



MULTI PARENT RIGGING

MODULAR BASED ANIMATION

Multi Parent Rigging?

Multi Parent Rigging is an **“After Effects”** script that allows the user to quickly create multiple parents on any layer. The parents give you access to sliders in which you can individually use to copy the parented position, rotation, scale, and opacity. This can be used to create modular animations

What is Modular Animation

Modular animation is where you are able to control animations in a modular format, instead of committing to one animation and using just that animation's keyframes. You can instead create your animation on a separate layer and use that animation at anytime fluidly with a slider.

Installing The Script

Once it's been downloaded you just need to place the **"Multi Parent Rigging.jsx"** file into the **ScriptUI Panels** folder located here:

Mac OS: *Applications/Adobe After Effects <version>/Scripts*

Windows: *Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts*

If the folder **ScriptUI Panels** does not exist, create a folder and name it **"ScriptUI Panels"**. Then paste the copied files into it.

Avoiding Those Pesky Errors

“Multi Parent Rigging” needs access to writing files, and the network. This will stop any pesky errors from popping up while trying to load the GUI. To allow access go to here:

Mac OS: *After Effects > Preferences > General*

Windows: *Edit > Preferences > General*

And make sure **“Allow Scripts to Write Files and Access Network”** is ticked.

Loading The Script

Scripts can be found within two locations in After Effects. The GUI can be loaded from either location. But, is only dock-able if loaded from the **"window"** sub menu. Following the above, to load the script you can head over to **"window"** - **"Multi Parent Rigging"**

Alternatively you can run the script from **"file"** - **"scripts"** - **"run script"**