Installation

This guide will help you install and use the **FlowPath v1.0** script inside Adobe After Effects.

The easiest way to install and license is by using the aescripts + aeplugins manager.
https://aescripts.com/learn/aescripts-aeplugins-manager-app

To install a trial you can select 'Add Trial' from the 'Account' menu.

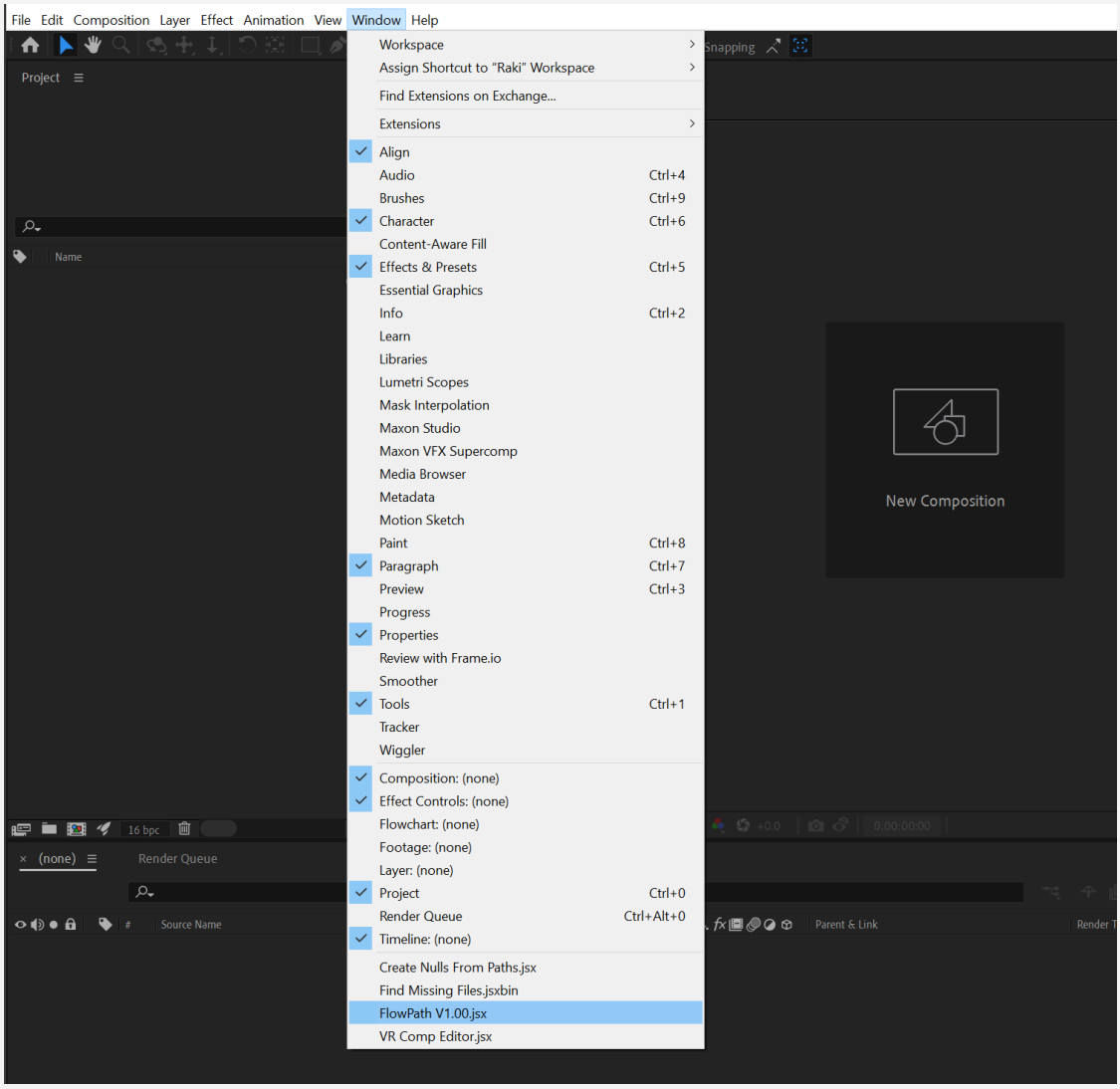
Manual Installation

C:\Program Files\Adobe\Adobe After Effects (version)\Support Files\Scripts\ScriptUI Panels
Replace `(version)` with your installed After Effects version (e.g., `2024`).

Mac: Applications\Adobe After Effects CC\Scripts\ScriptUI Panels\

- Close After Effects if it's running.
- Copy `FlowPath.jsx` into the folder above.
- Relaunch After Effects.

Once installed you can access the script from the Windows menu inside After Effects.



FlowPath Interface Overview



- **SINGLE PATH**: Animate along a single path on one layer.
- **SINGLE LAYER MULTI PATH**: Use multiple masks from a single layer for animation.
- **MULTI PATH**: Combine multiple paths from different layers.

