



# CHARACTER SWING RIGGING

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**FLUID SECONDARY ANIMATION**

# Character Swing Rigging?

Character Swing Rigging is an **“After Effects”** script that allows the user to quickly create a **“Swing”** like motion on any layer(s) or Puppet Pin(s). This can be used to create quick follow through animations, or delayed animations. This can also be used to create clothing simulations, hair movements, ear movements, tail movements and much, much more.

## What is 'Wind'

Wind is apart of the **"Character Swing Rigging"** script. It is a tool which allows you to create and customise a wind element, which will interact with any layer that has the **"Swing"** effect applied.

# Installing The Script

Once it's been downloaded you just need to place the **"Character Swing Rigging.jsx"** file into the **ScriptUI Panels** folder located here:

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

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

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

# Avoiding Those Pesky Errors

**“Character Swing Rigging”** needs access to writing files, and the network. This will stop any pesky errors from popping up while trying to load the GUI. To allow access go to here:

**Mac OS:** *After Effects > Preferences > General*

**Windows:** *Edit > Preferences > General*

And make sure **“Allow Scripts to Write Files and Access Network”** is ticked.

## Loading The Script

Scripts can be found within two locations in After Effects. The GUI can be loaded from either location. But, is only dock-able if loaded from the **"window"** sub menu. Following the above, to load the script you can head over to **"window"** - **"Character Swing Rigging"**

Alternatively you can run the script from **"file"** - **"scripts"** - **"run script"**