



INSTALLATION & QUICK START GUIDE

Installation Instructions

Preferred Method

Download and install the [aescrpts + aeplugins Manager app](#). Log in using your AEScripts.com credentials. Once you have purchased the Extrudalizer script it will appear in the list of available scripts the app will manage the rest for you.

Manual Installation

1. Download the Extrudalizer JSXBIN file.
2. Move the JSXBIN file to the [After Effects\Script\ScriptUI Panels\](#) folder.
3. Restart Adobe After Effects.

Brief Explainer

The Extrudalizer script allows you to extrude any 2D shape layer into 3D space, controlling position, orientation, and rotation. Set appearances, animate the original 2D path in 3D, and export with [Bodymovin](#) plugin. The script is Lottie compatible for web use (bake expressions to keyframes for mobile app use).

Prerequisites

Before launching Extrudalizer:

1. Ensure Expressions Engine for the project is set to JavaScript.
2. In System Preferences>Scripting & Expressions, check "Allow Scripts to Write Files and Access Network".

USEFUL Links

- | | |
|--------------------------------------|---|
| Documentation & Tutorials | - https://extrudalizer.notionlinker.com/ |
| Discord Extrudalizer Support | - https://discord.gg/4rHTedypK3 |
| YouTube Channel | - https://www.youtube.com/@lvg_design |
| Extrudalizer on aescrpts + aeplugins | - https://www.aescrpts.com/extrudalizer |

QuickStart Guide

1. In a new composition, create a 2D shape layer to extrude.
2. Launch Extrudalizer. The interface has two tabs: Main & Presets, and a progress bar.
3. Configure 'Pre-Extrudalization Options' in the Main tab.
4. Click 'Extrudalize!'. A custom layer controller is added, and a text layer is created for position computation. Do not remove or rename this layer.
5. Configure 'Post-Extrudalization Options'.
6. Use the utilities in the bottom right corner of the Extrudalizer UI window.
7. Explore the Presets tab for Primitives, Views, and Animation options.
8. Adjust layer controller Options to refine appearance and animation.
9. For Lottie Export, export the composition using the Bodymovin plugin. Uncheck "Glyph" and check the Hidden (layer) option. For mobile app use, bake expressions to keyframes before exporting.

Detailed Interface Walkthrough

The 'Main' tab provides tools for creating and animating Extrudalized shapes. The Main tab interface is split into 3 sections:

1st Row: 'Pre-Extrudalization Options' for setting appearance parameters before extruding:

Front & Back: Choose solid color or gradient for front and back faces (default gradient: B&W).

Sides: Choose shading for the sides:
(a) No shading,
(b) Lambert Shader (emulates shadow with solid colors), or
(c) Gradient shader (emulates shadow with gradient fills).

Bezier: Controls the number of sections for each curved segment in the shape. Higher numbers create smoother curves but can be taxing on your system.

2nd Row: Press 'Extrudalize!' to create the 3D extrusion. A custom layer controller is added to the shape layer, and a Text layer is created for calculating the position of each vertex in 3D space. The Text layer must remain immediately below the Extrudalized shape layer.

3rd Row: 'Post-Extrudalization Options' for optimization, adding side colors, and mapping art after animating the Extrudalized shape.

Optimization - two options:

Optimize for Lottie export - Reduces Lottie file size by removing unused expressions and invisible faces. Some or all layer controller options may break after optimization.

Bake Animation - Suitable for iOS or Android apps that don't support JavaScript. Removes unused expressions and invisible groups, baking animated properties to keyframes. Some or all layer controller options may break after baking.

Add Sides Colors - Adds a separate color controller for each side face of the Extrudalized shape.

Map Art - Maps an artwork layer to the front/back of the Extrudalized shape.

Bottom right corner:

Create a Vertex Parenting null (to parent to other layers to any vertex of the Extrudalized shape),

Center path on shape layer origin,

Toggle 'Shape Layer and Mask Visibility',

Help and licensing resources.

The Presets tab offers Primitives, Views, and Animation options:

Primitives: Demonstrates basic and advanced Extrudalized shape creation.

Views: Applies a 'look' preset to Extrudalized layers, such as Translucency or Wireframe mode.

Animation: Adds animated loops on the indicated Orbit Axis of Extrudalized shapes.

Happy Extrudalizing!