

NEWTON⁴

The 2D physics engine

Installation

This document describes how to install Newton 4.0 plug-in for Adobe After Effects. The archive you downloaded contains both Mac and Windows versions of the plug-in along with some sample projects.

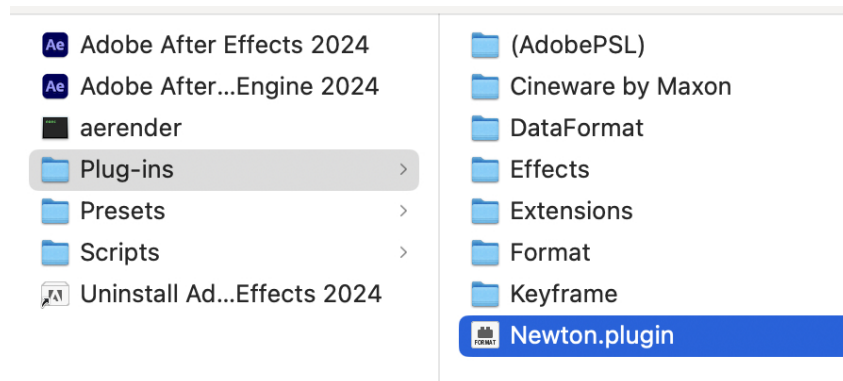
Using the aescrpts manager app

You can use the aescrpts manager app to install and license the plug-in: [aescrpts+aeplugins manager app](#). It will install the plug-in and the auxiliary files (i.e., the samples projects) in the correct location.

Manual installation

On Mac

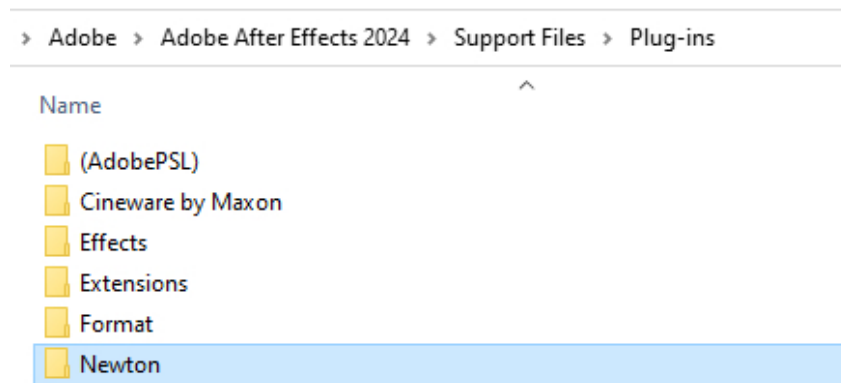
Open the Install/Mac folder and copy the file **Newton.plugin** to **{path_to_AE}/Plug-ins**. Please make sure to actually copy the file. Drag and drop operation may create an alias instead of copying the file.



Plug-in installation on Mac

On Windows

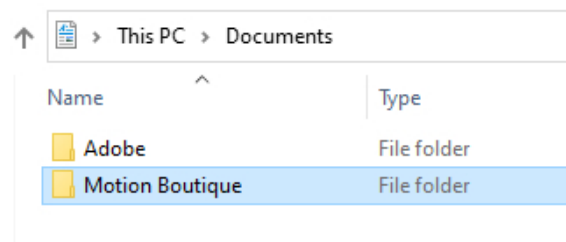
Open the Install/Win folder and copy the **Newton** folder to {path_to_AE}/Plug-ins.



Plug-in installation on Windows

On both platforms

On both platforms, copy the **Motion Boutique** folder to your **User's Documents** folder. This folder contains sample projects that are used by Newton.



Sample projects installation

Finding Newton in After Effects

Newton is not a standard effect, you won't find it in the Effects menu. To open Newton, click on the Composition menu and choose the Newton command.

Registration

If you have purchased the plug-in, you need to enter your license code in the registration dialog (Newton > Registration). This will unlock the trial version. You can find your license code in the [My Downloads & Licenses](#) section in your user account.