

# **PRIME After Effects User Guide**

## Version 5.0

November 2024



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# Introduction

Compositions created in Adobe After Effects can be exported from AE and then imported into PRIME. Minimum requirements are PRIME 4.0 and Adobe After Effects 2020.

This is a two step process.

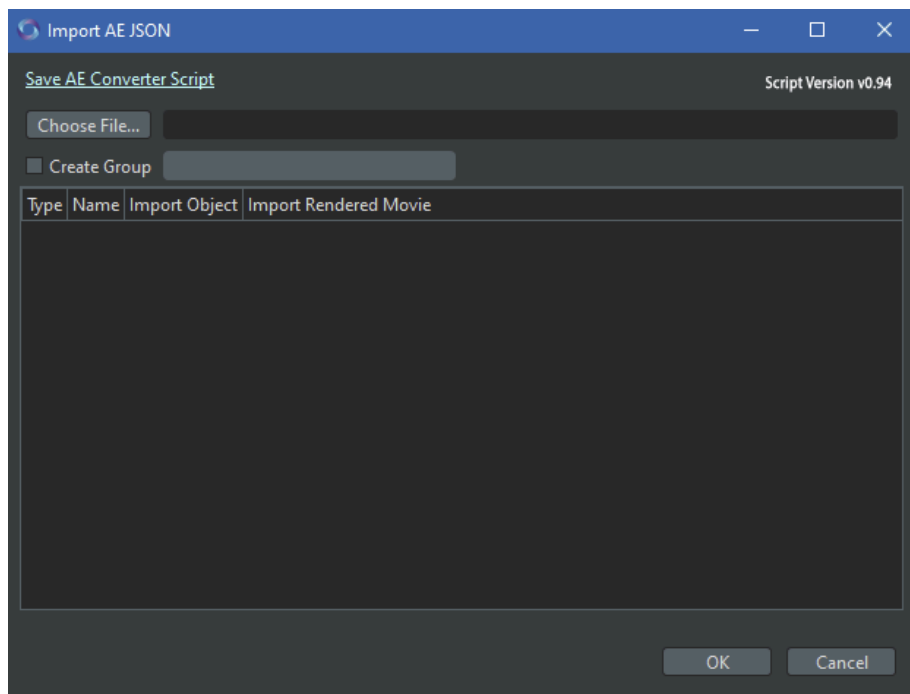
1. An After Effects script file exports the AE composition information to a JSON file.
2. From PRIME users can then import the JSON file to create the scene

Any unsupported After Effects elements or effects are rendered as movie files which can be imported into the PRIME scene. See [supported](#) section for more details.

## How to create the AE Script file

The After Effects converter script file can be generated within Prime Designer.

1. Select, File > Import AE. The Import AE JSON **dialog** will open.
2. Click on “Save AE Converter Script” to generate and save the script file “AE Comp Converter.jsxbin”.



Once the AE script file is saved you can now proceed to use the script file within After Effects.

## Using the converter script in AE

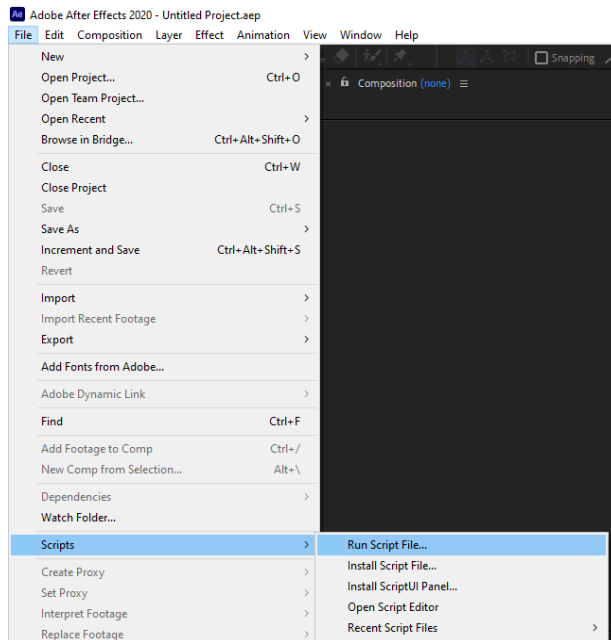
There are two ways to execute the script from AE

