



## Aescripts Vertex Tool v1.1 (Win, Mac)

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**Aescripts Vertex Tool v1.1 (Win, Mac):** Corners of a mask or shape layer can be rounded in a click! Vertex Tool applies rounding algorithms to a shape by putting two (in some instances, greater) new vertices on top of the original one at a selected corner based on the given length of the line. The corner-rounding algorithm has 12 you can pick from.

Vertex Tool applies rounding algorithms to shapes by putting two (in some instances, more) new vertices instead of the original at chosen corners based on the length of a specified line. The corner-rounding algorithm has 12 you can pick from.

You use the Animate feature to avoid distortion when animating from a beginning shape to a different one. You can define the transition duration in frames, which is crucial when using a rounding technique that involves adding at least three vertices (step, bubble, or pinch).

The Store Shape Data option reads shape data (coordinates of verticles, in/out tangents) and stores it in the fields that define shapes. You can restore the original shape at any point by clicking the Restore Shape button.

### How does it work?

Choose the Path or Mask property (or multiple layers that have them) and then launch the script. Select Target: All when applying the rounding to all vertex of your form, or select Target: One for focusing on a specific vertex. If you choose to use the second method, an object that is a target appears in the composition, and it will represent the vertex at the center. Utilize the buttons manually to navigate to the preferred vertex (Shift + click or Cmd + Click skips a predefined number of vertex) or type in the vertex's number.

Enter the value for rounding and select Radius instead of Percentage. If the rounding value is more than that between the selected and two adjacent vertices, the distance between adjacent vertices will be used as the rounding value.

If you intend to change from the original shape to a more rounded version and back again, you must enable the Animate option and set the duration of morphing in frames. Then, the transition is as smooth as it can be. If you do not enable this checkbox, it could result in weird or unintentional changes.

Make sure to take an exact copy of your shape when dealing with complex shapes. The option to store shape data is similar to the above - it analyzes the shape data (a position that all the vertices, as well as out tangents and in tangents) and saves it in an expression field. In the future, if you want to restore the original shape, you can do that by pressing the "Restore Shape" button. Keyframe and original shape will be recorded when it was taken.

Click on the icon that you prefer to apply the default procedure (green stroke). Utilize CMD (Mac) as well as Ctrl (Win) to apply a different shape (yellow stroke).

The setting of Custom Vertex Coordinates opens the dialog in which you can define coordinates for the chosen vertex. It is also possible to define in and out Tangents and choose between Layer Space or Screen Space coordinates system.

### Find Intersection Point calculates the intersection of two lines:

- The first line is "Current Vertex - 1" to "Current Vertex";
- 2 "Current Vertex + 2" to "Current Vertex + 1".

If these two lines cross at any point within space, the two vertex points ("Current Vertex" and "Current Vertex + 1") will be moved to the new location. This is a great option to change from a rounded corner to a sharp one.

### Notes



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Vertex Tool works with Bezier shapes, meaning that all parametric shapes, such as the rectangle, ellipses, and stars, must be converted into Bezier shapes. To do this, simply the shape layer, then click on the shape path, such as Rectangle 1 and select Convert to Bezier Path.

#### New Changes:

- Added The Vertex Coordinates window allows you to alter the position of vertices as well as in/out tangents for all shapes,
- Added The Vertex Coordinates Windows automatically updates when or > buttons are clicked.
- Changed Codebase has been vastly improved,
- Changed Target: All` now works with multiple shapes,
- The changed Vertex Coordinates window and Find Intersection Point works with Target All',
- and the modified modifier key for the alternative shape has changed from cmd into alt.
- Fixed"Find intersection point" without regard to how the lines run.
  
- 12 rounding algorithms for rounding,
- Choose a particular vertex or all vertices of a variety of specified shapes at once.
- Set the rounding amount in Percentages or pixels,
- Option to move from the state of initialization to a modified state
- Eliminate rounding of corners by using The Find an Intersection option
- Vertex coordinates live within sharp focus (including out and in tangents),
- Create custom tangents for each or any vertex you choose.
- Store/restore shape data,



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