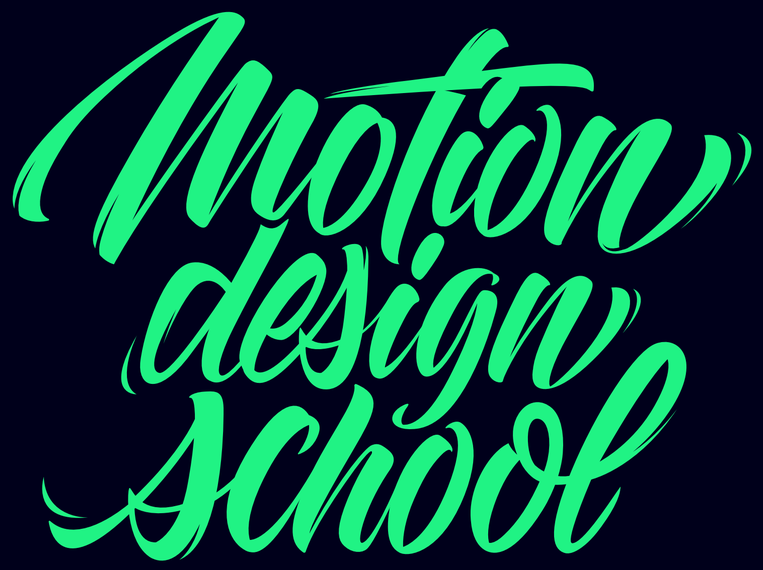



# Motion Tools MDS v1.0

A lot of students asked us to tell about useful After Effects scripts for workflow optimization.  At the beginning, we tried to create a list of most useful tools but then realized that usually, we use one or two buttons from each of them and our workspace is still cluttered.

So we decided to develop our own After Effects Script which will contain only the most necessary things.

Follow us on social networks to keep up to date with our new stuff: motiondesign.school

# How to install

Move the Motion Tools MDS.jsxbin file  into the following location:

**Windows:** Program Files/Adobe/Adobe After Effects #/..
../Support Files/Scripts/ScriptUI Panels

**Mac OS:** Applications/Adobe After Effects #/Scripts/ScriptUI Panels

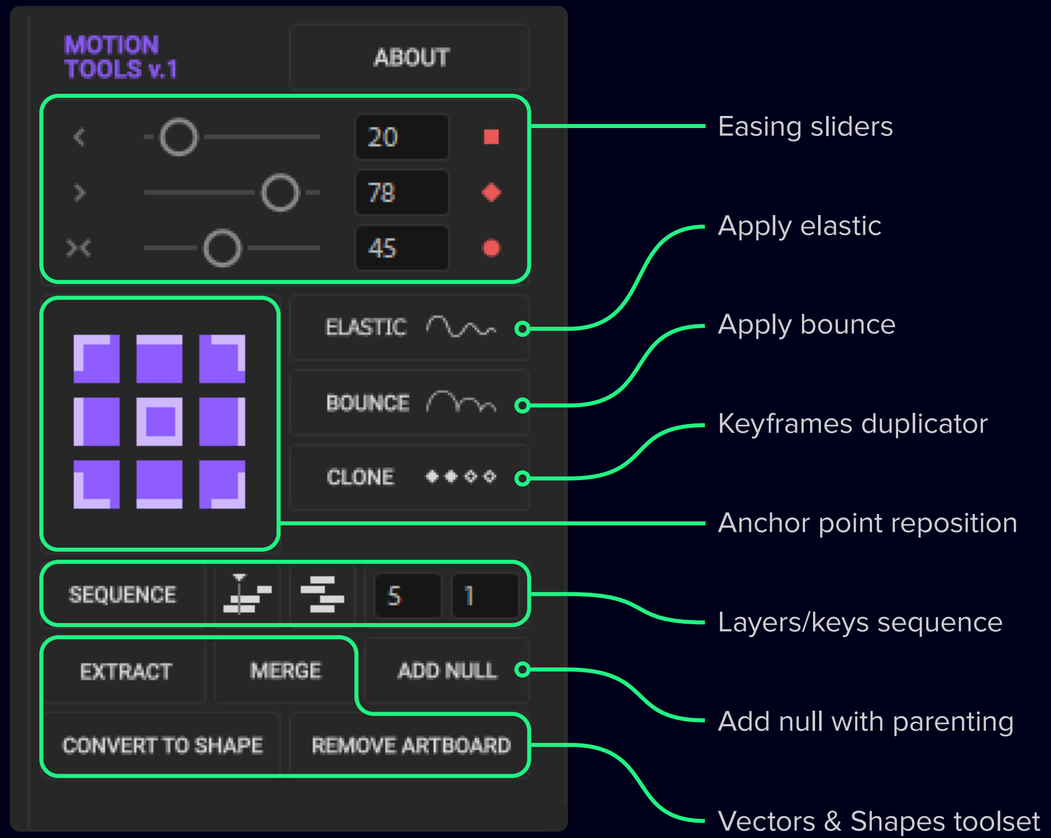
Then Restart After Effects. Make sure that Allow Scripts To Write Files And Access Network option is selected in:

**Windows:** Edit > Preferences > General

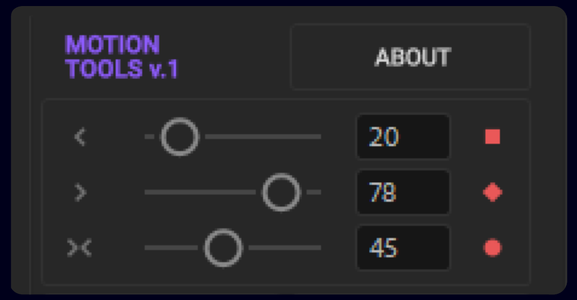
**Mac OS:** After Effects > Preferences > General

Now you can open the script panel by choosing it in Window menu.