1. Run the script file

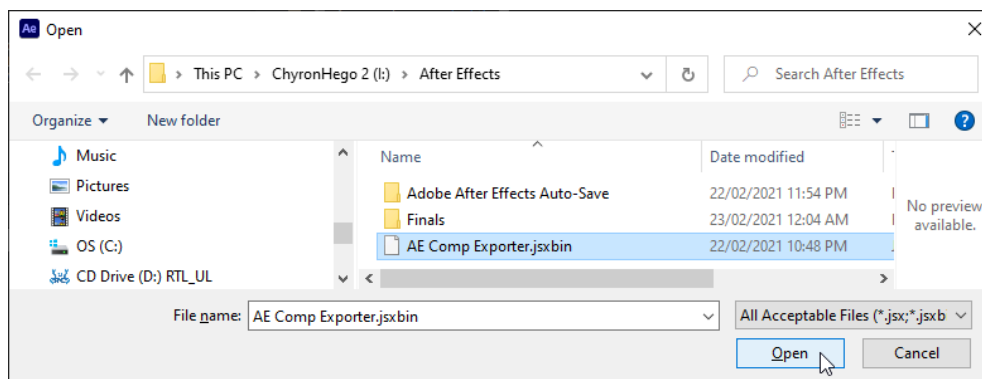
2. Install the Script file (this will install it as part of AE user interface for access anytime)

## Run the Script file

File > Scripts > Run Script file



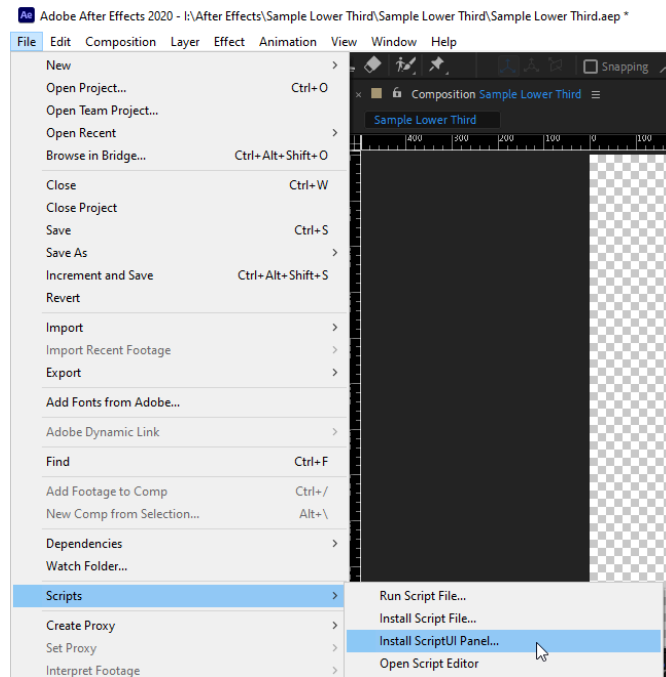
Navigate to the script file “AE Comp Exporter.jsxbin”



