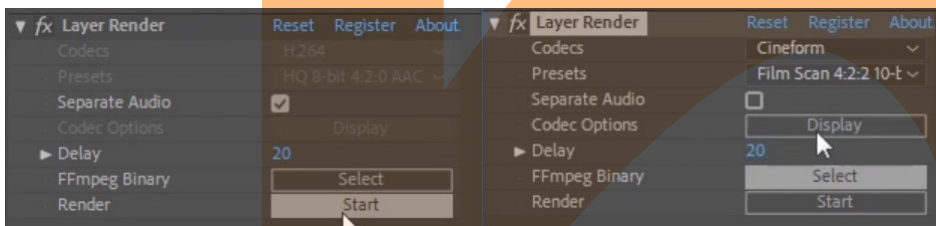


layer render

Layer Render for After Effects allows the user to render at the layer level using an external FFmpeg installation. All known AE renderers render at the level of a composition.

Target Audience

This plug-in is meant for power users who end up with complex After Effects compositions with multiple layers. Often, the client will ask for samples of intermediate stages of the project. Earlier, renders may have required the user to open up Media Encoder. Now every possible codec and container can be rendered directly from After Effects.



The Codecs, Presets and Codec Options fields are greyed out in the trial. These will be enabled once you enter the activation code. The trial allows for renders using H.264 without a watermark.

Value Proposition

Add an adjustment layer above the layers you want rendered, use the in and out points of your layer to define the range of output video and click the render button.

1. Very fast (uses all cores) and easy to use.
2. **Direct access to external FFmpeg without intermediate files.**
3. Extensive presets for VP9, H.264, H.265, DNxHD, Cineform and Prores codecs
4. All render options can be tweaked via Options window.
5. **Direct Render of layers from within After Effects comp**

Qualifying Questions

- Do you wish the entire range of render options (containers and codecs) from Media Encoder was available inside After Effects?
- Do you want to render out intermediate stages of your project for your client to preview?
- Do you require direct access to open source codecs like x264 from your After Effects project?
- Do you need finer grained control of your render?

Compatibility

After Effects Creative Cloud. Tested with CC 2017, CC 2018, CC 2019, 2020, 2021. macOS 10.12 and above or Windows 7 and above.

Important Notes

There is no need to install FFmpeg, if it is not found in the system path it will be automatically downloaded. However, the plug-in can use custom installs of FFmpeg, just make sure it is installed in the system path.

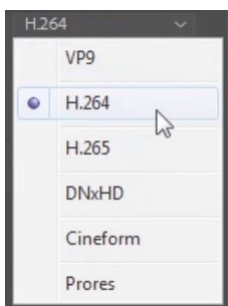
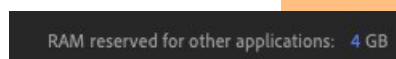
This effect works with 8-bpc or 16-bpc. The optimal usage will require 32-bpc and full resolution. In 32-bpc color, After Effects does not clip the video and allows the user to view any out-of-range data.

TIP :- Cineform and ProRes require at least 16-bpc color.

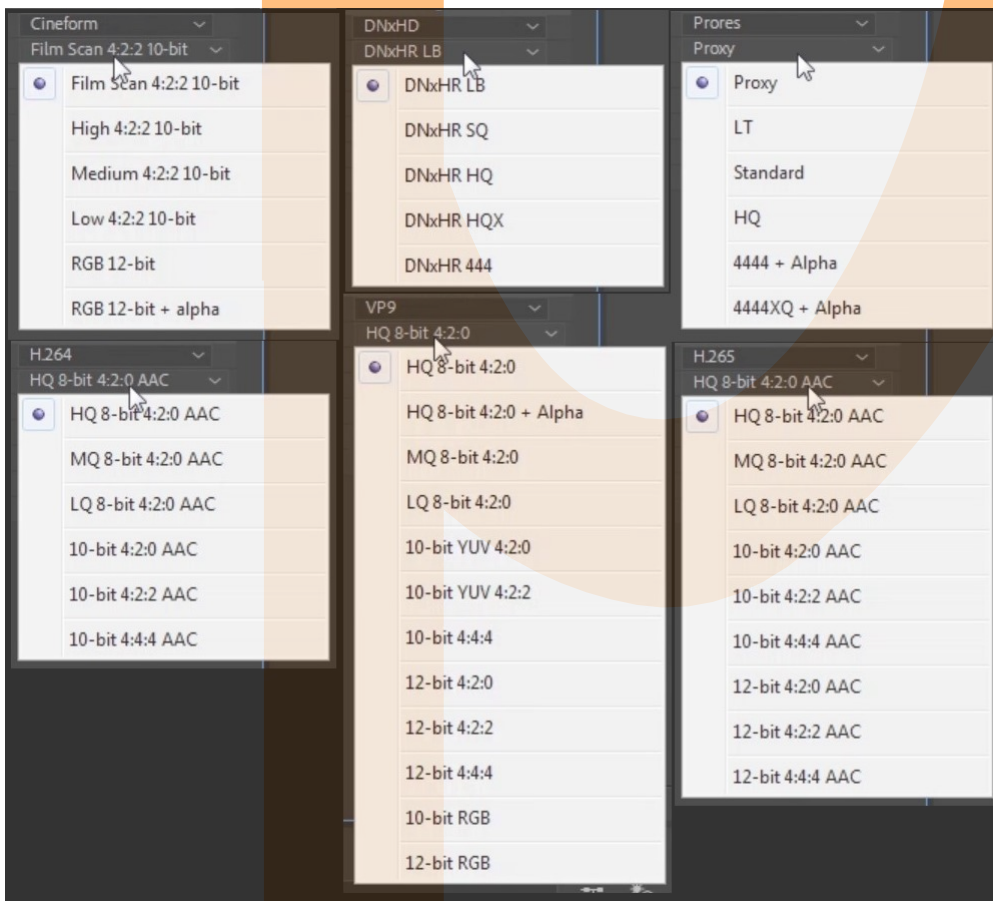
The plug-in should be used on an adjustment layer and the in and out point of the layer should be used to notify the start and end of the video. The video can only be rendered if the play marker is on the active part of the layer.

