



Version 2.0.0

Thank you for purchasing the BlenderAe Addon! Contact me at daniel@saltmedia.net if you have any issues, feedback, feature requests or ideas. For more information visit <https://blenderae.com/>

Installation

The easiest way to install and license is by using the [aescrpts + aeplugins manager](#). To install a trial you can select 'Add Trial' from the 'Account' menu. Alternatively, download the 'BlenderAe.zip' file from your 'My Downloads & Licenses' section on <https://aescrpts.com/> and follow these steps.

1. In Blender 4.2 and above go to '*Edit > Preferences > Get Extensions*' and click the drop down arrow in the top right corner.
2. Click '*Install from Disk...*' and select the 'BlenderAe.zip' file

In versions below 4.2 install as a regular Addon.

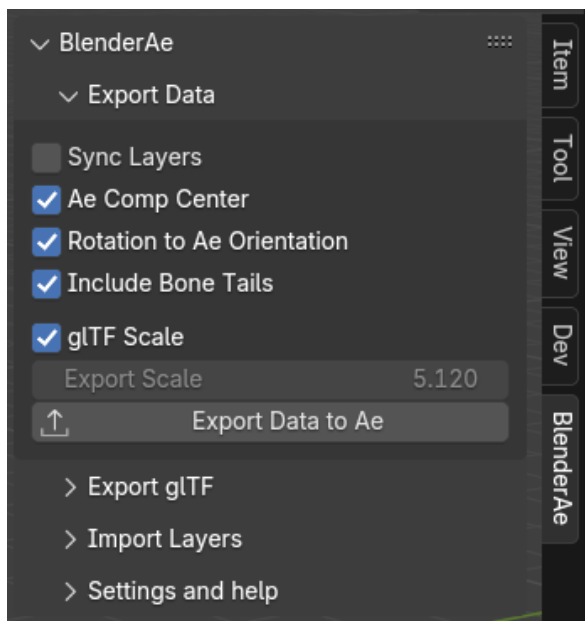
BlenderAe appears as a panel in the 3D Viewport Sidebar. If the sidebar is hidden you can open it by pressing 'N' on the keyboard or by clicking the small arrow on the side panel. https://docs.blender.org/manual/en/latest/interface/window_system/regions.html#id3

For more information see...

<https://docs.blender.org/manual/en/latest/editors/preferences/addons.html#installing-addons>

User Guide

Export Data



Sync Layers – Creates a layer in After Effects with a unique identifier in the layer comments that is related to the selected Blender object. Exporting with this switched on will search for the matching layer in After Effects and overwrite the property data.

Ae Comp Center – Use the After Effects composition centre values instead of world origin values of [0,0,0]. Affects both exporting and importing.

Rotation to Ae Orientation – Write the object rotation data to the Orientation property instead of the separate x,y,z rotation in After Effects.

Include Bone Tails – Include the bone tail

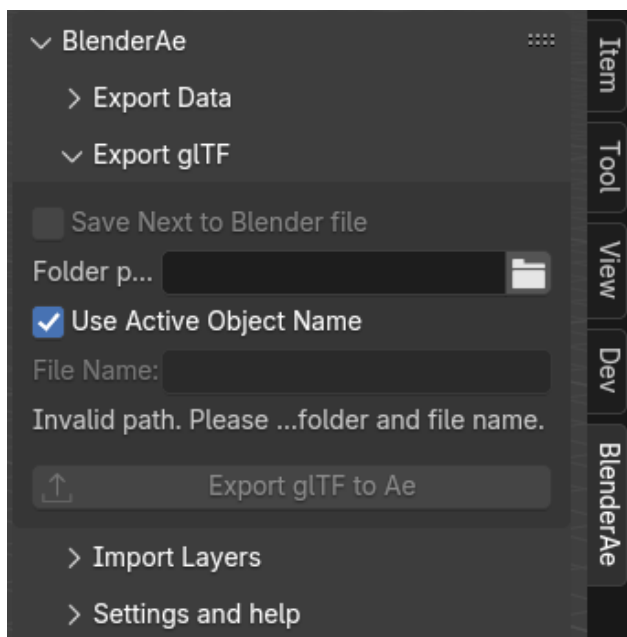
data.

glTF Scale – Automatically set the 'Export Scale' to match the glTF object model scale in After Effects (when the object is 100%) in After Effect.

Export Scale – Adjustable export scene scale when exporting to After Effects.

Export Data to Ae – Exports selected object data.