1. Click Open
2. PRIME Comp Export Dialog opens (see [Exporting from After Effects](#) below)

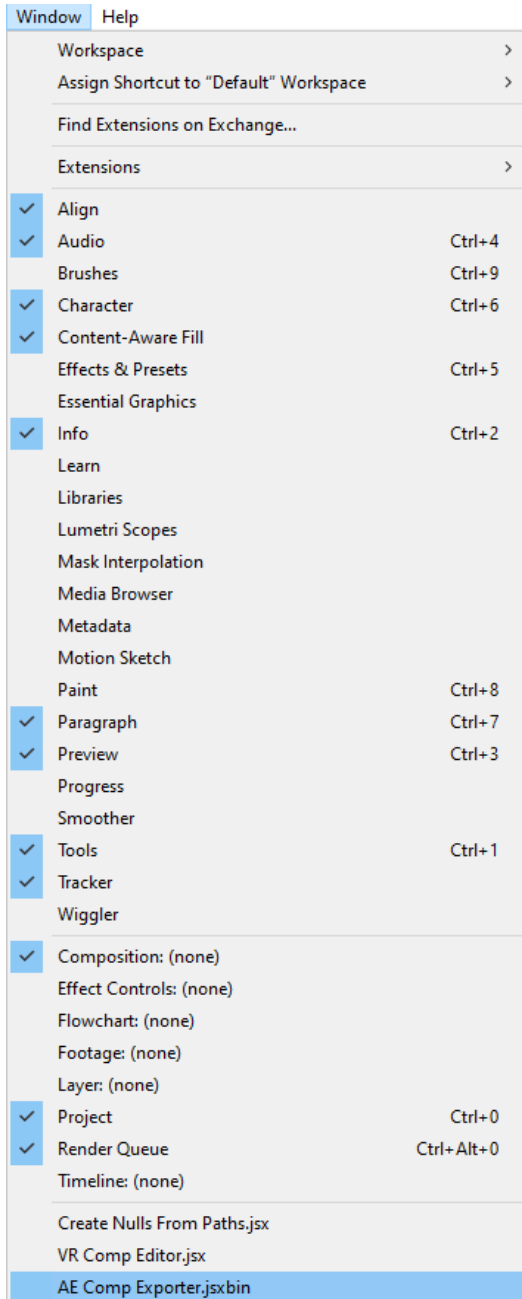
## Install the Script file

File > Scripts > Install ScriptUI Panel



Restart the Adobe After Effects application

From the Window menu, select “AE Comp Exporter.jsxbin”



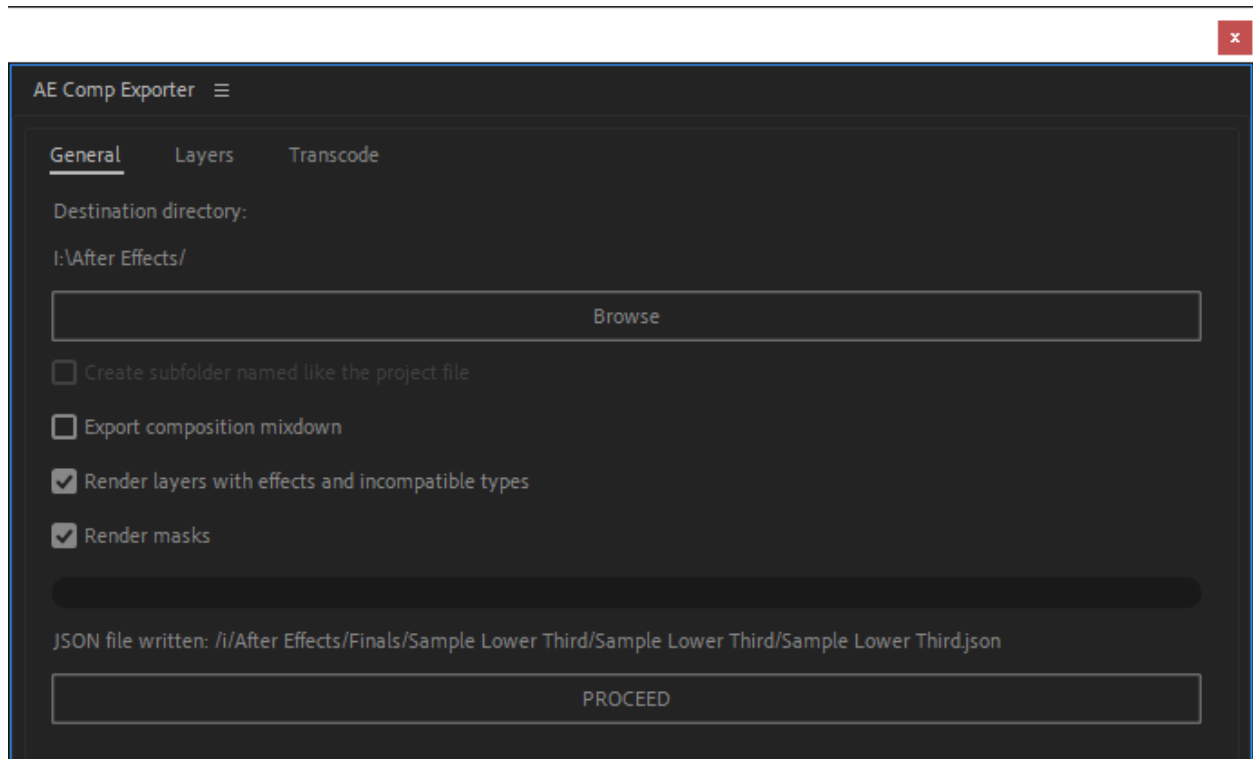
The Exporter dialog, is now a dockable window within After Effects (see below for [Exporting from After Effects](#) options)

