



## After Effects Hooker v1.2.0 Full + keys + help

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**Hooker** is an After Effects CC 2018 and overextension That gets the capacity to control every path point separately by tapping into a coating. In this manner, each stage could be restored individually without impacting the remainder of those. This provides a lot more innovative point control alternatives since you're able to animate tangents along with vertices independently.

### The way to use it?

Pick a route in the Hooker panel, then click a button, and it'll occur after the coating it's addicted to. Even in the event that you scale, rotate, skew or transform the trail, then the hooked points' rankings will remain intact.

For final alterations, utilize the Coordinates tab to place route Stage positions in the composition or form coating scope.

- Hook/unhook a couple of route points at the moment.
- Goal inTangents, outTangents, or even Vertices independently.
- Parent inTangents along without agents into Vertex mechanically.
- Create distinct hooks for route points or hook up them to the chosen layer.
- Hooked course points remain in place even when coating or form transformations are implemented.
- Works with Shape Layers in addition to some other layers which have Masked.
- Works with numerous avenues at precisely the identical moment.
- The panel reveals which course factors are hooked and which aren't.
- The context menu offers an additional approach to hook/unhook route points.
- Targets tab reveals about what layers now are chosen route points are hooked on.
- Coordinates tab allows you to place course points in either makeup or form layer range.

### Preferences

Context Menu unlocks a lot of Further commands as Well as two taste entrances:

### Obey Form Vary

Unlike the default option, AE script"Produce Nulls From Paths.jsx", Hooker does a fairly good job in unwinding shape layers transformations. But This entails heavy Calculations and may bog down AE functionality, in case there are

A number of cases of addicted situations.

If your silhouette layers Change properties Aren't Altered (i.e. Anchor Point, Position, Scale, Skew, Rotation, etc)

Then don't hesitate to leave off this option. On another hand, should you observe that nulls are at the wrong location and don't

"signature" vertices - it is a Fantastic sign to Allow this Alternative.

### Parent Tangents into Vertex

Null Layers to get tangent Or outTangent is going to probably be parented to Vertex's null layer



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