CREATIVE IMPATIENCE

MASTER THUMBNAILER

V 1.2.1

USER GUIDE

AUTOMATE THUMBNAIL GENERATION
OF YOUR COMPOSITIONS AND VIDEO CLIPS

Contents

INSTALLING AND RUNNING THE SCRIPT

INSTALLATION

The script can be run separately or as a panel inside After Effects.

To use scripts as panels, first copy the scripts into the After Effects ScriptUI Panels directory:

On Windows:

   C:\Program Files\Adobe\Adobe After Effects <version>\Support Files\Scripts\ScriptUI Panels

On OS X:

   MacHD/Applications/Adobe After Effects <version>/Scripts/ScriptUI Panels/

INSTALLING OUTPUT MODULES (IMPORTANT!)

You must install the output modules provided with the script for the Master Thumbnailer to work correctly. To do this, open After Effects, and select **Edit > Templates > Output Modules…** In the dialog that opens click the **"Load"** button and navigate to the .aom file. For After Effects CS6 (11.0) and CC (12.0) import **Thumbnail Master CS6.aom**, for later versions (CC 2014 and above) use **Thumbnail Master CC2014.aom**.

This preset will install 4 output modules: Thumbnail JPG, Thumbnail PNG, Thumbnail PSD, Thumbnail TIF.

RUNNING THE SCRIPTS

To run a stand-alone script, choose **File > Script > Run Script** and navigate to the folder where your script is located.

Open a script as a panel, copy the script to the After Effects ScriptUI Panels directory, and choose **Window > CI Master Thumbnailer.jsx**.

COMPATIBILITY

Master Thumbnailer was tested on CC and above. It will run correctly on CS6 as well, although the layout is a bit mangled. Unless there is a high demand, we are not planning on adjusting CS6 layout in the future.

If you find the script not compatible with the AE version you are running, contact me at **bart@creativeimpatience.com**.

TRIAL LIMITATIONS

Trial version will work for 7 days or for 7 consecutive runs. It will also render up to 5 frames of a given clip or composition.

TROUBLESHOOTING

If you experience problems running the scripts, please use the aescripts + aeplugins forum and support system. This is the best and the surest way to receive the needed support.

Master Thumbnailer interface
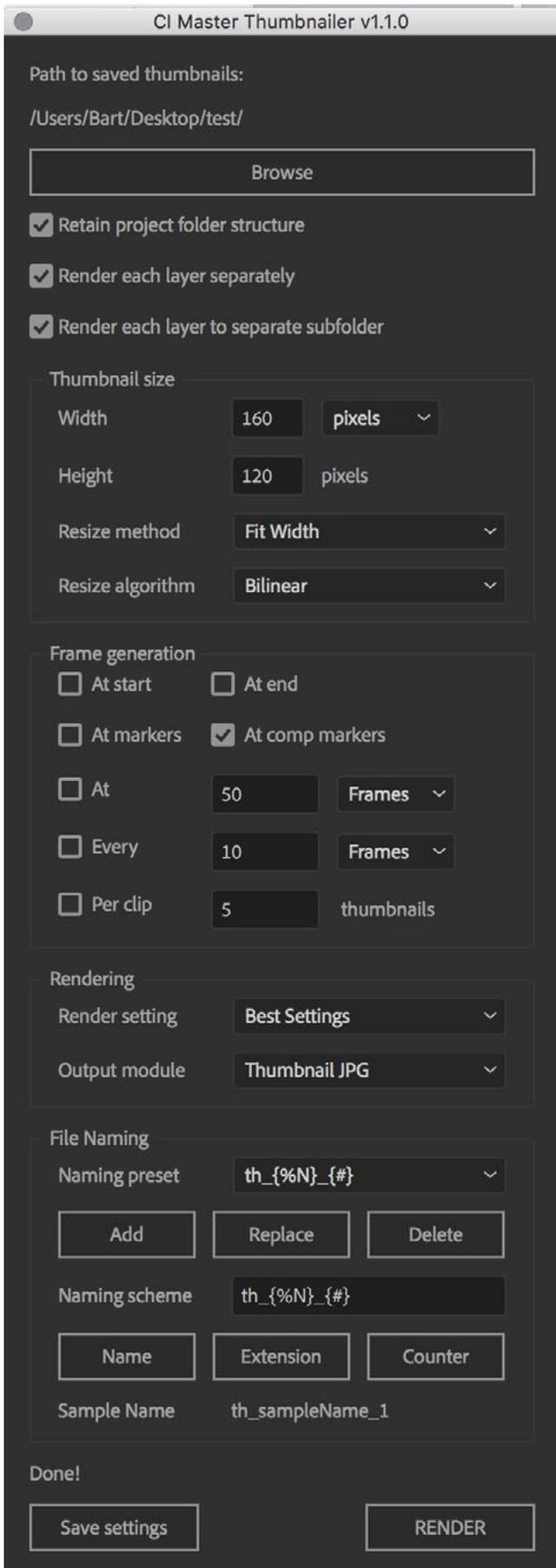
Master Thumbnailer's sole purpose is to create thumbnails of a given size from selected items - video files or compositions.

Target

You can select a non-empty folder, a number of compositions and/or video footage items, as well as a single composition.

How it works

For each item, the script calculates the frames to be rendered specified in the **Frame generation** group. Then it creates a temporary composition of the size given in the **Thumbnail size** group, and queues the render of specific frames using the settings selected in the **Rendering group**.

Each thumbnail will be named according to the naming scheme given in the **File Naming** group. The files will be placed in the specified path, and in the subfolder hierarchy specified by the project folder structure, if the **Retain project folder structure** is checked, or lumped together otherwise.

