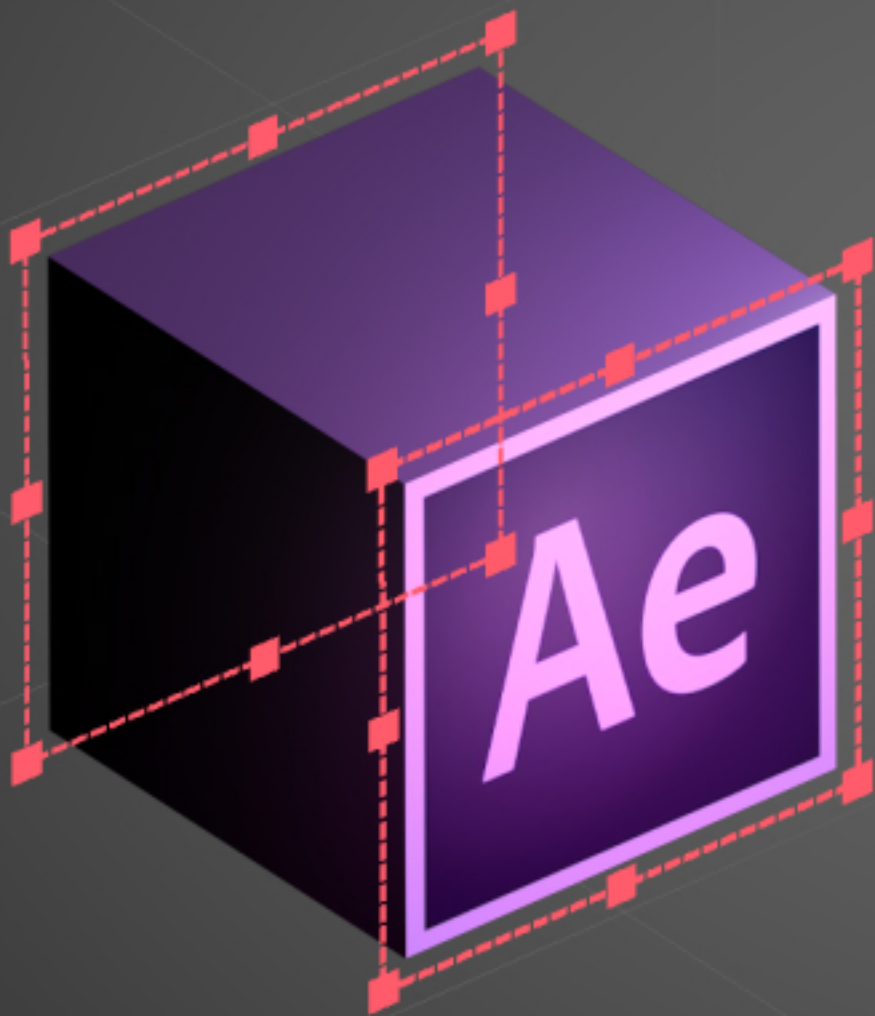


AEC4D | INSTALLATION GUIDE



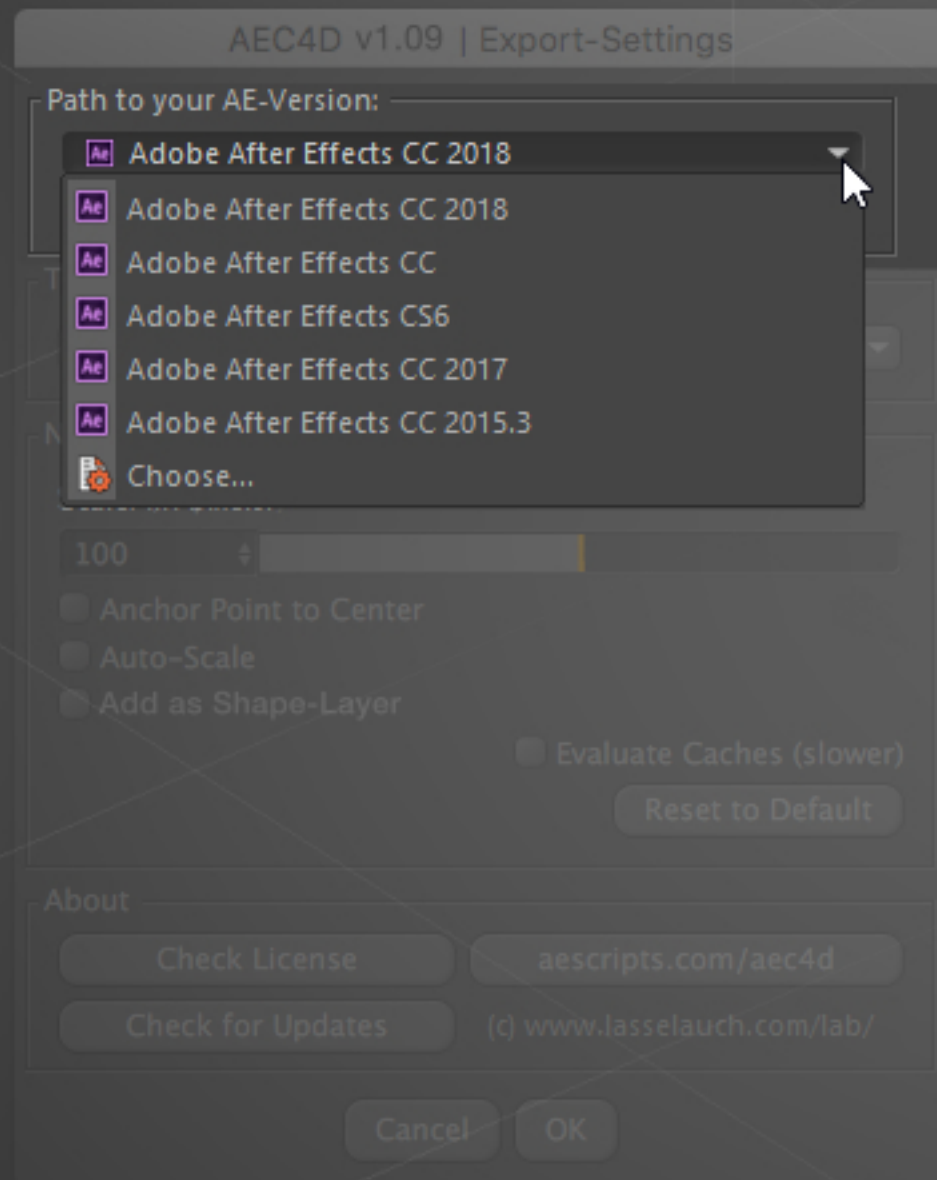
1. Simply copy your downloaded folder into the „plugins“ directory of your C4D-Installation. (...MAXON/RXX/plugins/)
(C4D R16 up to C4D R20 supported)
2. You can also use “Environment Variables” or the new “Plugin Search Paths” Feature of R20.
3. Start C4D and enter your License-Code or “Trial” for the Trial-Version.
The Trial-Version will only export 10 Frames.

SHORTCUTS:

- [CTRL-CLICK] Settings Menu
- [SHIFT-CLICK] Import into current Comp
- [CTRL+ALT+SHIFT-CLICK] Switch to After Effects

