PRIME After Effects User Guide Version 5.1

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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 <u>supported</u> 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".

S Import AE JSON	_	· [×
Save AE Converter Script		Script V	ersion v0	.94
Choose File				
Create Group				
Type Name Import Object Import Rendered Movie				
	014			
	ОК		Cancel	

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

Adobe After Eff	rects 2020	0 - Untit	led Proje	:ct.aep								
le Edit Com	osition	Layer	Effect	Animation	View	Wi	ndow	Help				
New					>						Snapping	
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Open Team F	roject											
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Browse in Bri	dge		Ctr	I+Alt+Shift+O								
Close				Ctrl+V	v							
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Save				Ctrl+	S							
Save As					>							
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Import Recei	nt Footag	je			>							
Export					>							
Add Fonts fr	om Adob	ле										
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Find				Ctrl+	F							
Add Footage	to Com	р		Ctrl+	/							
New Comp f	rom Sele	ction		Alt+	\							
Dependencie	5				>							
Watch Folde	r											
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Set Proxy					>	Ir	nstall So	criptUl Pa	nel			
1.	1200				>	C	pen Sc	ript Edito	or			
Interpret Foo	lage											

Navigate to the script file "AE Comp Exporter.jsxbin"

A Open		×
\leftrightarrow \rightarrow \land \uparrow \frown \land This PC \rightarrow C	ChyronHego 2 (l:) > After Effects	✓ ♂ Search After Effects
Organize 👻 New folder		≣≕ ▼ 🔲 ?
👌 Music	^ Name	Date modified
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Videos		23/02/2021 12:04 AM available.
🟪 OS (C:)	AE Comp Exporter.jsxbin	22/02/2021 10:48 PM
😹 CD Drive (D:) RTL_UL	~ <	>
File <u>n</u> ame: AE C	Comp Exporter.jsxbin	✓ All Acceptable Files (*.jsx;*.jsxb) ✓
		Open Cancel

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



Install the Script file File > Scripts > Install ScriptUI Panel

Adobe After Effects 2020 - I:\After Effects\Sample Lower Third\Sample Lower Third\Sample Lower Third.aep *

File	Edit	Composition	Layer	Effect	Animation	View	Win	dow	Help					
	New					>	•	ħ.	*,					g 🕺
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	Open	Team Project					Sam	nole L	ower Third					
	Open	Recent				>		400	300	200	100	0	I ¹	00
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	Save				Ctrl+	5						- 52	99	99
	Save A	۹s				>						12	200	22
	Incren	nent and Save		Ct	rl+Alt+Shift+S	5						19	-	88
	Revert	1				_						12	223	88
	Impor	t				>						- 12	-	88
	Impor	t Recent Footag	le			>						- 24		88
	Export	t				>						- R	88	88
	Add F	onts from Adob	e									18	88	88
	Adobe	e Dynamic Link				>						12	88	88
	Find				Ctrl+I	-						8		8
	Add F	ootage to Com	р		Ctrl+,	/						R	88	88
	New 0	Comp from Sele	ction		Alt+	\						12	88	85
	Deper	ndencies				>						- R	88	88
	Watch	Folder										12		88
	Scripts	s				>	Ru	n Scri	ipt File					- F
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	Set Pr	оху				>	Ins	tall S	criptUl Pan	el				
	Interp	ret Footage				>	Op	oen So	ript Editor		~			

Restart the Adobe After Effects application

From the Window menu, select "AE Comp Exporter.jsxbin"



Win	dow Help	
	Workspace	>
	Assign Shortcut to "Default" Workspace	>
	Find Extensions on Exchange	
	Extensions	>
~	Align	
\checkmark	Audio	Ctrl+4
	Brushes	Ctrl+9
\checkmark	Character	Ctrl+6
\checkmark	Content-Aware Fill	
	Effects & Presets	Ctrl+5
	Essential Graphics	
\checkmark	Info	Ctrl+2
	Learn	
	Libraries	
	Lumetri Scopes	
	Mask Interpolation	
	Media Browser	
	Metadata	
	Motion Sketch	
	Paint	Ctrl+8
\checkmark	Paragraph	Ctrl+7
~	Preview	Ctrl+3
	Progress	
	Smoother	
\checkmark	Tools	Ctrl+1
\checkmark	Tracker	
	Wiggler	
\checkmark	Composition: (none)	
	Effect Controls: (none)	
	Flowchart: (none)	
	Footage: (none)	
	Layer: (none)	
~	Project	Ctrl+0
~	Render Queue	Ctrl+Alt+0
	Timeline: (none)	
	Create Nulls From Paths.jsx	
	VR Comp Editor.jsx	
	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

