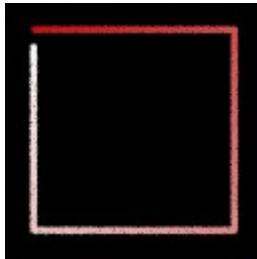


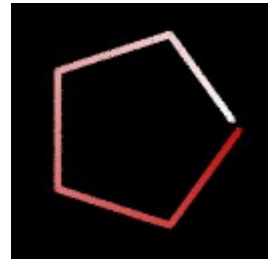
SHAPE TYPES



Circle



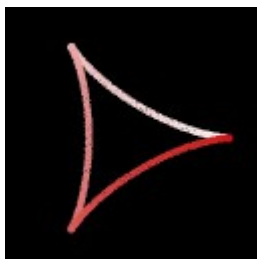
Rectangle



**Multi-Sided
Polygon**



Heart



Astroid



Loops

To change the center of the shape, animate the Control Null's Position

GENERAL PROPERTIES FOR ALL SHAPES

Speed Active

If checked, progress along the shape will be controlled by **Speed (seconds)**

If unchecked, progress will be controlled by **Completion**

Speed (seconds)

How many seconds it takes to make a full revolution

Progress along the shape will be continuous for the length of your composition

Completion

The percentage of progress through your shape

Use this if you want to start/stop/reverse motion through your shape

Offset

Offsets the beginning position on the shape

Reverse Direction

If unchecked, motion moves in a clockwise direction

If checked, motion moves counter-clockwise

Spiral

A positive number will make your shape spiral bigger exponentially

A negative number will spiral smaller

Begin Point

The beginning point of your shape

End Point

The ending point of your shape

Reverse Motion

If checked, this will swap your beginning and ending points

Rotate

Rotates the entire shape

Scale X

Scales the shape horizontally (this calculates before rotation)

Scale Y

Scales the shape vertically (this calculates before rotation)

Position Proxy

This is the value that your selected layer will use to calculate it's position

DO NOT remove the expression that is on this property or your shape will not function

PROEPRITIES FOR INDIVIDUAL SHAPES

CIRCLE

Radius

The radius of the circle.

Use **Scale X** and **Scale Y** to make ovals

RECTANGLE

Ease Corners

If checked, the shape will ease in and out at corners

*** If used in conjunction with **Spiral**, your edges may have slight curves to them

Use **Scale X** and **Scale Y** to turn a square into a rectangle

MULTI-SIDED POLYGON

Number of Sides

How many sides your polygon will have

Ease Corners

If checked, the shape will ease in and out at corners

HEART

Bloat Top

Stretches and bloats the top part of the heart

Bloat Bottom

Stretches and bloats the bottom part of the heart

ASTROID

Number of Sides

The number of sides of the shape

If positive, the sides will curve inward.

If negative, the sides curve outward

LOOPS

This shape is complex and sometimes a bit random. Experiment with the properties and you will have interesting results

Horizontal 1

Distorts the shape horizontally

Horizontal 2

Distorts the shape horizontally in a different way

Vertical 1

Distorts the shape vertically

Vertical 1

Distorts the shape vertically in a different

Exponent 1

Distorts the curves of the shape

Exponent 1

Distorts the curves of the shape in a different way