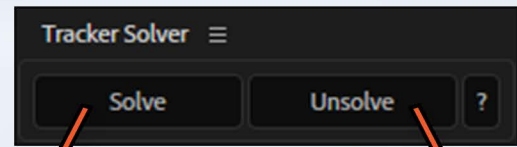


Tracker Solver

Solve custom trackers in your active camera

How to use

Tracker Solver uses a handful of position keyframes from a 2D layer to solve a 3D position in your active camera.



- 1 Create a 2D Null Layer
- 2 Keyframe the position
- 3 Select the Layer
- 4 Click "Solve"

- 1 Select a 3D Layer
- 2 Click "Unsolve"

How it works

- Calculates the true 3D position in your scene using the active camera's motion and settings
- Works with any After Effects camera, including those imported from 3rd-party applications
- Requires a minimum of 3 keyframes to solve but additional keyframes can increase the accuracy
- If the camera moves very little, using more keyframes is recommended

How to install

The easiest way to install and license is by using [aescrpts + aeplugins manager](#). To install a trial you can select 'Add Trial' from the 'Account' menu.

To manually install Tracker Solver, place the 'Tracker Solver.jsxbin' file into the 'ScriptUI Panels' folder in your version of After Effects.

macOS:

Applications/Adobe After Effects/Scripts/ScriptUI Panels

Windows:

Program Files/Adobe/Adobe After Effects/Support Files/Scripts/ScriptUI Panels