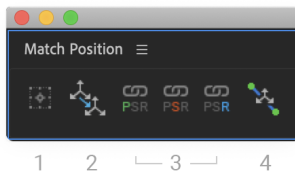# MATCH ⟟ POSITION v1.1

[Match stuff to other stuff.]

INSTALLATION

1) Copy the "Match Position.jsxbin" into:

    [Adobe After Effects version]/Scripts/ScriptUI Panels/

2) Restart After Effects

USAGE

• Hover over buttons in UI for help text
• Mac users: replace +ALT with +OPTION

1) CREATE NULL AT LAYER POSITION

Select a 2D or 3D layer and click. A new Null will be created at the same position, orientation and duration. If nothing is selected, a new 2D Null will be placed at the center of the compositon.

    [+ALT] Also parent newly created Null to selection

2) MATCH POSITON

Select at least two layers.

The first selection(s) will be the layer(s) that move, and the last selection will be the layer to target. ('Make THESE like THIS.') The first selection(s) will inherit the last selection's position, orientation and 3D state

    [+ALT] Match position and rotation, then parent
    [+SHIFT] Match position only
    [+SHIFT+ALT] Match position, then parent
    [+X][+Y][+Z] Match position of selected axis (3D layers ony)

3) The next three buttons are designed to track 3D coordinates in 2D screenspace:

LINK POSITION

Select a 2D follow layer (or Effect position property), then a 2D or 3D target layer and click. An expression will be added to the 2D layer's position property that translates the target layer's transform values to 2D screenspace. ONE-NODE CAMERA: If the first selection is a One-Node Camera, it's Focus Distance will link to the target layer's 3D position.

    [+ALT] Remove expressions from 2D layer's Position property or
        Camara's Focus Distance property

LINK SCALE

Select a 2D follow layer, then a 2D or 3D target layer and click. An expression will be added to the 2D layer's scale property that translates the target layer's scale or distance-to-camera values to 2D screenspace.

    [+ALT] Remove expressions from 2D layer's Scale property

LINK ROTATION

Select a 2D follow layer, then a 2D or 3D target layer and click. An expression will be added to the 2D layer's rotation property that translates the target layer's rotation values to 2D screenspace.

    [+ALT] Remove expressions from 2D layer's Rotation property

4) DISTRIBUTE POSITIONS

Select at least three layers in the order you want to distribute them in: Target, Midpoint(s), Target. Layers will be distributed uniformly between the targets.

    [+ALT] Set a midpoint percentage distance between three layers
    [+X][+Y][+Z] Match position of selected axis (3D layers ony)