www.aescripts.com/aec4d
www.lasseclausen.com/lab

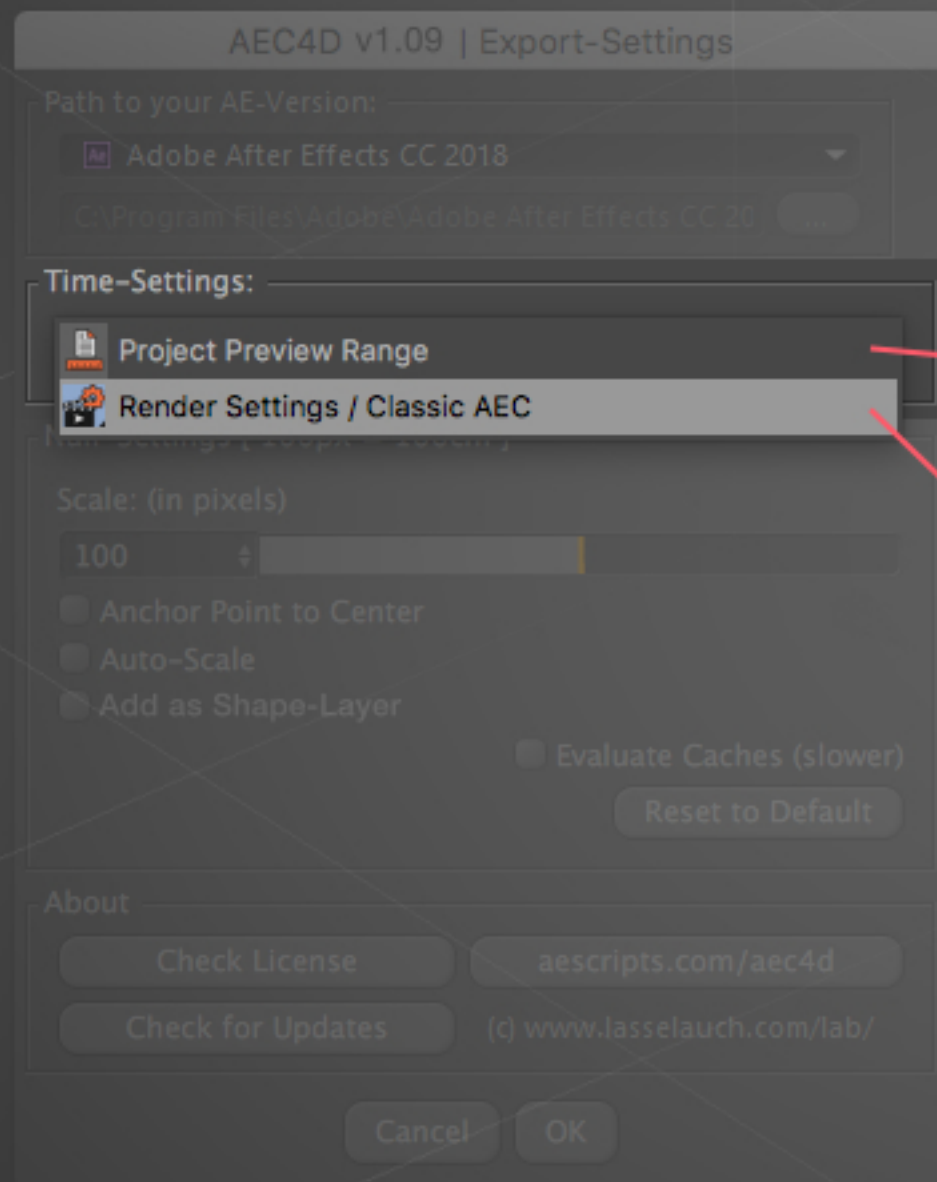
AEC4D | SETTINGS MENU OVERVIEW



AE-SETUP

Here you can change your path, to your preferred After Effects Version.
After Effects CS6 and upwards compatible...

AEC4D | SETTINGS MENU OVERVIEW

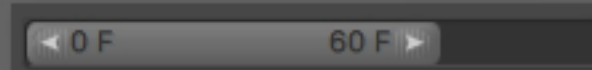


TIME-SETTINGS

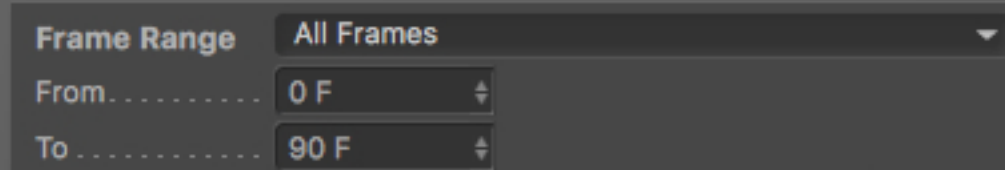
Here you can choose between two different Time-Ranges for Export.