Export glTF

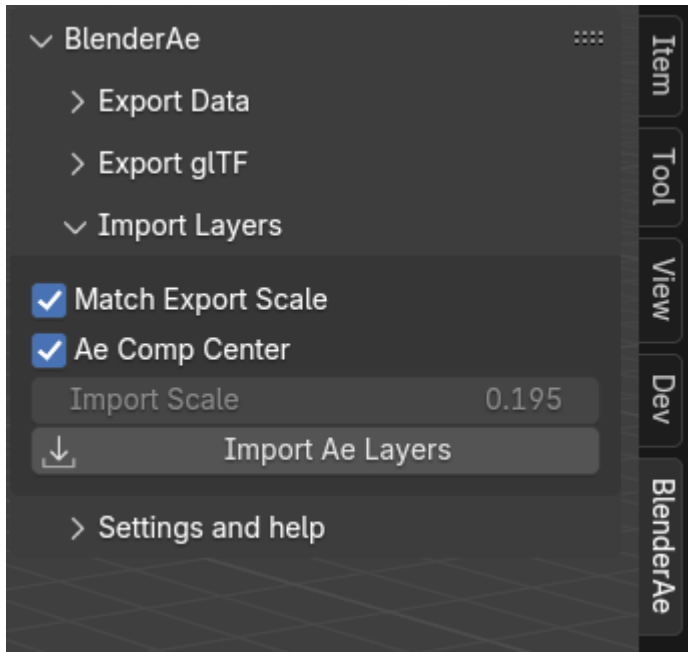


Save Next to Blender file – When the Blender file is saved this can be enabled to automatically save the glTF model next in the same folder as the Blender file.

Use Active Object Name – Use the active object name for the exported glTF model file.

Export glTF to Ae – Export the selected model directly to After Effects.

Import Layers



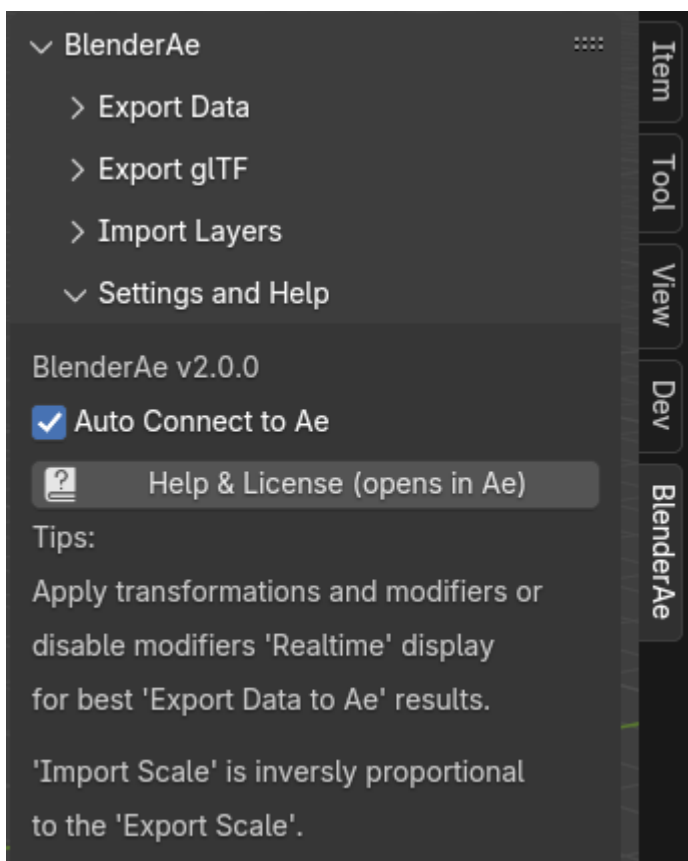
Match Export Scale – Match the Export Data scale to enable easy roundtripping between Blender and After Effects.

Ae Comp Center – Use the After Effects composition centre values instead of world origin values of [0,0,0]. Affects both exporting and importing.

Import Scale – Adjustable import scene scale when importing After Effects layers.

Import Ae Layers – Import selected After Effects Layers into Blender.

Settings and Help



Auto Connect to Ae – Automatically search and connect to the active instance of After Effects.

Connect to Ae (when 'Auto Connect to Ae' is unchecked)

1. Make sure After Effects is open.
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 2022\Support Files\AfterFX.exe")
3. Click 'Disconnect' or clear the path to reset.

Help & License (opens in Ae) – Open the help dialogue in After Effects.

Export from Blender and Import to After Effects manually

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

1. Uncheck 'Auto Connect to Ae' and leave the 'Ae Path' field empty (or click 'Disconnect').
2. Make your selections and click the 'Export to Ae' button.
3. The 'BlenderAe_data.json' and 'BlenderAe_Import.jsxbin' script are saved to a 'BlenderAe' folder in the users 'Documents' folder.
 - Windows: *user\Documents\BlenderAe*
 - Mac: *username/Documents/BlenderAe/*
4. To import in After Effects go to 'File > Scripts > Run Script File...' and select the 'BlenderAe_Import.jsxbin' script.

Important Note – You can move the files where ever you like but both the 'BlenderAe_data.json' and 'BlenderAe_Import.jsxbin' must be in the same folder when importing to After Effects. Also each user must have a license for BlenderAe2

Tips:

- Apply transformations and modifiers or disable modifiers 'Realtime' display for best 'Export Data to Ae' results.
- 'Import Scale' is inversly proportional to the 'Export Scale'.
- 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.
- If the 'Ae Path' field contains a correct path but After Effects is not open, After Effects will open and close without saving.