PRIME After Effects
User Guide
Version 4.10.11

December 2025

SINCE
DAY
ONE.

Chyron PRIME After Effects User Guide • 4.10.11 • December 2025 • This document is distributed by Chyron in online (electronic) form only, and is not available for purchase in printed form.

Table of Contents

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.

PRIME 4 only supports AE Exporter Version 1.0. Users who wish to use the newer AE Exporter Version 2.0 must upgrade to PRIME 5.2.0+

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 Version 1.0

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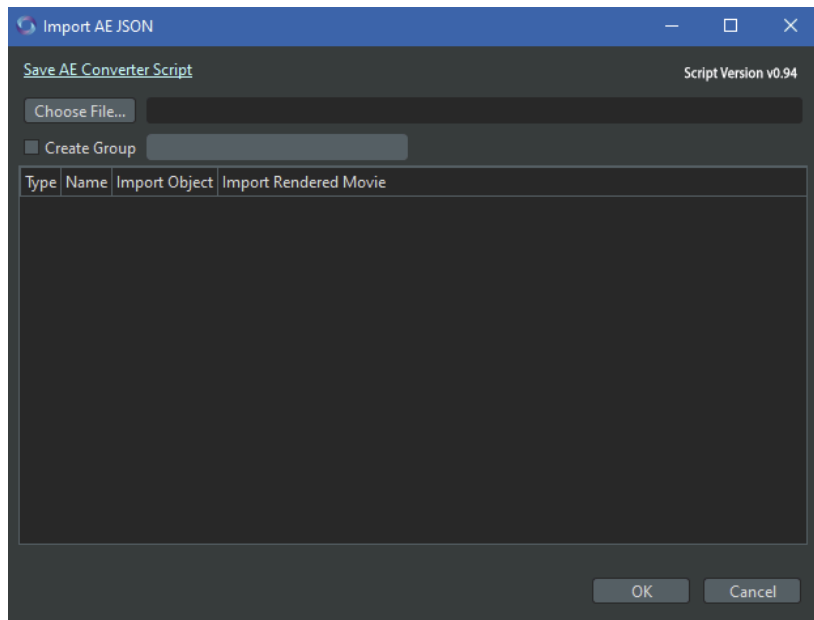
Once the AE script file is saved you can now proceed to use the script file within After Effects.

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
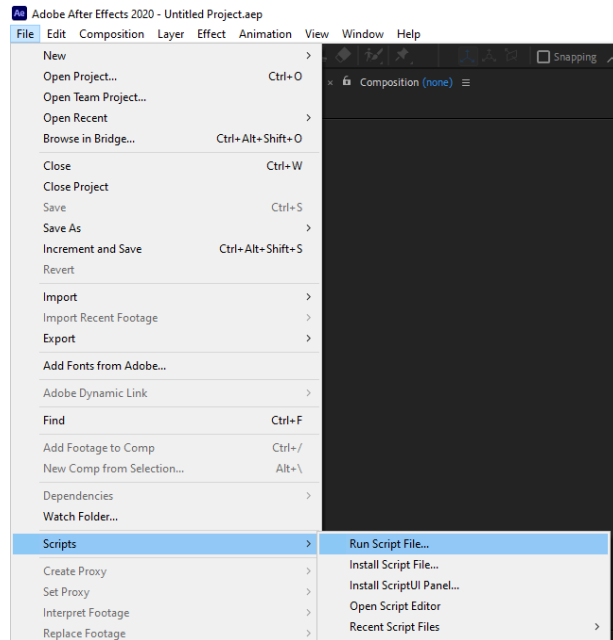
Navigate to the script file "AE Comp Exporter.jsxbin"
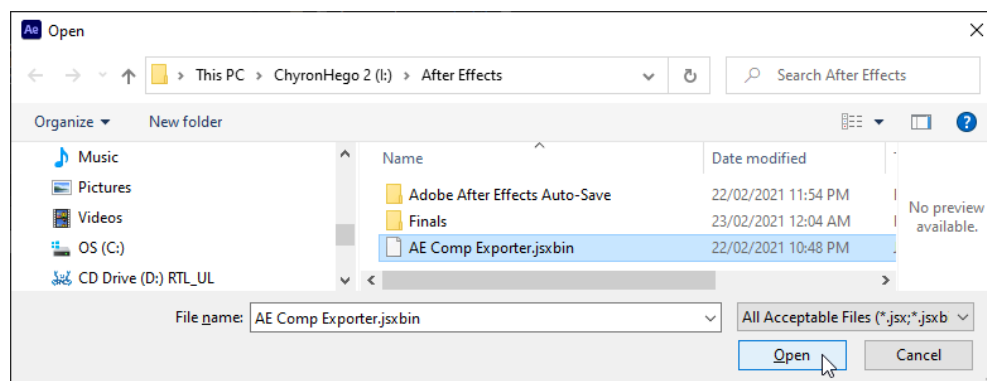
1. Click Open
2. PRIME Comp Export Dialog opens (see Exporting from After Effects below)

