TUTORIAL GUIDE

Track a corner insert in one click.

Auto Pin reads an animated alpha mask and writes CC Power Pin keyframes to the texture layer.

No track points. Use a clean alpha mask, select A then B, and press Track.

Auto Pin uses After Effects' built-in CC Power Pin - no custom effect is added to the project.

1 Prepare the track target (A)

Create an alpha mask that follows the object or surface you want to track.

2 Prepare the texture (B)

Place the image or footage you want to fit onto the tracked area.

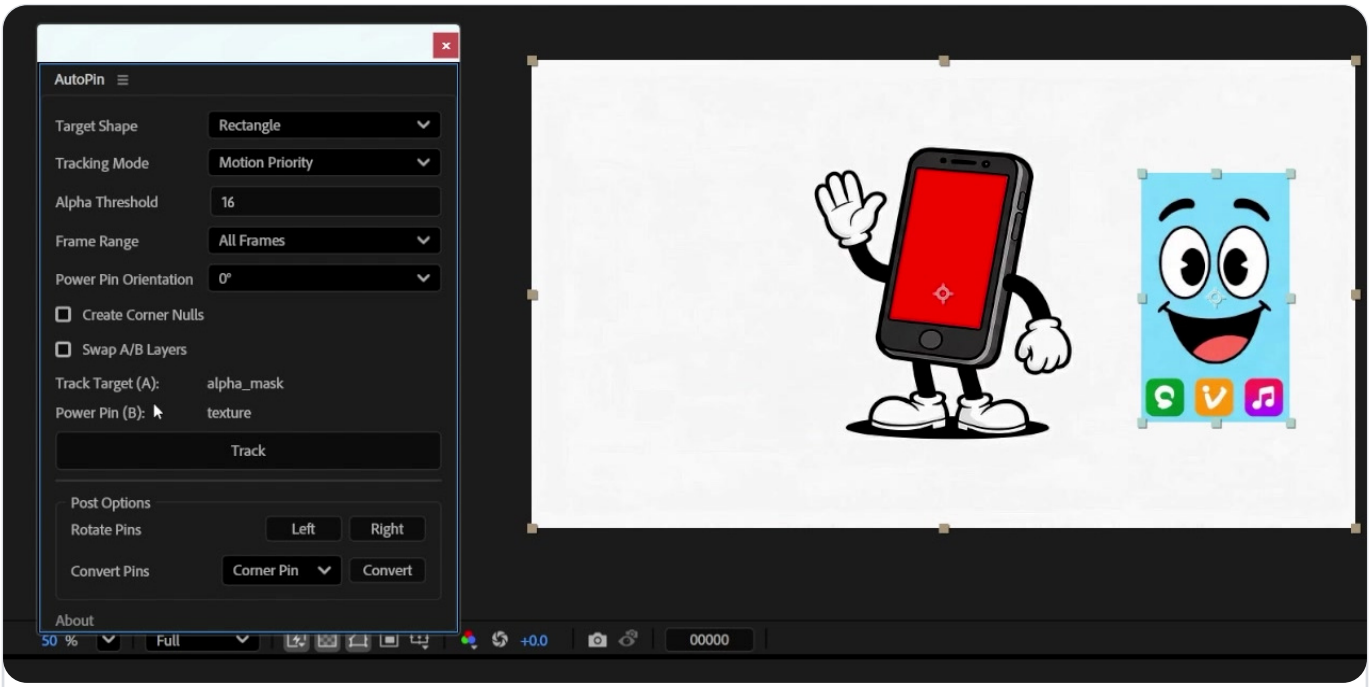
3 Select A, then B

First select the alpha mask layer, then the texture. Confirm both names in the panel.

4 Click Track

Auto Pin applies CC Power Pin keyframes to B. Apply the tracked mask to finish the composite.

Workflow at a glance



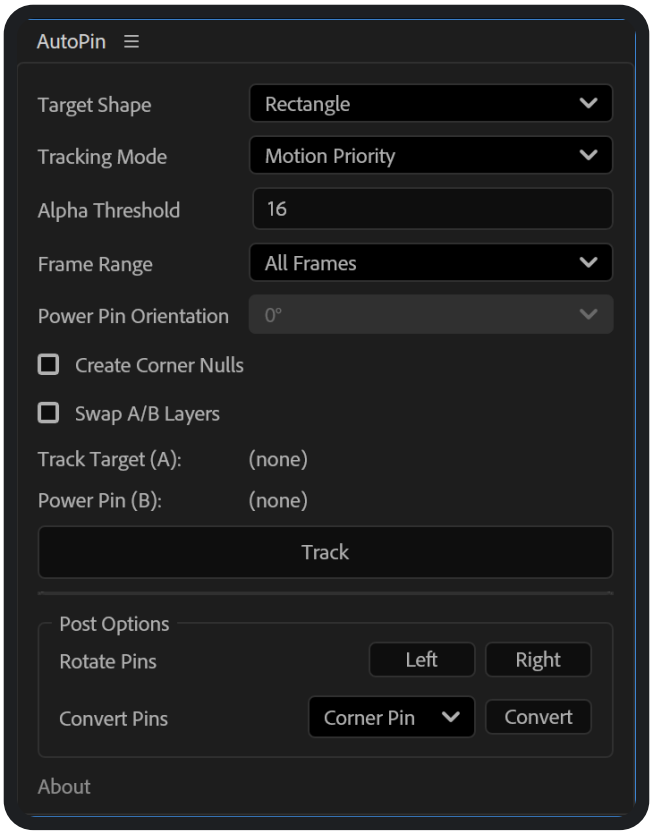
Confirm the assignment, then press Track

A = animated alpha mask / B = texture that receives CC Power Pin

PANEL REFERENCE

Start with the defaults.