If **Render each layer separately** is turned on, then all compositions will have each of their visible video layers rendered separately with Alignment Layers, Cameras and Lights intact. To render each layer to a separate subfolder, tick the **Render each layer to separate subfolder** checkbox. Then – on top of the project folder structure – each composition will get its own folder, within which each layer will also get its own. Otherwise, the layer name will be appended to the composition name, and all items will be placed in the destination folder.

Thumbnail size

You can specify thumbnail **width** and **height** in pixels or in percent of the original clip size. In the second case, the thumbnail size can vary from item to item.

Resize method allows you to choose whether the clip will be fitted using width, height, fill the full frame non-proportionally or center-cropped.

Resize algorithm - available only in After Effects 12.0 and greater - will allow you to choose between bilinear and bicubic way of scaling.

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Frame generation

Here you can specify which frames get rendered. Regardless of options that you enter in the text fields, you must check the checkbox in front for the option to be active.

At start will generate the frame at the beginning of any clip or composition.

At end will generate the last frame.

At markers will generate frames at each composition or clip (but not layer!) marker. Any frames not within the composition length are going to be discarded. Clip markers cannot be added in After Effects, but if Premiere Pro or Prelude is used to this effect, the script will respect these, so be careful.

At comp markers (available for After Effects version 14.0 and above) will generate thumbnails at each composition marker, but not at clip markers.

At … frame/second will generate one frame at a given position. If the position lands outside of the composition length it is going to be discarded.

Every … frames/second/percent will generate a frame at a given interval, up to the clip end, starting with the very first frame. Note that choosing percent will generate the same amount of frames for each clip, regardless of its length.

Per clip … thumbnails will generate the same amount of frames per clip, including the start and end frame. It's similar to **Every … percent**, but here you can specify how many frames you actually want.

Rendering

Render setting lets you choose any render setting that you wish to use for rendering.

Output module shows only the ones starting with the word Thumbnail (so if you have any that you created by yourself they will also show up) and lets you choose the format of your frames. You MUST import supplied output formats or create them yourself. Otherwise the script will refuse to work. Also, nothing prevents you from breaking it by removing or changing the output modules on your own. We trust you don't intend to do that :).

Naming schemes

The script allows you to create a naming scheme preset of your own, and save it as a preset.

Naming preset dropdown lists all the presets saved on your system. Choosing one will copy the content into the **Naming scheme** text field.

Add will add the current contents of the **Naming scheme** text field to the **Naming preset** list.

Replace will replace the current **Naming preset** with the contents of the **Naming scheme** text field.

Delete will remove the currently selected **Naming preset**, even if the **Naming scheme** text field content is different.

Naming scheme text field contents is the template that is going to be applied to all your items when you click the **Proceed** button – even if it is different than currently selected **Naming preset**! Apart from standard text it can contain a number of variables that get substituted during each frame render:

- **{%N}** - the name of a clip or a composition without an extension (anything after last dot is truncated)
- **{%E}** - the extension of a clip or a composition (anything after the last dot); we discourage using it, unless necessary
- **{#}** - frame counter; if none is specified, it is going to be added at the end of the name anyway

Due to peculiar name handling by After Effects no dots are allowed in the **Naming scheme** text field – sorry.

Name button will add the name variable at the end of the **Naming scheme** text.

Extension will add the extension variable at the end of the **Naming scheme** text.

Counter will add the counter variable at the end of the **Naming scheme** text.

Sample name shows a sample frame name rendered with the current **Naming scheme**.

SAVING SETTINGS

Settings can be saved by pressing the **Save settings** button.

PROCEEDING

Proceed will start processing your items.

Note that there will be two undo groups created, as the render command breaks the flow of an undo group.

TROUBLESHOOTING

If anything goes wrong during processing, it is usually enough to remove the __**thumbnailer**__ folder from the project to remove any footprint of the script.

Final remarks

Thank you for trying out or purchasing Master Thumbnailer. We tried very hard to bring you the product that will make your life easier, and save you hours of menial work. If for some reason we had not succeeded, the surest and quickest way to obtain support is to use the support mechanism on aescripts+aeplugins website:

aescripts.com/contact/

Feedback

If you have some ideas that would make your life easier or you feel some features are missing, feel free to contact me at **bart@creativeimpatience.com** and we'll be happy to hear your thoughts, and work towards a solution.

Changelog

1.2.1

Release date: Dec 17th, 2019

New Features:

- Settings migrated to the new framework

1.2

Release date: Nov 18th, 2019

New Features:

- New Licensing framework
- Catalina compatibility

Bug fixes:

- Sometimes render paths would not work properly.

1.1.1

Release date: Nov 5th, 2017

Bug fixes:

- Removed stray debug code.

1.1.0

Release date: Nov 1st, 2017

New Features:

- Render at comp markers (only AE version 14.0 and higher)
- Render composition layers as separate files
- Render composition layers into separate folders

1.0.5

Release date: Oct 1st, 2017

Bug fixes:

- Minor code improvements.

1.0.4

Release date: Oct 23rd, 2016

Bug fixes:

- "Render at markers" does not generate a thumb at position 0.

1.0.3

Release date: Jun 29th, 2016

Bug fixes:

- Included forgotten presets file in the release

1.0.2

Release date: May 8th, 2016

Bug fixes:

- "Render frame at" is now calculated correctly

1.0.1

Release date: Mar 31st, 2016

Bug fixes:

- Windows path is now rendered correctly
- Added default text for the Naming Scheme text field
- Added another default option for the Naming Presets list

1.0

Release date: Mar 29th, 2016

Initial release