Project Preview Range:
(Preview Min Time / Preview Max Time)

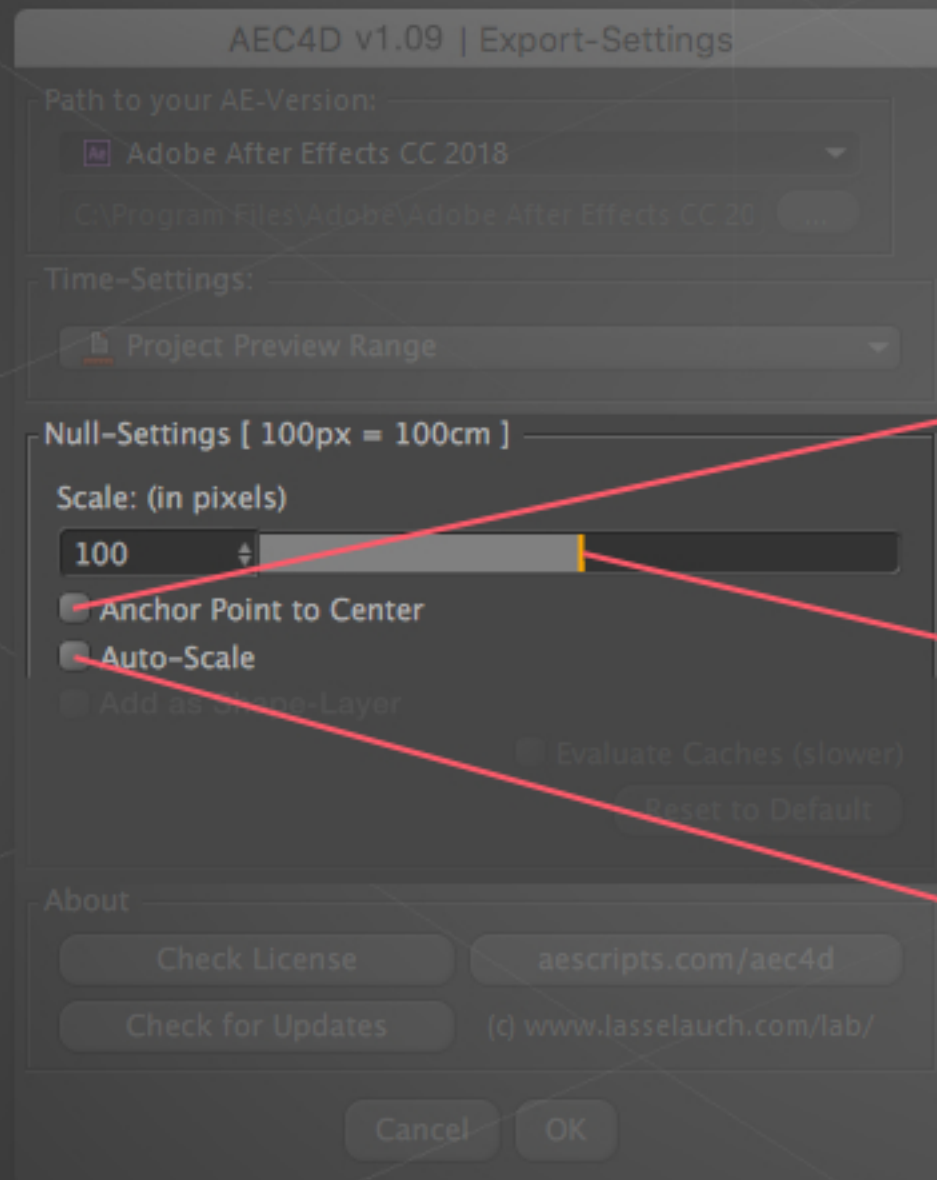


Render settings / Classic AEC:
(From / To)



Negative Frames are not possible, time will start at 0.

AEC4D | SETTINGS MENU OVERVIEW



NULL-SETTINGS

Here you can specify different Settings for the Nulls you import.



