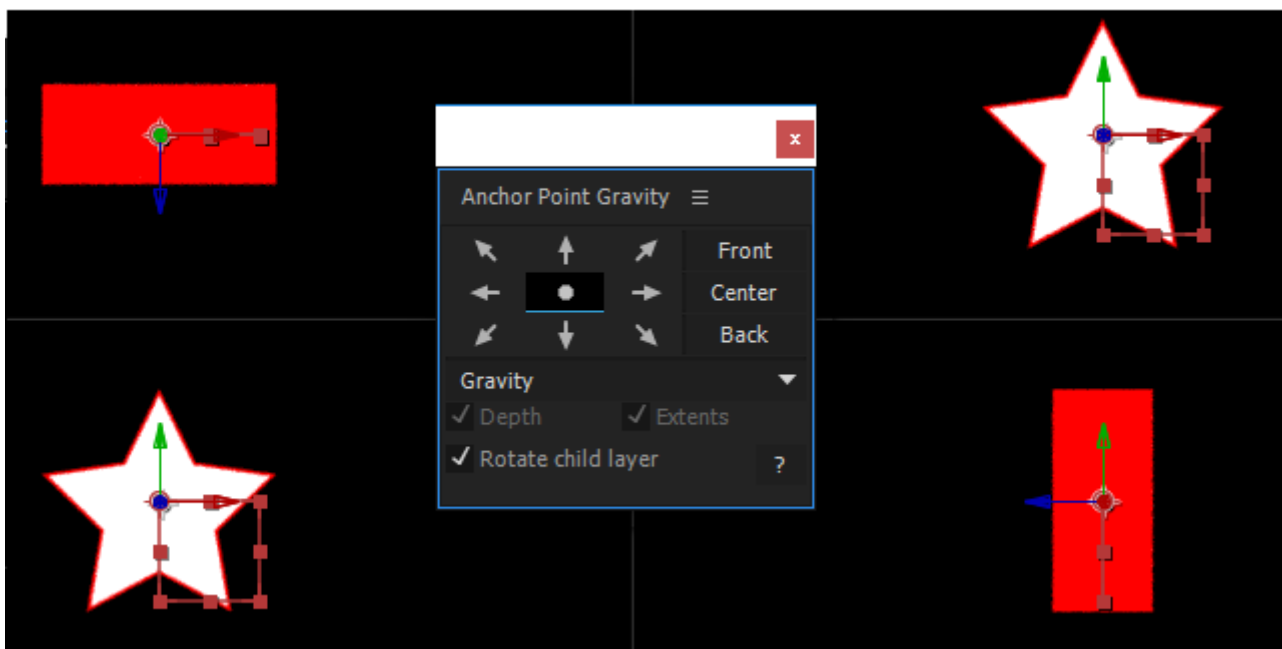
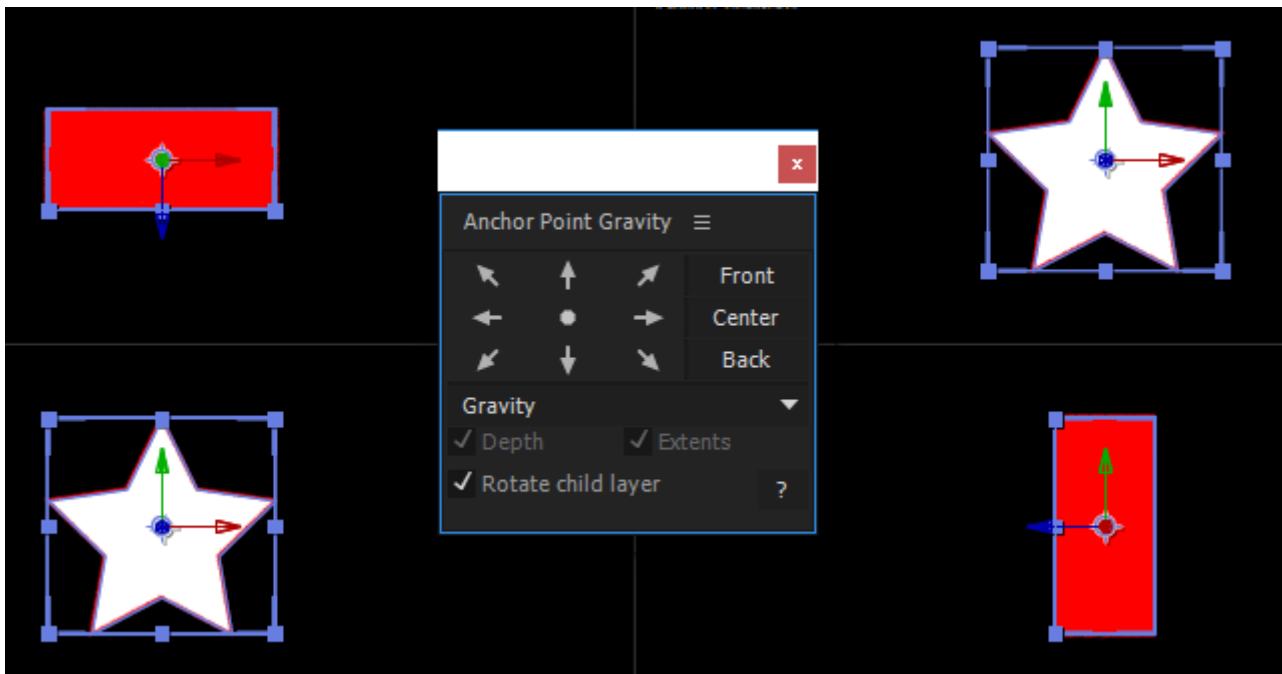


Extents

Acquires the boundary of the rectangle of the layer and corrects the content

Gravity Mode

Add null to the position of the selected layer and make it parent



Rotate child layer(Gravity Mode)

When it is off, add an expression to reverse rotation with parent when adding parent

