

Limber

Limber is an add-on for Adobe After Effects that makes character animation quicker and easier. It is compatible with After Effects version CC2018 and later.

INSTALLATION

You can install Limber through the [aescrpts manager app](#) but this does not automatically download the [limb library](#). We recommend downloading Limber from your “My Downloads & Licenses” page at [aescrpts.com](#) which will include the limb library in the download.

Quit After Effects if it is running. Unpack the .zip archive you downloaded and move the file "Limber.jsxbin" to your “ScriptUI Panels” folder, which is located here:

Windows: Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts

Mac OS: Applications/Adobe After Effects <version>/Scripts

If the ScriptUI Panels folder does not exist, create a folder and name it “ScriptUI Panels”.

Open After Effects. Go to the Scripting and Expressions tab of After Effects’ Preferences and make sure that ‘Allow Scripts to Write Files and Access Network’ is checked on.

Run the script in After Effects by clicking Window > Limber.

If you are getting an “Unable to execute script at line X. Null is not an object.” error on a Mac then this is most likely due to an incompatibility with Dropbox. Please [see here](#) for more information and troubleshooting tips.

HOW DOES IT WORK?

The [Limber User Guide](#) is the most thorough way to learn everything Limber can do. You can also access it from within Limber itself - just click the Help button.

For video tutorials, check out the [Limber YouTube playlist](#).

MORE GOOD STUFF

Check out our new tool [Bendio](#) - it works really well with character rigs. We also have a bunch of freebies including [Arc Checker](#), [Multimatte](#) and more at [animatable.co](#) and we’d love to see you in our new [Discord server](#) where you can get help, advice on animation techniques, and access to new tools in beta.

Thanks!

Steve