“Anchor Point to Center” will set the anchor position of the Null in After Effects always in the center.
Example: Layer-Size 100x100 = Anchor-Point [50,50]

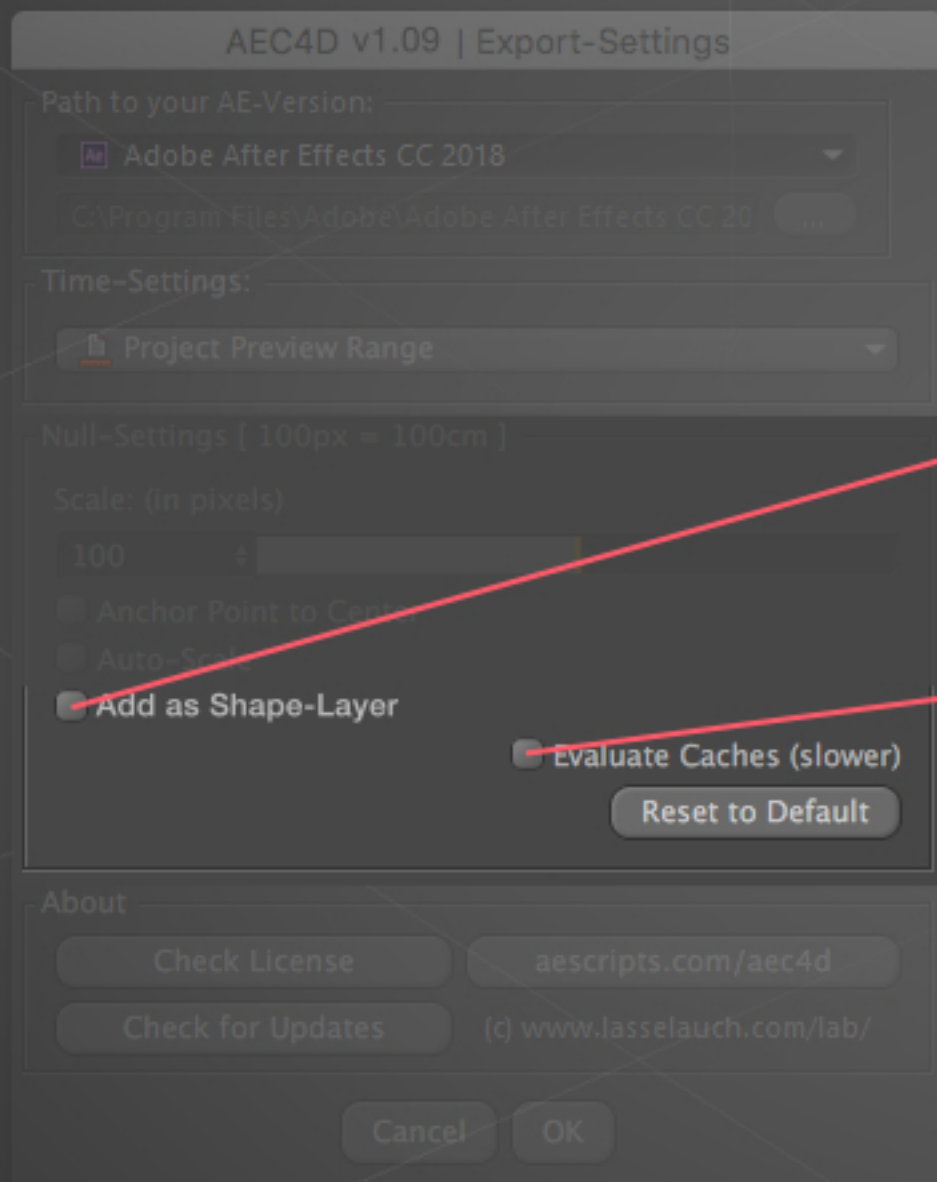


“Scale” will set the Width/Height for the Null-Layer in After Effects. 100 will represent 100px in AE and equals 100cm in C4D.
(Maximum-Size: 4096)



When activated the Bounding Box of each Object will be used to set the Pixel-Size of the Layer in After Effects. The Nulls will fit exactly to your Objects. (Maximum-Size: 30.000px)

AEC4D | SETTINGS MENU OVERVIEW

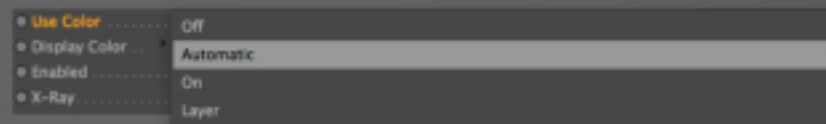


NULL-SETTINGS

Here you can specify different Settings for the Nulls you import.