# Exporting from After Effects

## Export Options

AE Comp Exporter dialog has various options

### General



**Destination:** the location of the JSON file and rendered layers

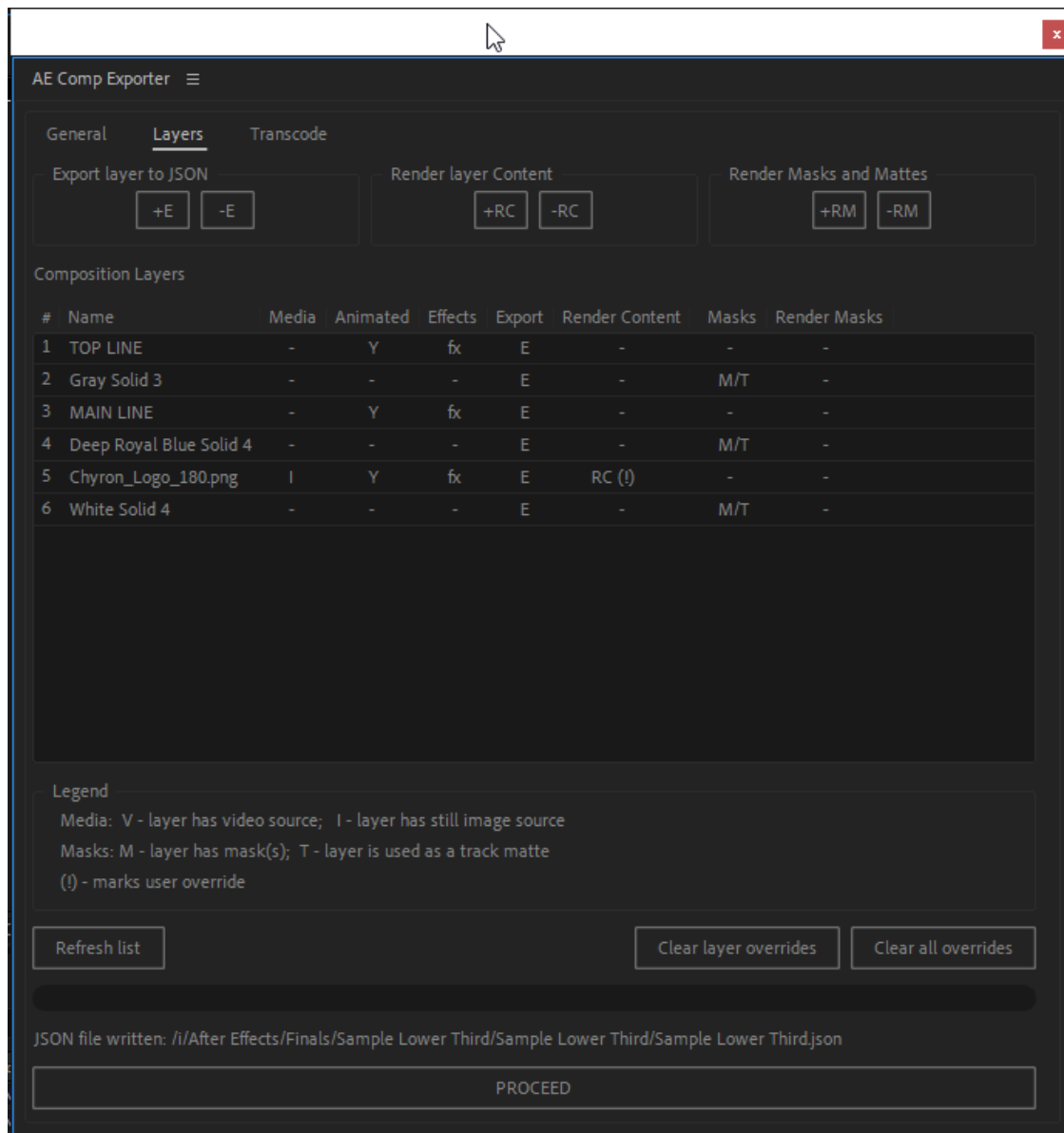
**Export Composition Mixdown:** This will mix all Audio tracks into a single mixed .aif file

**Render Masks:** Check this box to render all masks that are assigned to render the layers section. When unchecked no masks will be rendered, even if they are set to render in the Layers section.

