

BG Renderer Max

BG Renderer Max gives you the ultimate power to render compositions with After Effects engine while still working within After Effects.

It is not using Adobe Media Encoder and allows you to control the processor load with a flexible Multiprocessing feature.

BG Renderer Max also allows you to set up your render workflow with multiple [post-render options](#) like push notifications and sequence to video compiling.

Key BG Renderer Max features

- Rendering to [multiple sequence threads](#).
- Flexible post-render [sequence to video compiling](#) makes automatically produces both sequence and video files.
- Add compositions to the BG Renderer Max render queue from any project even when the render is already active.
- [CPU Limiter](#) feature – to set the cap on the system resources allocated for rendering.
- [Remote Monitoring](#) feature – to check on your renders on any device, for free.
- The native [email](#) notification system.
- Integration with [Zapier](#), [Microsoft Power Automate](#), [IFTTT](#), and [Pushover](#) gives you even more options for notifications and workflow enhancement.
- Easy visual control of your render process with custom Render Queue view.

Installing BG Renderer Max

Get [ZXP Installer by aescripts](#), open it and drag BG Renderer Max.zxp into the interface.

Relaunch After Effects and go to Window -> Extensions -> BG Renderer Max

Limitations

- At this moment, BG Renderer Max works with After Effects CC2018 and newer, with all languages but Chinese and Korean.

Report Bugs and Suggest Features

If you have bugs to report – please submit a support ticket [as described in the Troubleshooting page](#).

Attach screenshots or screen recordings of the issue.

Use the same process for feature requests, or [write us directly on Facebook](#) to chat about BG Renderer Max.