

Roll it!

shape/mask roller for After Effects

version 1.3

Roll it!

They see me rollin' they hatin'

Installation

Follow these two simple steps to install script:

1. Unpack the archive you have downloaded and copy/paste **Roll it.jsx** to **ScriptUI Panels** folder:

- Windows: **Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts**
- Mac OS: **Applications/Adobe After Effects <version>/Scripts**

If folder **ScriptUI Panels** does not exist, create a folder and name it "ScriptUI Panels". Then paste the copied files into it.

2. Allow script to access network to avoid unnecessary problems while loading GUI. This option is under General tab of After Effects **Preference** pane:

- Windows: **Edit > Preferences > General**
- Mac: **After Effects > Preferences > General**

Once Installation is finished run the script in After Effects by clicking **Window > Roll it**

How to Roll

Select a shape or group of shapes and click a button - now go and modify Rotation property under layers Transform group and watch it roll!

Roll it handles complex shapes with ease. Rest assured that it will roll whatever you throw at it. No limits, except parametric shapes of course, which has to be converted to Bezier Paths before rolling.

Want to roll on Mask instead of Shape? You got it! Just select a mask and click a button - and you're all set up. What about rolling entire layer? Easy! Add a full size Mask, set it's mode to None. Kaboom!!!

Roll it exposes 3 options: rolling on **Shape and Mask**, **Shape only** and **Mask only**. In case of a shape layer with a mask on it, it will take into account both properties by default. SHIFT+click to roll specifically on Shape property or CMD+click to roll on Mask property. This applies when you have a selected layer without any nested properties selected. To roll on a specific shape/mask path, simply select that property and click a button - unselected properties will be ignored and shape will roll only on targeted paths.

You'll see a **Report** window with some message once **Roll it** expression has been applied. You can freely disable this window from showing up by disabling a **Always show these messages** checkbox. In order to restore its visibility, simply Alt+Cmd+click on **Roll it** button in main UI to reset it back to default.

Roll it!

show me how you roll

Notes

- **Roll it** works with Bezier shapes, so all the parametric shapes such as rectangle, ellipse, and star, must be converted to a Bezier shape. To do so twirl open the shape layer and right-click the shape path for example, Rectangle 1, and select Convert To Bezier Path.
- **Roll it** does not work with animated shapes due to high level of trigonometric calculations inside expressions, that would otherwise overhaul your system.

Roll it with KBar

Script exposes 3 actions that can be hooked with KBar: **all**, **shape** and **mask**. Each of them corresponds to **Shape and Mask**, **Shape Only** and **Mask Only** accordingly.

To create a KBar button that can handle all three actions, please do the following:

1. In "KBar Settings" click on "Add Button" and chose "Run JSX/JSXBIN File",
2. Click "Browse" to select "Roll it.jsx" file,
3. Under "Script function or argument (optional)" hook exposed actions:
 - 3.1. Use syntax: "key1 : action1, key2: action2, key3: action3" to hook available actions to keyboard modifiers: "shif: shape, cmd: mask". In this case, when you SHIFT+click on KBar button, it will execute "Shape Only" option in "Roll it" script. If CMD/CTRL+click - then script will execute "Mask Only" option. Feel free to mix and match keyboard modifiers to your liking,
 - 3.2. If this field is left blank, "Roll it" will execute as "Shape and Mask" option,

Keyboard modifiers : "shift", "cmd", "alt", "shift + alt", "shift + cmd", "alt + cmd"

Roll it + Bodymovin

Roll it is fully compatible with **Bodymovin** <https://aescripts.com/bodymovin/>, so all animations exported via **Bodymovin** extension can be played on the web via the bodymovin player or natively in iOS and Android through **Lottie** <https://github.com/airbnb/lottie-android>

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