# PRIME After Effects User Guide Version 4.10.9





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## **Table of Contents**

Introduction	4
How to create the AE Script file	4
Using the converter script in AE	5
Run the Script file	5
Install the Script file	6
Exporting from After Effects	8
Export Options	
General	8
Layers	9
Transcode	. 11
Importing to PRIME	12
Import options	. 12
Supported	.13
Best practices	



## 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

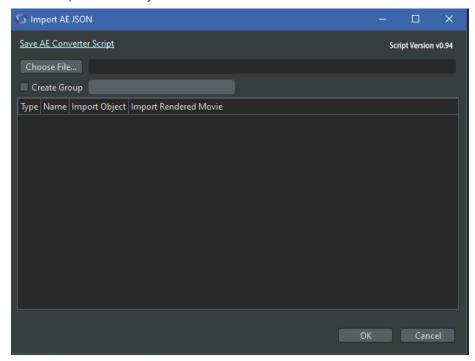
Any unsupported After Effects elements or effects are rendered as movie files which can be imported into the PRIME scene. See <u>supported</u> section for more details.

### How to create the AE Script file

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

Select, File > Import AE. The Import AE JSON dialog will open.

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

e	Edit	Composition	Layer	Effect	Animation	View	/ Wi	ndow	Help				
	New					>						🗌 Snappi	
	Open	Project			Ctrl+0			Comp	osition (no				
	Open	Team Project											
	Open	Recent				>							
	Brows	e in Bridge		Ctr	l+Alt+Shift+O								
	Close				Ctrl+V	v							
	Close	Project											
	Save				Ctrl+	s							
	Save A	ls .				>							
	Incren	nent and Save		Ct	rl+Alt+Shift+	S							
	Revert												
	Impor	t				>							
	Impor	t Recent Footag	e			>							
	Export	t				>							
	Add F	onts from Adob	e										
	Adobe	e Dynamic Link				>							
	Find				Ctrl+	F							
	Add F	ootage to Comp			Ctrl+	/							
	New O	Comp from Sele	ction		Alt+	<b>\</b>							
	Deper	Idencies				>							
	Watch	Folder											
	Script	5				>			ipt File				
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	Set Pr	oxy				>			criptUl Pa				
	Interp	ret Footage				>		1 - C	cript Edito				
	Renla	ce Footage				>	R	ecent S	Script File	s			>

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

Ae Open		×
$\leftarrow$ $\rightarrow$ $\checkmark$ $\uparrow$ $\square$ $\rightarrow$ This PC $\rightarrow$ Chyr	onHego 2 (l:) > After Effects ~	・ ひ Search After Effects
Organize 🔻 New folder		III 🔹 🖛 🔲 😯
👌 Music	^ Name	Date modified
Pictures	Adobe After Effects Auto-Save	22/02/2021 11:54 PM
🚪 Videos		23/02/2021 12:04 AM Vo preview available.
🟪 OS (C:)	AE Comp Exporter.jsxbin	22/02/2021 10:48 PM
😹 CD Drive (D:) RTL_UL	~ <	>
File <u>n</u> ame: AE Com	ıp Exporter.jsxbin	$\sim$ All Acceptable Files (*.jsx;*.jsxbi $\sim$
		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\Sample Lower Third.

File	Edit C	Composition	Layer	Effect	Animation	View	/ W	indow	Help					
	New					>	•	ħ₽_	*,			🗆 🗆 s		2
	Open Project Open Team Project			Ctrl+0			6 Co	omposition						
						Sa	imple L	ower Third						
	Open Re			~		<u>`</u>		400	300	200	100	l <sup>o</sup> .	100	
		n Bridge		Ctr	I+Alt+Shift+C							- 0	000	Ζ
	Close				Ctrl+W	<b>′</b>						- 83	200	9
	Close Pr Save	oject			Ctrl+5							- 0	993	X
	Save As				Ctri+:	`,						- 20	200	2
		nt and Save		Ct	l+Alt+Shift+S	Ś						- 22	993	8
	Revert											- 83	888	2
	Import					>						- 23	888	8
	Import F	lecent Footag	e			>						- 83		8
	Export					>						- 23	800	9
	Add Fon	ts from Adob	e									-8	88	8
	Adobe D	ynamic Link				>						- 8	88	8
	Find				Ctrl+F	-						- 0	888	8
	Add Foo	tage to Comp			Ctrl+,	/						- 83	888	2
	New Co	mp from Sele	ction		Alt+	\						- 23	888	8
	Depende	encies				>						- 60	888	8
	Watch F	older										- 33	800	9
	Scripts					>	F	lun Scri	ipt File					F
	Create P	roxy				>			cript File					-t
	Set Prox	y				>			criptUl Pa		L.F			
	Interpret	Footage				>	0	Open So	ript Edito	r	5			

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	
~	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
~	Paragraph	Ctrl+7
~	Preview	Ctrl+3
	Progress	
	Smoother	
~	Tools	Ctrl+1
~	Tracker	
	Wiggler	
~	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 ≡	X				
General Layers Transcode					
Destination directory:					
I:\After Effects/					
Browse					
Create subfolder named like the project file					
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