After applying all General, Layer and Transcode preferences, hit PROCEED to generate the JSON file.



## Layers

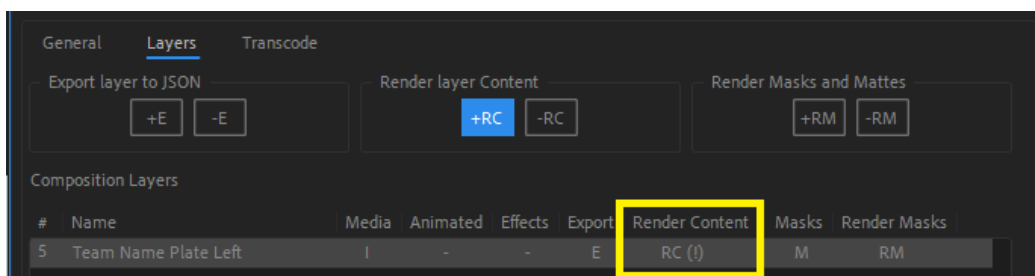


## Composition Layers

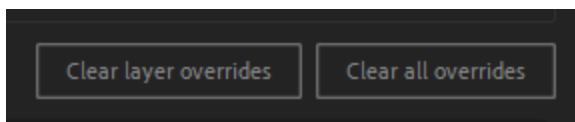
The Layers menu displays each layer within the selected composition and what it contains with regards to the export, for instance, the Media type and whether it contains Animation, Effects and/or Masks.

This list also determines what will be exported to the JSON file and what layers will be rendered out as separate files (the format preferences for rendered content is set in the Transcode section).

By default, layers that contain unsupported Effects, a Mask and/or a Track Matte are automatically set to render the content of that layer. Users can override the default settings by using the + or - for both Export (E) and Render Content (RC) settings. Overridden settings are indicated with (!).



Overrides can be cleared or reset back to the default setting anytime using the 'Clear all overrides' button for the entire composition or select the desired layer/s and hit "Clear layer overrides"



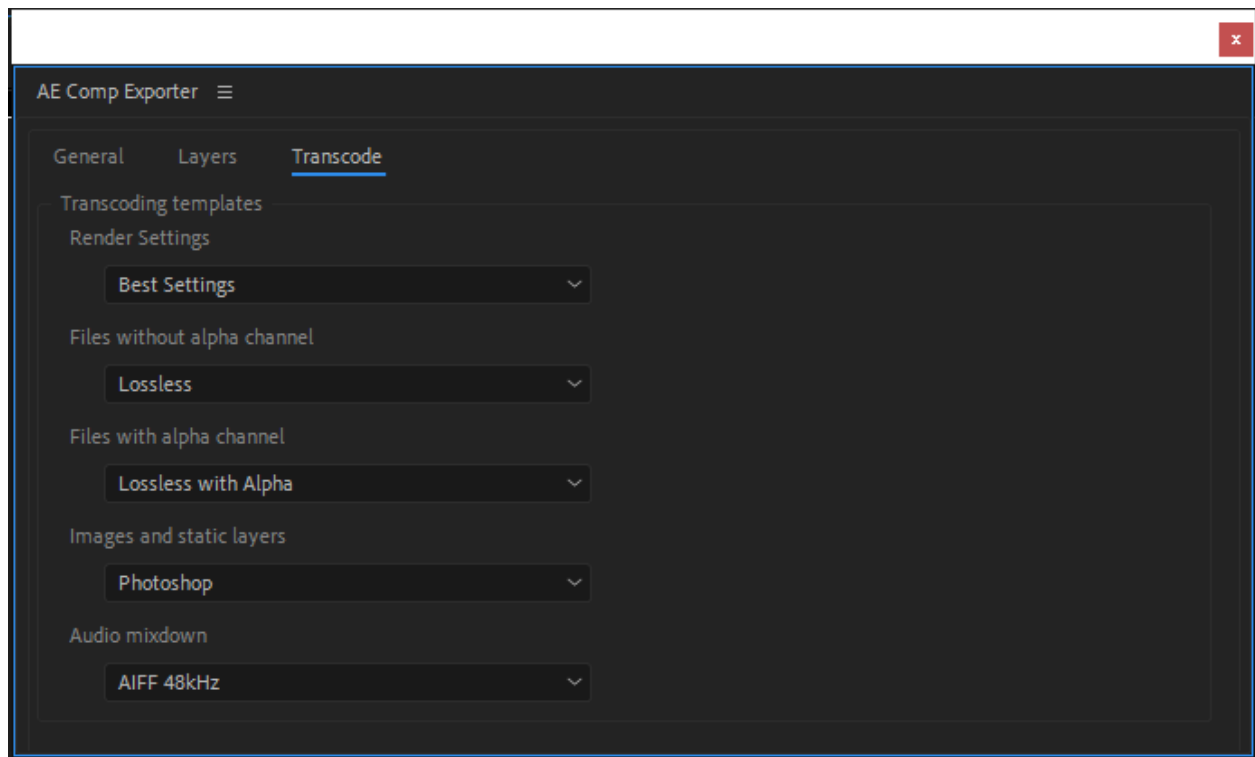
Each composition referenced by the composition being rendered will render as a separate movie file. To import them with their own objects and animations each composition should be exported separately.

