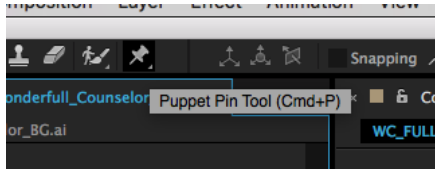


After Effect - Animating with Puppet tools

The Puppet effect works by deforming part of an image according to the positions of pins that you place and move. These pins define what parts of the image moves, what parts remain rigid, and what parts are in front when parts overlap.



Puppet Pin tool



Use this tool to place and move Deform pins.

Puppet Overlap tool



Use this tool to place Overlap pins, which indicate which parts of an image should appear in front of others when distortion causes parts of the image to overlap one another.

Puppet Starch tool



Use this tool to place Starch pins, which stiffen parts of the image so that they are distorted less.



Mesh created by placing Deform pins (left), and result of dragging a Deform pin. When you place the first pin, the area within an outline is automatically divided into a mesh of triangles. An outline is only visible when the Puppet effect has been applied and a Puppet tool pointer is over the area that the outline defines.

When you move one or more Deform pins, the mesh changes shape to accommodate this movement, while keeping the overall mesh as rigid as possible. The result is that a movement in one part of the image causes natural, life-like movement in other parts of the image.

For example, if you place Deform pins in a person's feet and hands and then move one of the hands to make it wave, the motion in the attached arm is large, but the motion in the waist is small, just as in the real world.

If a single animated Deform pin is selected, its Position keyframes are visible in the Composition panel and Layer panel as a motion path. You can work with these motion paths as you work with other motion paths, including setting keyframes to move across time.

You can have multiple meshes on one layer. Having multiple meshes on one layer is useful for deforming several parts of an image individually—such as text characters—as well as for deforming multiple instances of the same part of an image, each with a different deformation.

The original, undistorted mesh is calculated at the current frame at the time at which you apply the effect. The mesh does not change to accommodate motion in a layer based on motion footage, nor does the mesh update if you replace a layer's source footage item.