After Effects
Find Intersections

Instantly Find and Visualize Intersections Between any Paths in After Effects



Find Intersections – Quick Start & Installation Guide

The easiest way to install and license is by using the aescripts + aeplugins manager
To install a trial you can select 'Add Trial' from the 'Account' menu

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1. Installation

Mac Installation:

- The plugin is provided as a .plugin file.
- Copy to: Applications/Adobe After Effects <version>/Plug-ins/

Windows Installation:

- The plugin is provided as a .aex file.
- Copy to: C:\Program Files\Adobe\Adobe After Effects <version>\Support Files\Plug-ins\

Restart After Effects. The plugin appears under **Effect > Intersection Effects > Find Intersections.**

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2. Setup & Usage

Quick Start Workflow:

1. Apply Find Intersections

- Select a layer that has paths (a shape layer, or a solid with masks): **Effect > Intersection Effects > Find Intersections.**

2. Every crossing is already found

- Use All Paths is on by default: every intersection in the layer is marked with a dot immediately. No setup needed.

3. Add paths from other layers (optional)

- In the Paths group, set Paths Layer 2–5 to any layer in your comp: masks on solids, paths on shape layers, parametric shapes. Each layer's transform is followed automatically.

4. Render layers instead of dots (optional)

- In the Instances group, set Layer 1–5 to any layer in your comp. Copies of it are rendered at every crossing and follow every move your paths make.

5. Style it

- Adjust Instance Scale and Rotation Mode, or in dots mode, Dot Size and Dot Color.

For detailed parameter descriptions, see page 2.

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3. Support

Questions or Feedback?
Visit our support page on aescripts.com.

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Find Intersections – Parameter Descriptions + Tips

Paths:

- **Paths Layer 1–5:** The layers whose paths are searched for intersections. Each slot has a Layer selector plus Path A / Path B dropdowns. Paths Layer 1 defaults to the layer the effect is applied to.
- **Layer:** The source layer for this slot. Masks, shape layer paths and parametric shapes (rectangles, ellipses, polystars) are all supported.
- **Path A / Path B:** Pick two specific paths (Path 1–10, in the layer's path order) to intersect only that pair. Ignored while Use All Paths is on.
- **Use All Paths:** On by default. Every path on every set Paths Layer is intersected with every other, and results appear as soon as the effect is applied.
- **Include Self-Intersections:** Also finds the points where a path crosses itself.

Instances:

- **Layer 1–5:** Layers rendered at each intersection. Set one or several; with none set, intersections are drawn as dots instead.
- **Instance Scale:** Scales every instance (100% = original size, 0 hides them).
- **Instance Order:** How multiple instance layers are distributed across the crossings: Cycle (in order) or Random.
- **Random Seed:** Re-shuffles the Random distribution and Random rotation.
- **Rotation Mode:** Fixed keeps every instance upright. Random gives each its own angle. Path A Direction aligns each instance with its path. Crossing Bisector aims each instance along the angle of its own intersection and re-aims it as the paths animate.
- **Rotation:** Extra rotation added on top of the selected mode.

Style:

- **Composite On Original:** On by default, draws the markers over the layer's image. Turn off to render them on transparent, e.g. to use the result as a matte.
- **Grow Bounds:** Extends the render area past the layer's edges so markers aren't clipped when crossings fall outside a small layer.
- **Dot Size:** Size of the dot markers.
- **Dot Color:** Color of the dot markers.

Tips & Notes

- **Shape Layer operators are followed.** Intersections are computed on the final rendered geometry, after Trim Paths, Repeater, Merge Paths, Offset Paths, Round Corners, Zig Zag, Pucker & Bloat, Twist — everything except Wiggle.
- **Need more than 5 path layers?** Apply a second instance of the effect on the same layer; they stack cleanly.
- **Adjustment layer friendly.** Apply it to an adjustment layer above your artwork for a non-destructive work flow.
- **Motion blur.** Instances follow the comp's motion blur automatically when the layer's motion blur switch is on.
- **Precision.** Intersections are solved from the true bezier geometry of your paths, to sub-pixel accuracy, on every frame.

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