hooker

for advanced point controls

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Pleasure points for After Effects

Install Hooker with the aescripts+aeplugins ZXP installer.
Visit the link below to download the latest version:
http://aescripts.com/learn/zxp-installer/

Once downloaded, install this and follow the on-screen instructions.
After installation, Hooker will appear in AE under Window > Extensions > Hooker

aescripts +
aeplugins

Hooker works with Shape Layers as well as any other layers that have Masks. Feel free to select multiple items in the composition to load their paths to panel.

Refresh
Refreshes panel with updated shape. Usefull, when you have shape in the panel, but have something else selected in composition. This will force to recalculate originaly loaded shape data.

Select all points
Selects all points in the panel.

Deselect points
Deselects currently active points in the panel.

Direction
Directional toggle buttons: inTangent / Vertex / outTangent

New Hook
Creates new Null Layer and hooks it to active points direction. If multiple points are selected, the new layer is created for each selected point.

Remove Hook
Removes hook from active points direction. If multiple points are selected, then hook is removed from every selected point.

Hook to Layer
Hooks currently active layer in composition to active points direction. Can hook multiple points at the same time

Separator
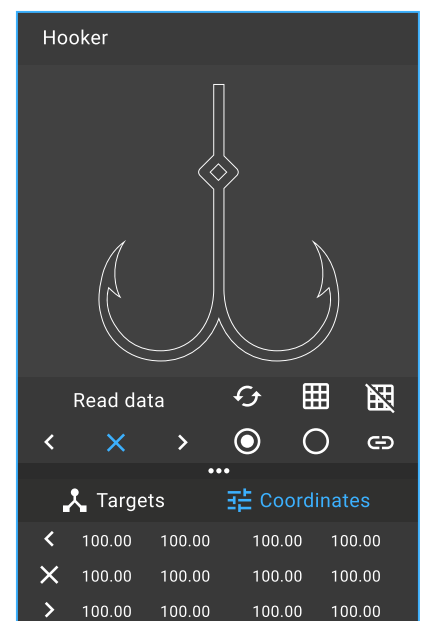Opens/closes the drawer. Some more stuff is hiding in the drawer.

Targets
Displays witch point directions are hooked.

Coordinates
Displays point coordinates in Composition Scope as well as local Shape Scope. If property does not have a hook you can edit this value manually, otherwise it is greyed out.

There's also Context Menu! Feel free to check if out.

Hooker			
Read data			
Targets	Coordinates		
100.00	100.00	100.00	100.00
100.00	100.00	100.00	100.00
100.00	100.00	100.00	100.00

Preferences

Context Menu exposes bunch of additional commands as well as two preference entries:

Obey Shape Transform
Unlike default AE script "Create Nulls From Paths.jsx", Hooker does pretty good job at unwinding shape layers transformations. However, this involves heavy calculations and might bog down AE performance, if there are multiple instances of hooked scenarios.

If your shape layers Transform properties are not modified (i.e. Anchor Point, Position, Scale, Skew, Rotation etc) then feel free to leave this option off. On the other hand, if you notice that nulls are in wrong place and do not "touch" vertices - it's a good sign to enable this option.

Parent Tangents to Vertex
Null Layers for inTangent or outTangent will be parented to Vertex's null layer.

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