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Aescripts Parrot v1.1 Full (win, mac)

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Parrot is an animation program for connecting and offsetting animations. Incredibly helpful for motion graphics work.

Parrot permits you to designate a coating to function as"Individual", or movement master. With this layer, you can rekindle movement, masks, effects, shapes, and layer styles. The keyframed animation which you create may be passed to add layers and triggered by coating markers. This way you can quickly install your"parrots" and then finesse your movement later by simply revising your source coating. Your source layer may be 2D or 3D (measurements separated or not). Parrot is going to do its very best to accommodate your intended layers into your source coating. You can activate your activities many times over simply by incorporating fresh layer markers. Parrot includes a very simple set of mark management tools to assist with creating a mark on a lot of layers with particular offsets and titles in a single click.

Your source layer may comprise more than 1 action. With the addition of a named marker in your source coating, you can designate a new occasion. Call that occasion on an origin layer by providing it a layer mask of the exact same name.

Moreover, you may opt to utilize the Dynamic Offset on your master coating. This will discount marker info and counter animation in your layers from the slider value to get super fast responses.

- Easily connect and unlink layers into the master cartoon layer
- Fix time offset with mark no need to look at the keyframes!
- Name mark to assign several tasks

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