Only layers marked as E (Export to the JSON) will have the render option available. The file location for rendered content is set in the General tab. Any file format that is already supported by PRIME does not require rendering as the original file path will be written to the JSON file when that layer is set to be exported.

## Masks

Masks are automatically rendered out as a separate additional file by default, either as a still file or animated as required. However, basic rectangular shaped masks (including the animation) can be imported natively into PRIME. Override this default setting when exporting if desired. PRIME creates the mask using 4 clipping planes.

## Transcode

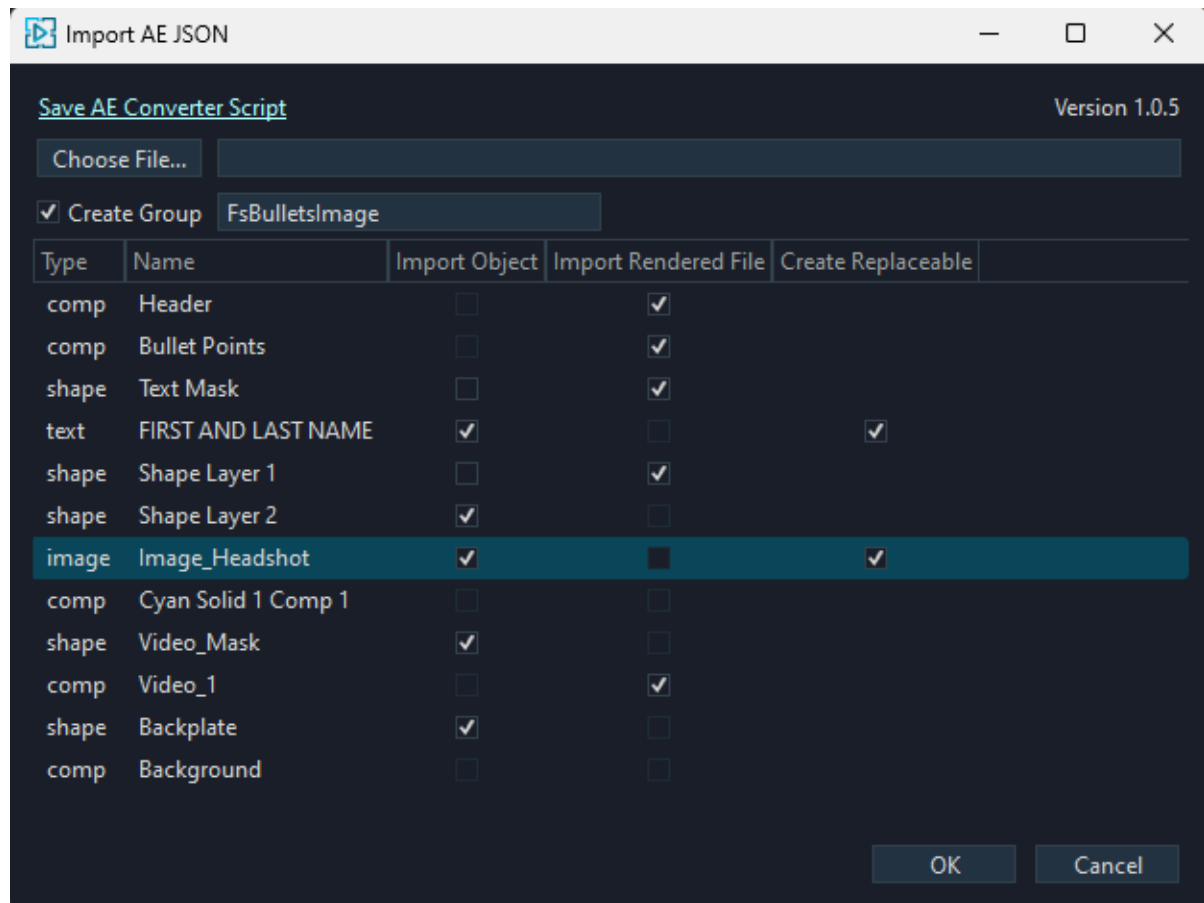


Apply the preferred render formats for all file types

# Importing to PRIME

## Import options

File > Import AE



Select a JSON file. If Create Group is unchecked, then all layers will be imported into PRIME’s Scene Group. Alternatively, if Create Group is checked, then all layers will be imported into a newly created group within Prime’s Scene Group. Imported elements appear at the currently selected Scene tree object.

All objects appear in the list for the associated selected JSON file. A user may select elements they wish to import as either an object or rendered movie. If a layer was rendered to a movie by the AE converter script, the Import Rendered Movie checkbox will be available for that layer. Unchecked layers are not imported.

Compositions are imported into PRIME’s Default Action

Create Replaceable - Starting in Prime 5.0, users can now immediately create Prime replaceables for Text, Images, and Clips upon Import of the AE json project file.

## Supported

Images Videos Audio	<ul style="list-style-type: none"> <li>• File (All PRIME supported file formats)</li> <li>• Size</li> </ul>
Animations	<ul style="list-style-type: none"> <li>• Linear</li> <li>• Ease</li> </ul> <p>*Bezier with simple Influence is converted to Eases</p>
Text	<ul style="list-style-type: none"> <li>• Font</li> <li>• FontSize</li> <li>• FillColor - Color</li> <li>• boxText - WordWrap</li> <li>• boxTextSize (Size if boxText is enabled)</li> <li>• boxTextPos (Pivot/Position if boxText is enabled)</li> <li>• Leading</li> </ul>