Chyron

Install the Script file

File > Scripts > Install ScriptUI Panel
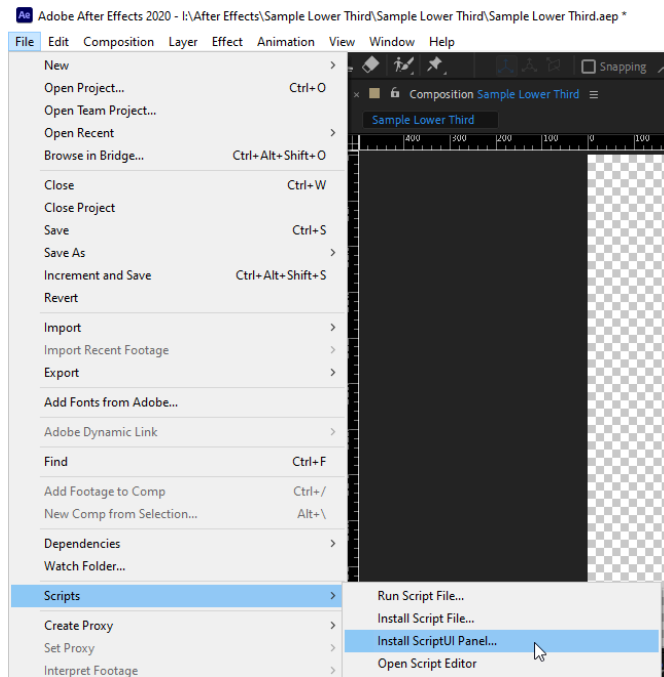
Restart the Adobe After Effects application

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

Chyron

Window	Help	
Workspace		>
Assign Shortcut to "Default" Workspace		>
Find Extensions on Exchange...		
Extensions		>
✓ Align		
✓ Audio		Ctrl+4
Brushes		Ctrl+9
✓ Character		Ctrl+6
✓ Content-Aware Fill		
Effects & Presets		Ctrl+5
Essential Graphics		
✓ 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)

Chyron.

