

FBX to AE Pro v1.0.4

Import and export one or more 3D animated cameras, reference solids and null/dummy from and to After Effects composition.

We encourage to download trial version (4 days) to test it before to buy!

Features

Import

- Create a new Composition with the correct size and fps of camera rendering
- 3D animated standard camera free and target (at the moment Physical Camera is not supported)
- Animated Plane with 4 vertices
- Animated Complex meshes as Null Layer
- Animated Dummy and Locator
- Parent Child linkings are supported (known issues for Maya linkings)

Export

- 3D animated camera free and target
- 3D animated Solid Layer as 4 vertices planes
- 3D animated Null Layer as Dummy/Locator
- Parent Child linkings are supported

Compatibility

- Microsoft Windows
- Mac OSX
- Adobe After Effects (CC 2019)

Tested FBX compatibility

- Should work with any FBX file however we have officially tested FBX files from these hosts:
- Autodesk 3ds Max (2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019)
- Autodesk Maya (2016, could be also compatible with old versions)

Installation guide

- On WIN: Extract and copy plugins in C:\Program Files\Adobe\Common\Plug-ins\7.0\MediaCore
- On MAC: Extract and copy plugins in /Application/Adobe After Effects CC <version>/Plug-ins
- If you need, delete older versions

Quick start guide

Import

- Use FBX Export panel to export 3D cameras. Plans made of only 4 vertices are imported as solid layers with same dimensions and more complex meshes are imported as 3D null layers
- In order to export animations (3D cameras, plans and meshes) select bake animations with sampling of all parameters (Resample all)
- If you export not animated objects remember to set a general key if it is linked to another object
- At this moment the FBX file is ready !
- Open After Effects and, from menu item Import – File, choose “FBXtoAE_Pro” format and select your FBX file
- This action will create a composition (“FBX_comp_filename“) with the correct size of camera rendering, solids and null layers
- Enjoy !

Export

- Select Composition of interest and choose File – Export – AEtoFBX_Pro
- Select 3ds Max or Maya and Export
- Before to import FBX remember to set the corresponding fps for the timeline into 3D application

Important Notes

- Importing from Autodesk Maya remember to set film aspect ratio (FAR) same as aspect ratio rendering.(eg. If your rendering dimensions are 1920×1080 set FAR camera to 1.778)
- Imported plans from fbx could be result in solid layer with the height and width exchanged between them.
- This bug will be fixed as soon as possible but you can easily fix changing width and height in solid layer configuration.
- For 3ds Max users remember to select camera and target in order to export them together.
- Rotation and Orientation for Camera target in After Effects must be left to “0” to export.
- Remember to export parent objects if you plan to export its children
- Follow the video tutorial to understand some important steps for the proper functioning.