Camera	<ul style="list-style-type: none"> <li>• Not currently supported</li> </ul>
Lights	<ul style="list-style-type: none"> <li>• Not currently supported</li> </ul>
Masks	<ul style="list-style-type: none"> <li>• Rectangle Mask</li> <li>• Track Matte</li> <li>• Set Matte Effect</li> </ul> <p>*Rectangle and Matte Effects are converted to 4 clip planes in PRIME maintaining animation</p> <p>*Feathered and unsupported masks are converted to Images or Video files</p>
Shapes	<ul style="list-style-type: none"> <li>• Rectangle</li> <li>• Fill</li> </ul>
Groups	<ul style="list-style-type: none"> <li>• Child Objects</li> </ul>
AE Layer Attributes	<ul style="list-style-type: none"> <li>• Enabled</li> <li>• Transform</li> <li>• Scale</li> <li>• Anchor Point</li> <li>• Opacity</li> </ul>
AE Solid	<ul style="list-style-type: none"> <li>• Size</li> <li>• Color</li> </ul>
Timelines	<ul style="list-style-type: none"> <li>• A single timeline composition</li> </ul>

## Best practices

- Ensure the output resolution and frame rates are the same in both PRIME and AE.
- Convert text imported from a PSD file into editable text in After Effects. Select the PSD text on the AE timeline, right click, and select Create > Convert to Editable Text. This ensures the text imports as editable text in PRIME.

## ABOUT US

Chyron is ushering in the next generation of storytelling in the digital age. Founded in 1966, the company pioneered broadcast titling and graphics systems. With a strong foundation built on over 50 years of innovation and efficiency, the name Chyron is synonymous with broadcast graphics. Chyron continues that legacy as a global leader focused on customer-centric broadcast solutions. Today, the company offers production professionals the industry's most comprehensive software portfolio for designing, sharing, and playing live graphics to air with ease. Chyron products are increasingly deployed to empower OTA & OTT workflows and deliver richer, more immersive experiences for audiences and sports fans in the arena, at home, or on the go.

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