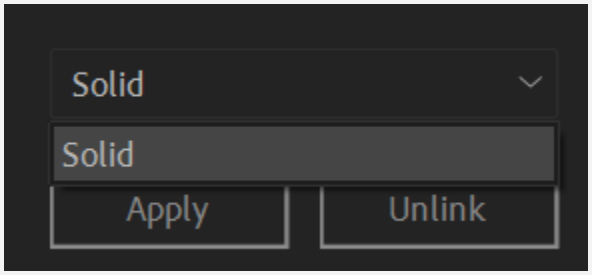
Layer Naming Requirement (Duplicated layers)

- In Multi Path modes, each layer with a mask must have a unique name.
- If two layers share the same name (e.g., 'Solid 1'), only one path will be used.
- Rename duplicates (e.g., 'Solid 2') to ensure all paths are recognized.

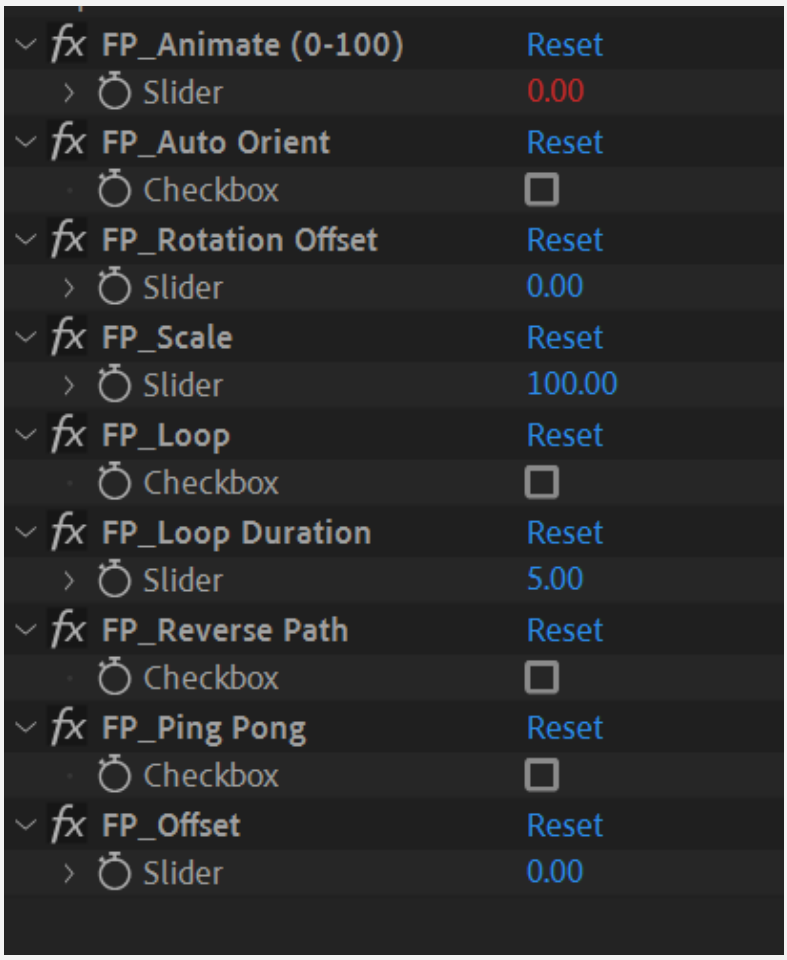
Using Single Path

Step-by-Step:

1. Select the mask layer from the dropdown.



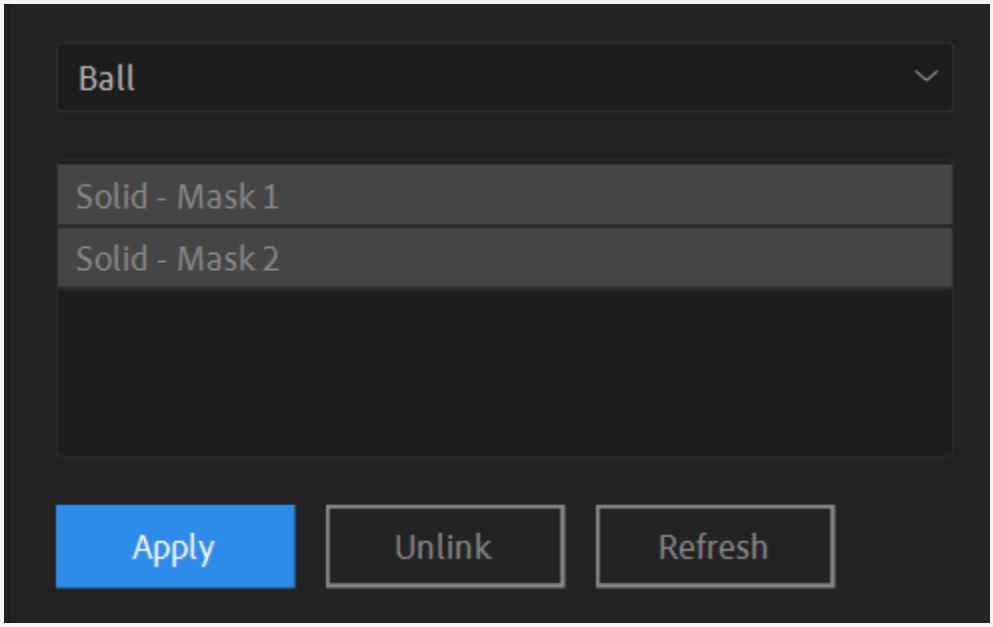
2. Select the layer you want to animate from the Layers panel.
3. Click **Apply** to bind the animation.
4. Use the **Effect Controls Panel** to adjust animation settings.



