Install with the manager

The recommended way to install and license MagicMorphing for After Effects.

Start here

Use the **aescripts + aeplugins manager** to install and license your purchase. For a downloaded .zxp file, use the ZXP/UXP Installer on page 2. Requires **After Effects 18.4 (2021) or later**. The usage guide begins on page 3.

1

Download the official manager

aescripts.com/learn/aescripts-aeplugins-manager-app/
Install the version for Windows or macOS.

2

Sign in to your aescripts account

Open the manager and use the account associated with your MagicMorphing purchase.

3

Install MagicMorphing

Close After Effects. Find MagicMorphing in the manager and install it for the After Effects version you use. Follow the manager's licensing instructions.

4

Open the extension

Start After Effects and choose **Window > Extensions > MagicMorphing**. The extension opens in a compact floating window.

Try before you buy

In the manager, choose **Account > Add Trial** and select MagicMorphing. The trial allows **one path and two selected keyframes per MAGIC run**. A full license removes these trial selection limits.

Install a downloaded ZXP

Use the official ZXP/UXP Installer for the .zxp included in your download.

1. **Extract the product ZIP**
   Locate **MagicMorphing-1.0.0.zxp** in the extracted product folder. Close After Effects before installing.

2. **Download and run the ZXP/UXP Installer**
   aescripts.com/learn/post/zxp-installer/
   Open the .zxp with the installer, or drag it into the installer where supported. Complete installation for After Effects.

3. **Restart After Effects and open MagicMorphing**
   Choose **Window > Extensions > MagicMorphing**. Complete license activation using the manager or the extension's licensing controls.

Installation checks

- **Missing from the Extensions menu?** Restart After Effects and confirm that the installer targeted the version you use. Try reinstalling with the latest official installer.
- **License or connection issue?** Check your internet connection and sign-in, then retry using the latest manager. Keep the exact error message if you need support.
- **Installing an update?** Close After Effects, update through the manager or install the replacement .zxp using the ZXP/UXP Installer, then restart After Effects.

Installation support

aescripts manager FAQ | MagicMorphing product and support

Start with your path keyframes

Improve point correspondence for smoother shape transitions in After Effects.

1 **Open MagicMorphing**

Choose Window > Extensions > MagicMorphing after installation (pages 1-2).

2 **Select the Path keyframes**

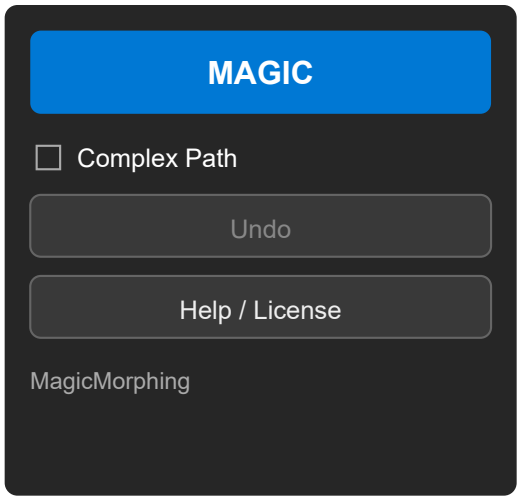
In the active composition, select at least two keyframes on the same Path property.

3 **Start with Complex Path off**

Click **MAGIC** to match point order, direction and contour alignment.

4 **Preview between the keys**

Scrub the timeline. If needed, click **Undo** before trying Complex Path.



Interface layout illustration

Compact floating window
240 x 230 content area

What MAGIC changes

- Processes the selected path keyframes in time order. With a full license, multiple selected Path properties are processed independently.
- Preserves the selected keyframe outlines and their timing and easing while adjusting point correspondence. In-between shapes may change.

Select keyframes, not just a layer

Selecting a layer alone is not enough. Use an animated Bezier Path or supported Mask Path. MAGIC works on existing paths; it does not create new shape layers or Path properties.

Choose the right matching mode

Use fewer points by default. Try denser matching when the result needs it.

MAGIC with Complex Path off

This is the starting point for simple and detailed shapes alike. The standard mode aligns path direction, starting points and vertex order while keeping point counts low.

- Paths with fewer points may receive points to match the others. Exact redundant subdivisions can be simplified.
- The default mode does not automatically add large numbers of points just because a contour is complex.

MAGIC with Complex Path on

Enable the checkbox for denser contour and feature matching when the default result is not suitable. This can add more vertices to the existing paths and may take longer on detailed selections.

More points, not more paths

Complex Path increases the detail available for matching. It does not add separate Path properties or shape layers. More points do not guarantee a better transition for every pair of shapes.

Compare both modes from the same starting point

1. **Run the default mode**
   Leave Complex Path off, click MAGIC and preview the transition.

2. **Restore the original paths**
   Click the MagicMorphing Undo button before changing modes.

3. **Try Complex Path**
   Enable the checkbox, click MAGIC again and compare. Click Undo if you prefer the original.

Undo, licensing and troubleshooting

Restore the paths you changed and understand the limits of each run.

Undo

The **Undo** button restores the path values and point counts saved before the most recent successful MAGIC run. Repeat it to step back through up to **20 runs** in the current panel session.

- History is temporary and is not saved in the project. Closing or reloading the tool can clear it. Undo is disabled when no saved run is available.
- If you later edit the affected paths, move or delete their keys, or change projects, restoration may be refused to protect those changes. Use After Effects Edit > Undo to step back through later edits first.

Help / License and trial

Use the aescripts manager for licensing and updates. Open **Help / License** for help and licensing controls. The trial allows **one path with two selected keyframes per MAGIC run**. A full license removes those trial selection limits.

If the result is not what you expected

MAGIC asks for keyframes

Select at least two keyframes on a Path property in the active composition. In trial mode, select exactly one path and two keys.

A path cannot be processed

Selected keys on each path must all be open or all be closed. Masks with feather points are not supported.

The transition still twists or pinches

Undo, try Complex Path and preview again. Very different contours may need manually adjusted correspondence or intermediate poses.

Trim Paths or dashed strokes look different

Changing point order or the first vertex can affect stroke appearance. Check these effects after running MAGIC.