# Quick overview



# Easing sliders




Sometimes it's easier to set up the animation speed without opening Graph Editor, especially when it comes to interface animation according to guidelines like google material design etc.Using this panel you can set the incoming, outgoing velocity and both at once.

You can change the type of selected keyframe in one click within this panel as well.

# Anchor point panel




One of the most useful and popular functions.
It works even with animated properties, 3D layers and content objects of Shape Layer.

# Apply elastic




We regularly use the special elastic expression to add some overshoot to our animation.
But copying it from the text file is a bit annoying.
Now you can add it within one click.

**Click:** Just select properties you want to add elastic expression to and click the Elastic button.
It will automatically apply the expression to selected properties and create amplitude, frequency and decay controllers for each of them.

**Alt+Click:** If selected only one layer — creates the common controller for all properties.

If selected several layers — creates Null with a common controller for all properties.

# Apply bounce



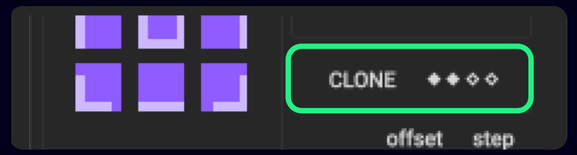

This button applies bounce expression, that will simulate a bounce back at the end of a keyframed motion.

**Click:** Applies bounce expression and controllers for each selected properties. Script automatically creates controllers for the following bounce parameters: Amplitude, Gravity, MaxJumps (Frequency), Jump In/Out(turns on and off the overshoot in the beginning of the motion)

**Alt+Click:** If selected only one layer — creates the common controller for all properties.

If selected several layers — creates Null with a common controller for all properties.

# Clone




Using this button you can easily duplicate the keyframes on multiple layers.

**Click:** Clone selected keys from playhead.

**Alt+Click:** Clone selected keys from playhead and select them.

**Shift+Click:** Reversal clone, like a “Time reverse keyfrmes”.

# Sequence

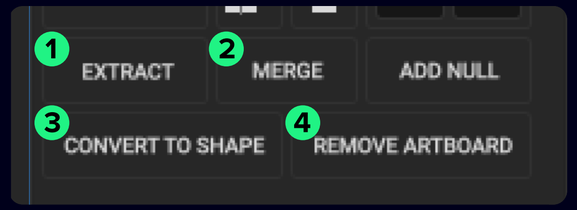



This panel allows you to create layer and keyframes offset. Type the number of frames you want to offset selected layers or keyframes by in the offset field. Type the step of offset in step field.(for example, 2 means that every two layers will be offset by number of frames determined in offset field).

1. This one is for layer/keyframes arrangements.
2. Changes the offset order: Top-down, down-top, random.

**Click:** Arrange the layers or keys(depends on selection) to playhead.
**Alt+Click:** Arrange layers to CompStart time.
**Shift+Click:** Arrange layers to the first layer in current order InPoint.

# Vector & Shape layer toolset




And the last very important thing is the panel for work with vector graphics and shape layers.

1. This button allows you to extract selected objects of Shape Layer contents group onto separate layer.

**Click:** Extract selected content group objects

**Alt+Click:** Extract selected items and delete Source Layers/contents group objects

2. This button allows you to merge selected Shape Layers into one Shape Layer.

**Click:** Merge ShapeLayers

**Alt+Click:** Merge and delete source layers

3. Converts selected Vector layers to Shape Layers.

**Alt+Click:** Converts selected Vector layers, remove artboards and source layers

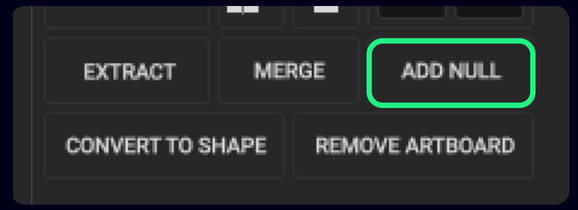
**Shift +Click:** Converts selected Vector layers and remove artboards.

4. You have probably dealt with this kind of problem. Rectangular empty groups are created around your paths, these are artboards from illustrator.

**Click:** Remove artboards

**Alt+Click:** Removes empty groups

# Add Null




Adds Null and automatically parent selected layers to it. Works even with 3D layers

Select layers you want to control with Null object and press this button. Null will be positioned to the average anchor point of selection. If one layer selected — null object will be positioned to its anchor point.