Effect Controls Overview

- **FP_Animate (0–100)**: Animate progress along the path.
- **FP_Auto Orient**: Toggle auto-orientation along path.
- **FP_Rotation Offset**: Adjust manual rotation.
- **FP_Scale**: Control layer scale during animation.
- **FP_Loop** & **FP_Loop Duration**: Loop the animation with a custom time.
- **FP_Reverse Path**: Flip the direction.
- **FP_Ping Pong**: Move back and forth along the path.

Single Layer Multi Path & Multi Path

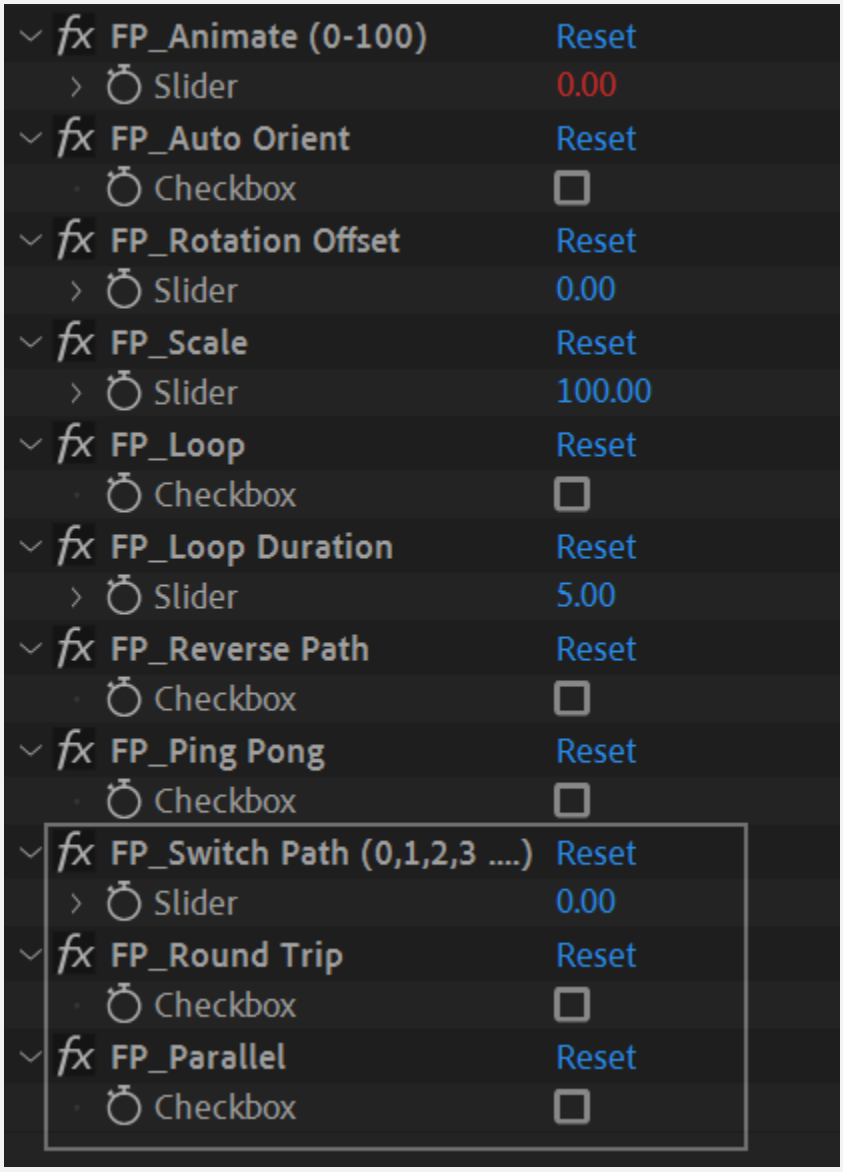


These two modes work similarly to Single Path but offer more control.

- **Single Layer Multi Path**: Uses multiple masks from a **single layer**.
- **Multi Path**: Uses paths from **different layers**.

When using MultiPath modes, use the dropdown to select the layer you want to animate (no need to select it from the layers panel), and select **at least two masks** from the bottom list.

Extra Controls



- **FP_Switch Path (0,1,2...)**: Jump between different paths by index. This lets you switch the path during animation by keyframing the index value. Great for dynamic movement between different segments.
  Note: Path 1 is index `0`, Path 2 is `1`, Path 3 is `2`, and so on.
- **FP_Round Trip**: Animate forward and then return.
- **FP_Parallel**: Allow multiple layers to animate along paths in sync.