			3						x
AE Comp Exporter ≡									
General Layers	Transcode								
<ul> <li>Export layer to JSON</li> </ul>		– Rende	r layer Co	ontent —		Render I	Masks and	Mattes	
+E -E			+R(				+RM		
Composition Layers									
	Media Ani	mated E	ffects E	kport Re	nder Content	Masks Re	nder Mas		
1 TOP LINE			fx						
2 Gray Solid 3						M/T			
3 MAIN LINE									
4 Deep Royal Blue Solid 4						M/T			
5 Chyron_Logo_180.png					RC (!)				
6 White Solid 4						M/T			
Legend Media: V - layer has vide	o source: 1-1	aver has s	till image	SOUTCE					
Masks: M - layer has mas									
(!) - marks user override									
Refresh list					Clea	r layer overri	des	Clear all overrides	
JSON file written: /i/After Effe	ects/Finals/Sar	nple Lowe	r Third/Sa	ample Lo	wer Third/Sam	ple Lower Thi	rd.json		
			Р	ROCEED					

#### **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.

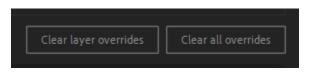
This list also determines what will be exported to the JSON file and what layers will be rendered out as separate files (the format preferences for rendered content is set in the Transcode section).



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 Cont	-RC	Render Masks and Mattes	
Composition Layers				
	Media Animated Ef	ffects Export Render (	Content Masks Render Ma	
		- E 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

	x
AE Comp Exporter ≡	
General Layers <mark>Transcode</mark> Transcoding templates 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

🔿 Impor	t AE JSOI	N						×
Save AE Converter Script Version 1.0.0								1.0.0
Choose	: File	l:\After Effects\Finals\Title	Card.json					
✓ Create	e Group	Title Card						
Туре	Name		Import Object	Import Rendered Mov	ie			
image	CLEVEL	AND BROWNS	✓					
audio	Kitchen	Nightmares - short.wav						
audio	Comin	g Up.wav						
solid	TM Nar	me Plate Left	✓					
image	Team N	lame Plate Left	✓					
comp	Team B	right Color Edge - Left						
image	Left Sha	adow	✓					
solid	TM Left	t	✓					
image	Logo Lo	eft	✓					
					ОК	R	Canc	el
						~		

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



## 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 • FileColor - Color • boxText - WordWrap • boxTextSize (Size if boxText is enabled) • 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       • Rectangle • Fill         Groups       • Child Objects         AE Layer Attributes       • Enabled • Transform • Scale • Anchor Point • Opacity         AE Solid       • Size • Color         Timelines       • A single timeline composition		
• 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       • Rectangle • Fill         Groups       • Child Objects         AE Layer Attributes       • Enabled • Transform • Scale • Anchor Point • Opacity         AE Solid       • Size • Color	Videos	
Text       Font         FontSize       FillColor - Color         boxText - WordWrap       boxTextSize (Size if boxText is enabled)         boxTextPos (Pivot/Position if boxText is enabled)       boxTextPos (Pivot/Position if boxText is enabled)         Camera       Not currently supported         Lights       Not currently supported         Masks       Rectangle Mask         Track Mate       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       Rectangle         AE Layer Attributes       Enabled         AE Solid       Size         AE Solid       Size	Animations	
• FontSize FillColor - Color boxText - WordWrap boxTextSize (Size if boxText is enabled) • boxTextPos (Pivot/Position if boxText is enabled) • LeadingCamera• Not currently supportedLights• Not currently supportedMasks• 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 filesShapes• Rectangle • FillGroups• Child ObjectsAE Layer Attributes• Enabled • Transform • Scale • Anchor Point • OpacityAE Solid• Size • Color		*Bezier with simple Influence is converted to Eases
Lights• Not currently supportedMasks• 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 filesShapes• Rectangle • FillGroups• Child ObjectsAE Layer Attributes• Enabled • Transform • Scale • Anchor Point • OpacityAE Solid• Size • Color	Text	<ul> <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> </ul>
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 filesShapes• Rectangle • FillGroups• Child ObjectsAE Layer Attributes• Enabled • Transform • Scale • Anchor Point • OpacityAE Solid• Size • Color	Camera	Not currently supported
• 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 filesShapes• Rectangle • FillGroups• Child ObjectsAE Layer Attributes• Enabled • Transform • Scale • Anchor Point • OpacityAE Solid• Size • Color	Lights	Not currently supported
FillGroups• Child ObjectsAE Layer Attributes• Enabled • Transform • Scale • Anchor Point • OpacityAE Solid• Size • Color	Masks	<ul> <li>Track Matte</li> <li>Set Matte Effect</li> <li>*Rectangle and Matte Effects are converted to 4 clip planes in PRIME maintaining animation</li> <li>*Feathered and unsupported masks are converted to Images or</li> </ul>
AE Layer Attributes       • Enabled         • Transform       • Scale         • Anchor Point       • Opacity         AE Solid       • Size         • Color       • Opacity	Shapes	
<ul> <li>Transform</li> <li>Scale</li> <li>Anchor Point</li> <li>Opacity</li> </ul> AE Solid <ul> <li>Size</li> <li>Color</li> </ul>	Groups	Child Objects
Color	AE Layer Attributes	<ul><li>Transform</li><li>Scale</li><li>Anchor Point</li></ul>
Timelines	AE Solid	
	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.



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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.

## **CONTACT SALES**

EMEA • North America • Latin America • Asia/Pacific +1.631.845.2000 • sales@chyron.com

