



Version: 1.0

Plugin and User's guide last update: 08-2018

Compatibility: After Effects CS6 and later

'Joint' is the easiest way to connect a layer to 2 parents with automatic distortion in After Effects.

Parameters description:

Dad layer: select the first parent.

Mum layer: select the second parent.

Fix start: define where distortion starts.

Fix end: define where distortion stops.

Bezier tension: define the tension of the distorted part of your layer.

Mum <-> Dad: define the influence of each parent on the distortion (default is 50 %).

Revert: revert order in which overlapping parts are drawn.

Reset Dad: resets the way your layer is linked to the Dad layer.

Dad's side: define which side of your layer is linked to the Dad layer. If Dad's side is 'Left', Mum's side will automatically be 'Right'.

ADVANCED PARAMETERS

Num samples: how many quads are used to render the distorted layer.

Avoid self intersections: modifies the distortion to avoid overlaps as much as possible. Calculation is based on layer's boundaries.

Switch angle: define around which angle distortion is computed (180 °, both negative and positive). Default value is 0 °. If the value is not zero, it allows the layer to be twisted over or under 180 °.

Squash and stretch: define both Squash and Stretch distortion.

Squash max: define the maximum squash amount.

Stretch max: define the maximum stretch amount.

Use 'Joint' motion blur: the plugin will compute its own motion blur. To make it work, please uncheck AE's motion blur first.



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