Rectangle, Motion Priority, Alpha Threshold 16, and All Frames work well for most shots.



1 Target Shape

Rectangle is the default. Try Organic Shape when an irregular silhouette does not track cleanly.

2 Tracking Mode

Use Motion Priority normally. Use Rotation Priority for large turns, especially beyond 90 degrees.

3 Alpha Threshold

Sets which alpha values define the mask edge. Start at 16 and adjust only when the detected edge is wrong.

4 Frame Range

Choose All Frames, Work Area, or Current Frame. Work Area is useful for a short test pass.

5 Power Pin Orientation

Sets the texture's initial orientation: 0, 90, 180, or -90 degrees. Available when layers are assigned.

Layer assignment and output

6 Create Corner Nulls

Creates one null at each tracked corner. Use them to drive other elements or build custom rigs.

7 Swap A/B Layers

Reverses the mask and texture assignments without making the selection again.

8 Track Target (A) / Power Pin (B)

Verify the names before tracking: A is the animated alpha mask; B receives CC Power Pin.

9 Track

Analyzes the selected frame range and writes the four corner keyframes to the B layer.

SELECTION ORDER

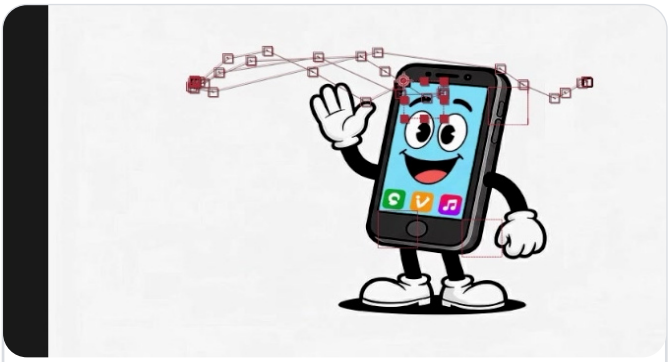
1. Alpha mask (A) > 2. Texture (B) > 3. Track

If the names are reversed, use Swap A/B Layers or reselect the layers in the correct order.

FINISH AND REFINE

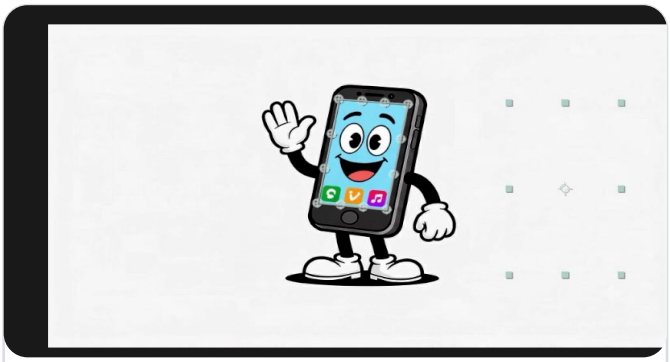
Adjust the result without retracking.

Use corner nulls, pin rotation, or conversion tools after the first tracking pass.



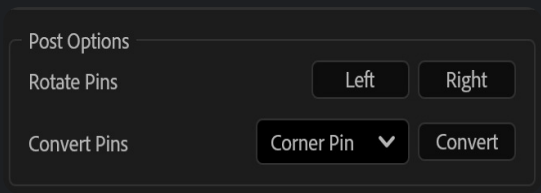
Create Corner Nulls

Four tracked nulls are added to the composition



Convert Pins

Keyframe positions are preserved during conversion



ROTATE PINS

Left / Right rotates the pin assignment at the current frame. Use it to correct orientation after tracking.

CONVERT PINS

Convert CC Power Pin to Corner Pin or Bezier Warp. Converting again from the same type restores CC Power Pin.

Reliable tracking

BEST RESULTS

- **Clean alpha**
  Use one continuous, well-defined mask. Remove stray pixels and tiny holes.
- **Test a short range**
  Use Work Area while tuning settings, then run the complete frame range.
- **Keep default first**
  Change Target Shape, Tracking Mode, or Threshold only when the result needs it.
- **Large motion is OK**
  Auto Pin scans the full frame, so position jumps can still be tracked.

QUICK FIXES

Irregular edge slips
Try Organic Shape.

Rotation exceeds 90 deg
Use Rotation Priority.

Texture starts sideways
Set Orientation before tracking; Rotate Pins after.

A and B are reversed
Use Swap A/B Layers.

Mask edge is missed
Adjust Alpha Threshold and clean the alpha.

No track points. One click. Just an alpha mask.