This will create Shape-Layer instead of Nulls, based on your Object-Color the Shape-Layers will be colored.

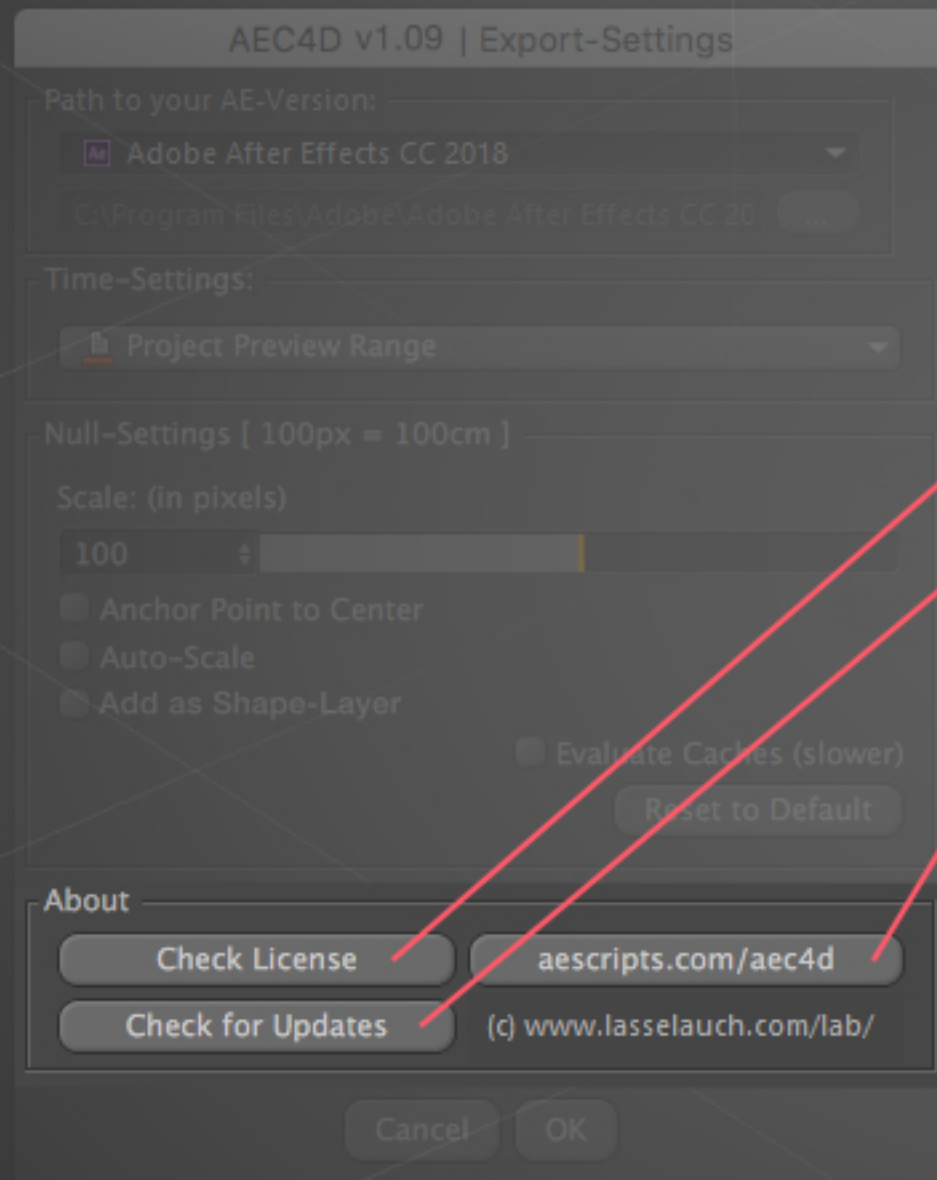


When activated, Dynamics Simulations and other Cached Animations will be taken into account.

No need to bake your Objects!

However, for a standard export, with simple animations, this can be deactivated and result in an even faster export.

AEC4D | SETTINGS MENU OVERVIEW



ABOUT

some additional informations...

Opens up the License Manager

Checks if a newer Version of AEC4D is available

Opens up the Product-Page on aescrpts.com