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AEScript Tweaksv1.2.3 (Win, Mac)

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AEScript Tweaks v1.2.3 (Win, Mac): Introducing "Tweaks" for After Effects: A powerful toolkit for manipulating paths, shapes, and layers. This comprehensive toolset simplifies intricate processes, allowing you to focus on creative nuances like duration, property adjustments, and keyframe customization.

How to create sine wave animations along paths using WaveCraft?

You can use "AEScript Tweaks" to create.

Where can I download the product?

After subscription, You can download it for free from here.

User Interface: The UI is divided into two rows of 2 tabs: Points/Paths, Shapes/Layers, and Polymorph and Spreaders. Each tab offers a list of features with detailed documentation through the "Tool Tips" option.

Tab Polymorphers: The PolyMorphers offer a user-friendly way to morph shapes with global Proximity and Sensitivity Controls and various Easing functions.

PolyMorpher: Classic:

- Smooth transitions between two layers.
- Automatic guide layer generation with markers for control.
- Threshold and Tolerance Adjustments.

PolyMorpher: Intricate:

- Numerous-shape morphing approach.
- Guide layer with markers for control.
- Threshold and Tolerance adjustments for complexity.

PolyMorpher: Legacy:

- A geometrical approach to morphing.
- Automatic guide layer creation with essential controls.

PolyMorpher: Explosion:

- The stunning explosion-like transition between layers.
- Guide layer with markers for control.
- Threshold adjustment for intensity.

Tab Points-Paths: Granular control over paths with features like "Complexifier," "Tornado," and "Simplifier" for various path manipulations.

Swallower:

- Create complex animations involving shape deformations.
- Guide layer with sliders for control.

Breeze / Zephyr:

- Manipulate path points with adjustable sliders.

- Guide layer for control over frequency, speed, damping, and more.

WaveCraft:

- Generate sine wave animations along paths.
- Guide layer with sliders for frequency, amplitude, phase, and speed.

Simplifier:

- Reduce complexity in paths.
- Guide layer for horizontal position control.

Complexifier:

- Add complexity to paths.
- Guide layer with controls for projection and complexity.

Catch Points Curved:

- Manipulate path points and tangents with a guide layer.
- Guide layer for attraction strength control.

Repulse Points/Repulse Points Bezier:

- Repel path points from a guide layer.
- Guide layer for repulsion strength control.

Flames:

- Create a fire effect along paths.
- Guide layer with sliders for threshold, speed, seeds, attraction intensity, and noise.

Vacuum:

- Create stretching or compressing effects.
- Guide layer for tension control.

Tornado:

- Arrange layers in a tornado-like pattern.
- Guide layer with frequency, height, width, orientation, and speed controls.

Important Note: Certain features may require manual input for optimal results, such as setting the first vertex for smoother animations.
Tab Shapes/Layers: Manipulate layers with features like "Layers Spinner," "Faux Depth," and "Hi! Bye!" for various layer animations.

Layers Spinner:

- Rotate layers around a guide layer.
- Guide layer for rotation control.

Faux Depth:

- Add depth to layers with controls for scale, delay, decay, and blur.
- The guide layer is for scale factor and blur control.

Hi! Bye!:

- Create magnetic attraction and repelling between layers.
- Guide layer for attraction strength and direction control.

Carousel in Depth:

- Arrange layers in a carousel pattern.
- The guide layer has controls for orientation, scale, and tracking.

Repulsion/Magnetism:

- Simulate natural forces between layers and a guide layer.
- Guide layers for repulsion and magnetism.

6. Re-drop Shadow:

- Manipulate the Drop Shadow effect with guide layer controls.
- Guide layer for drop shadow direction, distance, and softness.

Spreaders: Distribute layers with dynamic spacing, elasticity, and rotation controls in various patterns.

Spread as Rect, Circle, Triskle, Cross, Spiral, Pyramid, X, Hexagon, Heptagon, Octagon, H/I, T:

- Spread layers in different shapes with customizable controls.

Upward:

- Simulate the physics of objects being lifted.
- Guide layer with sliders for speed, gravity, traction, stiffness, elasticity, wind, swing, and damping.

What is AEScript Tweaks?

AEScripts hosts a wide array of scripts, plugins, and extensions tailored for After Effects, a widely used software for motion graphics and visual effects. These resources are invaluable for optimizing workflows, introducing fresh functionalities, and boosting overall productivity. "AEScript Tweaks" could refer to a curated selection of scripts aimed at fine-tuning and personalizing different facets of After Effects, catering to individual preferences and enhancing user experience.

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