Scripts from me to you

* **CamZoom:** Creates a popup GUI that controls your camera’s focal length (zoom) and film offset (horizontal and vertical panning). This is useful for being able to zoom into your cinematic camera to view things that are too small, for slight adjustments (pixel Humping). Push the reset button before closing the window. Make sure these values are not keyed, and know your values beforehand in case this script changes things in a bad way.
* **FrameCount:** popup script that displays the current frame that you can designate an offset value. This is handy for reviews, if the boss says “adjust frame 10” but your timeline is 450-640. Putting in a value of -450 in the script will read frame 10 when the timeline is at 460.
* **Loc2Obj**: creates a locator in the position and rotation of your selected object
* **CopyAnimToLoc**: creates locator with the animation of your selected object
* **CopyLoc:** creates locators with the animation of your selected objects and constrains your objects to the locators. Places locators into a display layer
* **Snap:** moves and rotates second selected object to the first selected object’s position and orientation.
* **UpFall:** Creates a basketball sized sphere and launches it into the air, and then falls down according to physical gravity calculations. This is handy for animating something launching into the air and then falling, to reference an object’s timing and spacing.
* **Fall:** Creates a basketball sized sphere and drops it from Origin. This is handy for animating something falling, to reference an object’s timing and spacing.
* **45Fall:** Creates a basketball sized sphere and launches it into the air at a 45 degree angle, and falls down. This is handy for animating something launching into the air at an angle and then falling, to reference an object’s timing and spacing.
* **Material:** selects the material for the object selected. Handy for quickly changing the color value for an object without having to navigate the Hypershade window
* **CTL\_Blue:** Changes the color of selected curves to a blue color. This is handy for quickly changing the color of rig controllers to be customized.
* **CTL\_Green:** Changes the color of selected curves to a green color. This is handy for quickly changing the color of rig controllers to be customized.
* **CTL\_Red:** Changes the color of selected curves to a red color. This is handy for quickly changing the color of rig controllers to be customized.
* **U\_Rock:** Creates a popup with a motivational phrase to encourage animators. Can modify the sayings to be whatever you want, like tool tips, reminders, weird animal facts

I made these scripts, but they are free to use however you like.