



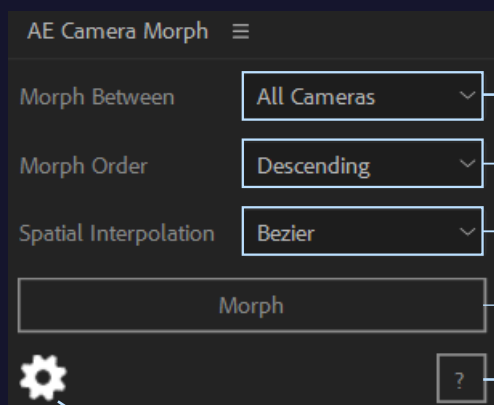
# AE CAMERA MORPH

Your Camera Morph Tool in After Effects

## Installation:

1. Unzip the file you've downloaded.
2. Copy/Paste the file "AE Camera Morph.jsxbin" to your scriptUI Panels folder
  - Windows: Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts
  - Mac OS: Applications/Adobe After Effects <version>/Scripts

## User Guide:



Decide whether you want to morph between all cameras or only selected ones.

Decide whether you want to morph in a descending or ascending way.

Decide whether you want to morph in linear or bezier spatial interpolation.

Click this button to build or update your camera morph rig.

Click to open the info panel

Click to open the morph options panel





# AE CAMERA MORPH

Your Camera Morph Tool in After Effects

## Morph Options Panel:

The Morph Options Panel is a dialog box with a dark background and light text. It contains several sections of checkboxes for selecting properties to morph. Annotations with lines pointing to specific sections provide instructions on how to use the panel.

**Transform**

- ☐ Point of Interest
- ☒ Position
- ☒ Orientation

**Camera Options**

- ☐ Iris Shape
- ☐ Iris Rotation
- ☐ Iris Roundness
- ☐ Iris Aspect Ratio
- ☐ Iris Diffraction Fringe
- ☐ Highlight Gain
- ☐ Highlight Threshold
- ☐ Highlight Saturation

**Other**

- ☐ Keyframe for each camera

**Buttons:**

- OK**: Click to submit the changes you've made
- Cancel**: Click to cancel the changes you've made

**Annotations:**

- Check the transform properties you want to morph (points to the Transform section)
- Check the camera option properties you want to morph (points to the Camera Options section)
- Generate keyframes for every camera you morph on the Morph Completion property (points to the Keyframe for each camera checkbox)