BLENDERAE

Thank you for purchasing the BlenderAe Addon! Contact me at daniel@saltmedia.net if you have any issues, feedback, feature requests or ideas.
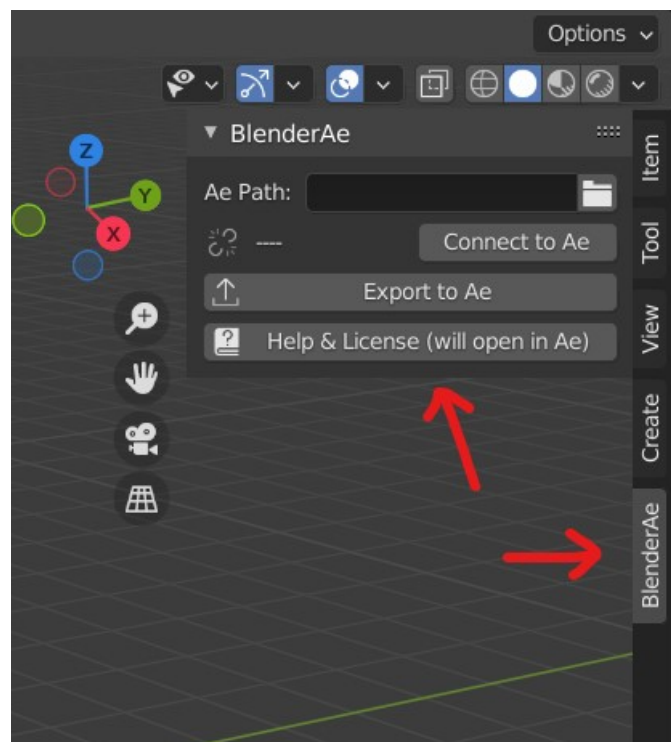
Installation

BlenderAe is a Blender addon. To install a Blender addon:

1. Go to 'Edit > Preferences > Addons' and click on the 'Install…' button.
2. Locate and select the 'BlenderAe.zip' addon file (inside the downloaded zip package).
3. Enable the add-on by checking the enable checkbox (the add-on will not be automatically enabled).

BlenderAe appears as a panel in the 3D Viewport Sidebar. If the sidebar is hidden you can open it by pressing 'N' on the keyboard or by clicking the small arrow on the side panel.
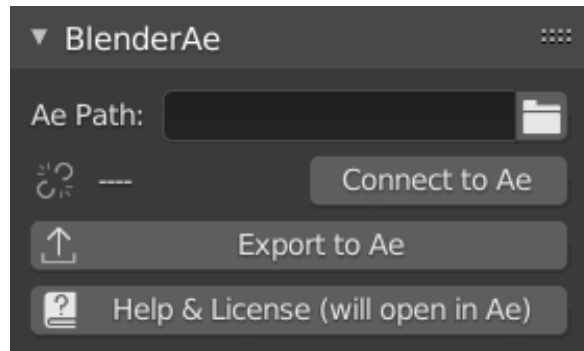https://docs.blender.org/manual/en/latest/interface/window_system/regions.html#id3


For more information see…
https://docs.blender.org/manual/en/latest/editors/preferences/addons.html#installing-add-ons

User Guide

Connect to After Effects
1. Open After Effects.
2. Click the 'Connect to Ae' button to automatically search for the active After Effects path (or alternatively copy and paste the desired 'AfterFX.exe' path… eg. "C:\Program Files\Adobe\Adobe After Effects 2021\Support Files\AfterFX.exe"
3. Click 'Disconnect' or clear the path to reset.
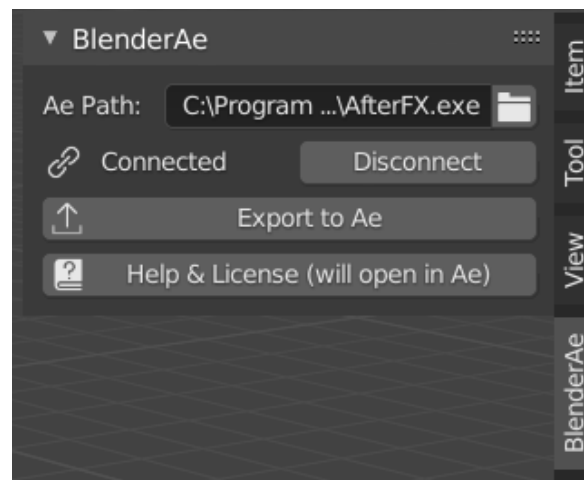
Select in Blender
1. Make your selection/s in Blender:
   In Object Mode:
   ○ Cameras,
   ○ Lights,
   ○ Objects and/or
   ○ Planes (Note: Planar (flat) planes will be converted to precomposed shape layers).

   In Edit Mode:
   ○ vertices (in vertex select mode) or,
   ○ faces (in face select mode)

Export to After Effects
1. Click the 'Export to Ae' button to export the data from Blender into After Effects.

Export and Import manually
You can export data from Blender when After Effects is not connected and save this for later usage. To do this:

1. Leave the 'Ae Path' field empty (or click 'Disconnect' when connected).
2. Make your selections and click the 'Export to Ae' button.
3. The data is saved to a folder named 'BlenderAe' in the users 'Documents' folder. The file name is 'BlenderAe_data.json'.
   - Windows: *\user\Documents\BlenderAe\ BlenderAe_data.json*
   - Mac: *username/Documents/BlenderAe/BlenderAe_data.json*

4. To import the data into After Effects go to 'File > Scripts > Run Script' and select the 'BlenderAe_Import.jsxbin' file that was included in the package download. **Important Note** – this will only work if the 'BlenderAe_data.json' is located in the 'Documents\BlenderAe' folder.

Help & License
Click the 'Help & License (will open in Ae)' button to open the help & license dialogue box in After Effects.

Notes and issues:
- A large number of selections, or long frame duration can take a long time to process (face selection currently takes the longest amount of time to process). After Effects may appear frozen but it is processing the data required to re-create objects and faces as nulls and shape layers. Our current recommendation is to import a limited selection at a time or change the start and end frames in Blender. Note also that you can cancel the import process in After Effects by pressing the 'esc' key.

- Non-planar Faces (in Edit Mode) and non-planar Planes (in Object Mode) are not currently supported as shape layers. Note: Vertex data can be exported for any 3D shape.

- Multiple vertex or face selections are supported for individual objects only (not across multiple object selections in Edit Mode).

- If the 'Ae Path' field contains a correct path but After Effects is not open, After Effects will open and close without saving.

- Some modifiers can disrupt exporting of face and vertex data.