Controls

TIP :- Set RAM for other application at ≥ 4 GB or you may have a system crash due to FFmpeg RAM requirements.

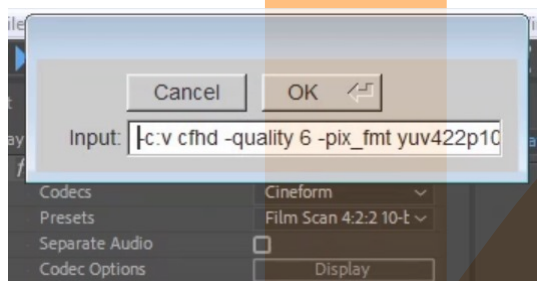


Codecs – VP9, H.264, H.265, DNxHD, Cineform, Prores. Common codecs are provided here.



Presets – For every codec, there are corresponding presets available. For 8-bit options, lossless 8-bit RGB video is sent from AE. For anything else, 16-bit lossless RGB video is sent out. Some presets also encode alpha channel. The plug-in detects those presets and send out 8-bit or 16-bit RGBA video as needed.

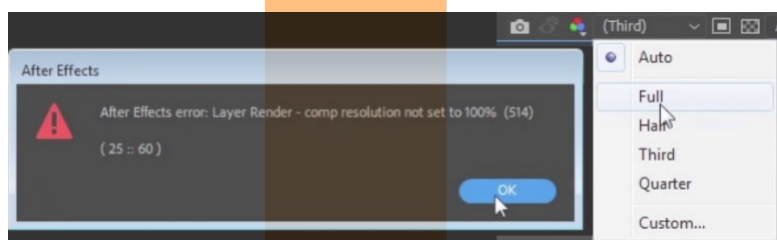
Render Separate Audio – Selecting this will generate an extra .wav file with the same root name as the output video.



Codec Options – Click on Display to open a dialogue box with currently selected preset. You may change this to use other codecs.

TIP :- The plug-in selects the AE format based on 8-bit RGB/RGBA or 16-bit RGB/RGBA presets respectively. So you need to make sure your starting preset matches the pixel formats being used.

Render – This dialogue allows you to select the directory and filename for the output file. The output extension notifies the plug-in which container you wish to use.



TIP:- Before clicking on Render, make sure that the resolution is set to Full. Otherwise, you will receive a popup message with an error notification.

Installation

The easiest way to install and license is by using aescrpts+aeplugins manager app:

<https://aescrpts.com/learn/aescrpts-aeplugins-manager-app/>

After Effects plug-ins will have a plug-in .aex file or .plugin bundle and a pdf for documentation. The installer will extract .aex file or .plugin bundle to the mediacore directory – \$mediacoreplug-ins\Prosyas\

In windows – \$mediacoreplug-ins looks like C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore and \$userhomefolder/ looks like C:\Users\

After successful install, Prosyas plug-ins will appear under the Prosyas folder inside the 'Effects' menu or under the 'Effect & Presets' tab in After Effects.

If automated install does not work, try the manual installation. Extract the downloaded archive.

a. Windows Install

Double-click on Win/ directory to view the .aex file. Extract .aex to the mediacore directory - C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore

The "7.0" in the file path may differ on your setup; the steps are the same regardless.

b. Mac install

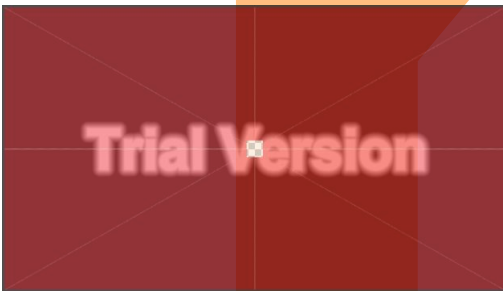
Double-click on Mac/ directory to view the .plugin bundle Extract .aex to the mediacore directory- /Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore/

You can copy/paste that file path into the Go > Go to Folder... menu of Finder. The "7.0" in the file path may differ on your setup; the steps are the same regardless.

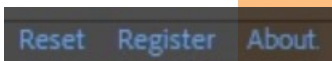
Activation

By default, all our software is downloaded as a trial version. In some cases, a watermark is seen. In other cases, certain functions are greyed out. To activate, you need to purchase a license key from the online store or a reseller.

The watermark can be a geometric pattern or a text – Trial Version.



Click on Register.



A wizard will pop up. Enter your license key and click Activate.

If successful, the confirmation window will show the appropriate message.

If necessary, restart After Effects and clear the media cache. The plug-in will now function. Click on Register to display the license status. Click Deactivate to deactivate your license.