E Comp Exporter ≡	
General Layers Transcode	
Destination directory:	
1:\After Effects/	
Browse	
Export composition mixdown	
Render layers with effects and incompatible types	
🖌 Render masks	
JSON file written: /i/After Effects/Finals/Sample Lower Third/Sample Lower Third/Sample Lower Third.json	
PROCEED	

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

			Ľ	}				
AE Comp Exporter ≡								
General Layers	Transcode							
— Export layer to ISON —		Rei	nder laver (Content		— — Render	Masks an	d Mattes
+E -E			+	RC -			+RM	-RM
Composition Layers								
	Media A		Effects	Export	Render Content		ender Mas	
1 TOP LINE			fx					
2 Gray Solid 3						M/T		
3 MAIN LINE								
4 Deep Royal Blue Solid						M/T		
5 Chyron_Logo_180.png					RC (!)			
6 White Solid 4						M/T		
 Legend Media: V - layer has vid Masks: M - layer has ma (!) - marks user override 	eo source; I sk(s); T - lay	·layerha	əs still imaş d as a track	ge sourc : matte				
JSON file written: /i/After Ef	fects/Finals/Sa	ample Lo	wer Third/	Sample	Lower Third/Sam	nple Lower Th	iird.json	
				PROCES	0			
				ROCEE				



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 (!).

General Layers Transcode		
Export layer to JSON +E -E	Render layer Content +RC -RC	Render Masks and Mattes +RM -RM
Composition Layers	Media Animated Effects Export Rend	der Content Masks Render Masks
	I E F	RC (!) M RM

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

r.

	×
AE Comp Exporter ≡	
General Layers <u>Transcode</u>	
Render Settings	
Best Settings ~	
Files without alpha channel	
Lossless	
Files with alpha channel	
Lossless with Alpha ~	
Images and static layers	
Photoshop ~	
Audio mixdown	
AIFF 48kHz ~	

Apply the preferred render formats for all file types



Importing to PRIME

Import options

File > Import AE

🛃 Im	port AE JSOI	N				_		×
<u>Save</u>	AE Converte	r Script					Version	1.0.5
Cho	oose File							
✓ Cr	eate Group	FsBulletsImage						
Туре	Name		Import Object	Import Rendered File	Create Replaceable			
com	ip Header			✓				
com	p Bullet P	oints		✓				
shap	oe Text Ma	sk		✓				
text	FIRST A	ND LAST NAME	✓		✓			
shap	e Shape L	ayer 1		✓				
shap	e Shape L	ayer 2	✓					
imag	ge Image_ł	Headshot	✓		✓			
com	ip Cyan So	lid 1 Comp 1						
shap	oe Video_N	/lask	✓					
com	ip Video_1			✓				
shap	e Backpla	te	✓					
com	ip Backgro	ound						
					ОК		Cance	:I

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	 File (All PRIME supported file formats) Size
Animations	 Linear Ease
	*Bezier with simple Influence is converted to Eases
Text	 Font FontSize FillColor - Color boxText - WordWrap boxTextSize (Size if boxText is enabled) boxTextPos (Pivot/Position if boxText is enabled) Leading
Camera	Not currently supported
Lights	Not currently supported
Masks	 Rectangle Mask Track Matte Set Matte Effect *Rectangle and Matte Effects are converted to 4 clip planes in PRIME maintaining animation *Feathered and unsupported masks are converted to Images or Video files
Shapes	RectangleFill
Groups	Child Objects
AE Layer Attributes	 Enabled Transform Scale Anchor Point Opacity
AE Solid	SizeColor
Timelines	A single timeline composition



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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