

# Rigged Box v4.0

*The comprehensive Box Preset for After Effects*



A free tool from Paul Slemmer  
For more tools, visit [www.paulslemmer.com](http://www.paulslemmer.com)

## Installation:

1. Add the .ffx file to your User Presets\* folder:
  - Documents/Adobe/After Effects [version]/User Presets (macOS)
  - My Documents\Adobe\After Effects [version]\User Presets (Windows)
2. In After Effects, click the menu button on the top of the Effects & Presets panel, and select "Refresh List."
3. You can now search for the installed preset in the Effects & Presets panel.

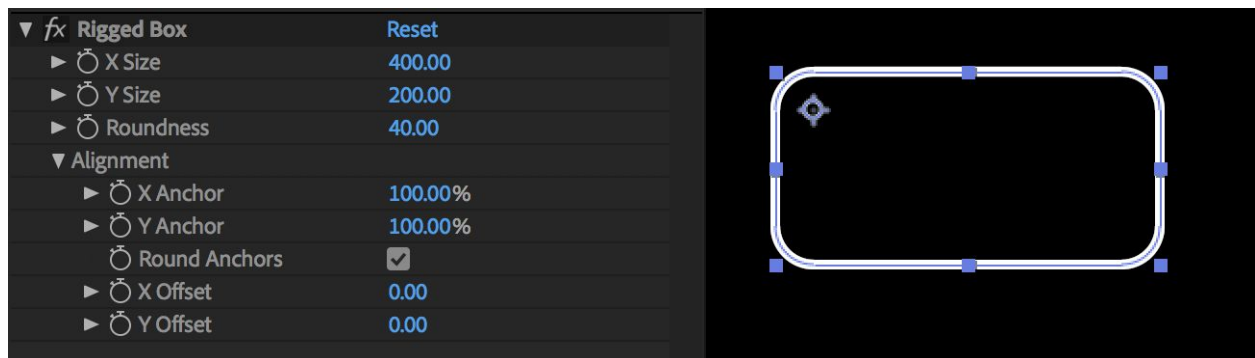
If your User Presets folder does not exist, you can generate one:

1. Open your desired version of After Effects.
2. Create a new layer and select any property on it.
3. Click the file icon on the bottom of the Effects & Presets panel.
4. Save the preset as "temp.ffx" or just click cancel.

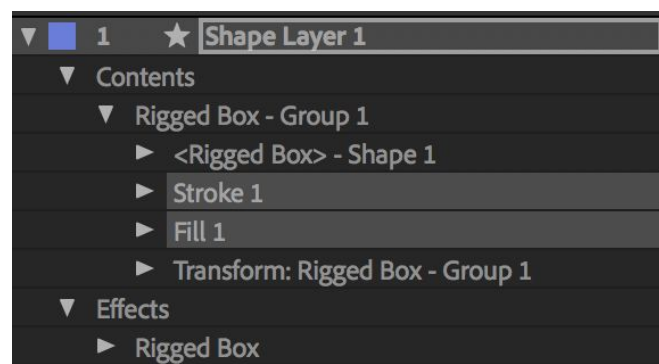
Your User Presets folder is now ready. Start from the first step of installation.

## Workflow:

- With nothing selected, run the preset from your Effects & Presets panel. This also works if you have a shape layer selected, it will just add the shape group and effect to anything that's already on your layer.
- Set your desired size with "X Size" and "Y Size".
- Set the roundness.
- Use the X and Y anchors to align where the box scales from.
- If you're using the roundness parameter, you may want to anchor the layer from the radius of that roundness. Use the "Round Anchors" checkbox to shift the anchors inwards. This is especially useful if you want to rotate the layer around one of the rounded corners.

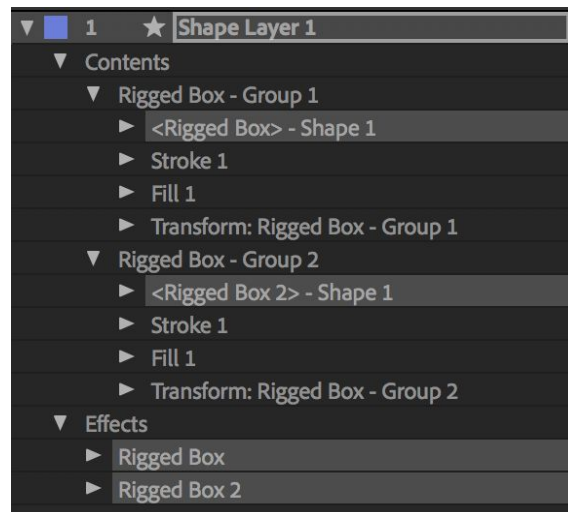


- By default the rectangle draws itself at [0,0] in your layer space. In some cases, you may want to move it, using the offset parameters. This is especially useful for creating interdependencies between multiple rigged box instances.
- Style the box with your desired strokes and fills inside the shape layer parameters.

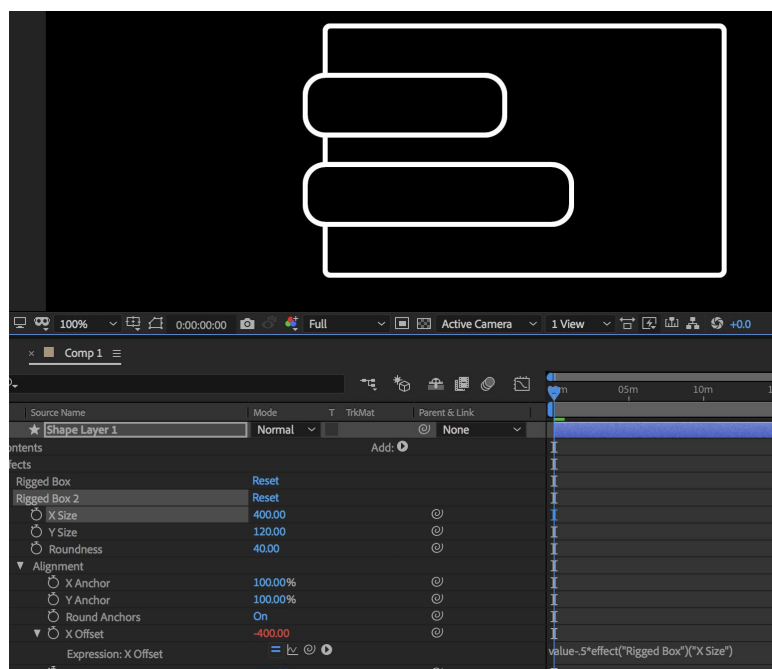


## Dynamic Referencing:

- Use Dynamic Referencing to add multiple Rigged Box instances to one layer. Just duplicate both the Rigged Box effect and shape layer object, and rename them to match. Your setup should look similar to this screenshot:



- Create smart rigs and dependencies by pick-whipping properties together. Used in combination with merge paths, truly complex shape rigs are easier to create and manage than ever before.



**Legal:**

- By downloading this preset you agree not to resell it in its entirety or in part.
- Presets don't have much ability to affect your system negatively, but by downloading this preset, you agree to assume any liability for damage to your project, software or hardware that occurs from its use or misuse.
- Rigged Box is available for use in all forms of work without attribution.
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- You may email [paulslemmer@gmail.com](mailto:paulslemmer@gmail.com) with any questions but full support is not offered and active development is not guaranteed.

# Thank you!