Exporting from After Effects

Export Options

AE Comp Exporter dialog has various options

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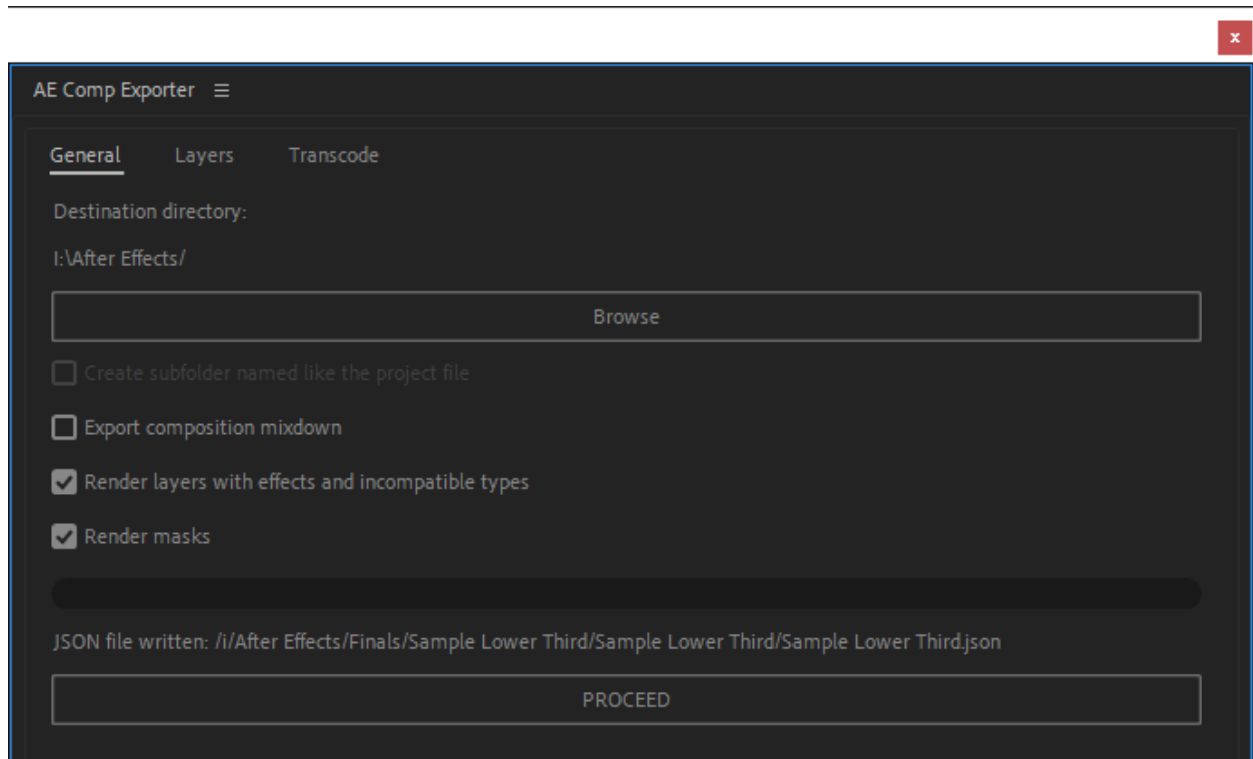
Destination: the location of the JSON file and rendered layers

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

AE Comp Exporter ≡

General   **Layers**   Transcode

Export layer to JSON   Render layer Content   Render Masks and Mattes

[+E] [-E]   [+RC] [-RC]   [+RM] [-RM]

Composition Layers

#	Name	Media	Animated	Effects	Export	Render Content	Masks	Render Masks
1	TOP LINE	-	Y	fx	E	-	-	-
2	Gray Solid 3	-	-	-	E	-	M/T	-
3	MAIN LINE	-	Y	fx	E	-	-	-
4	Deep Royal Blue Solid 4	-	-	-	E	-	M/T	-
5	Chyron_Logo_180.png	I	Y	fx	E	RC (!)	-	-
6	White Solid 4	-	-	-	E	-	M/T	-

Legend

  Media: V - layer has video source;   I - layer has still image source

  Masks: M - layer has mask(s);   T - layer is used as a track matte

  (!) - marks user override

[Refresh list]   [Clear layer overrides]   [Clear all overrides]

JSON file written: /i/After Effects/Finals/Sample Lower Third/Sample Lower Third/Sample Lower Third.json

[PROCEED]

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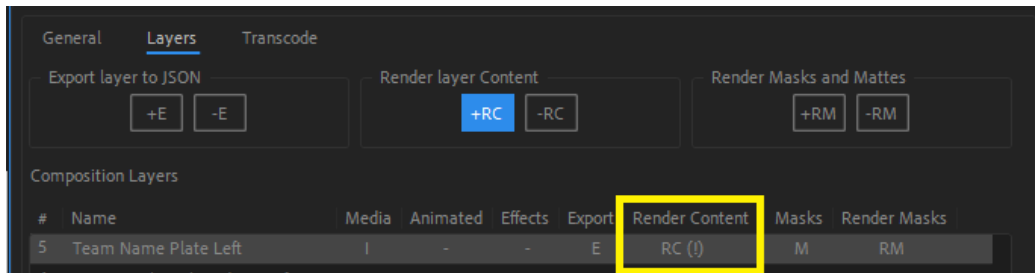
Overrides can be cleared or reset back to the default setting anytime using the 'Clear all overrides" button for the entire composition or select the desired layer/s and hit "Clear layer overrides"
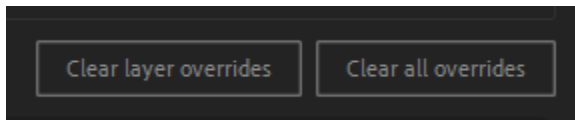

Each composition referenced by the composition being rendered will render as a separate movie file. To import them with their own objects and animations each composition should be exported separately.

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.
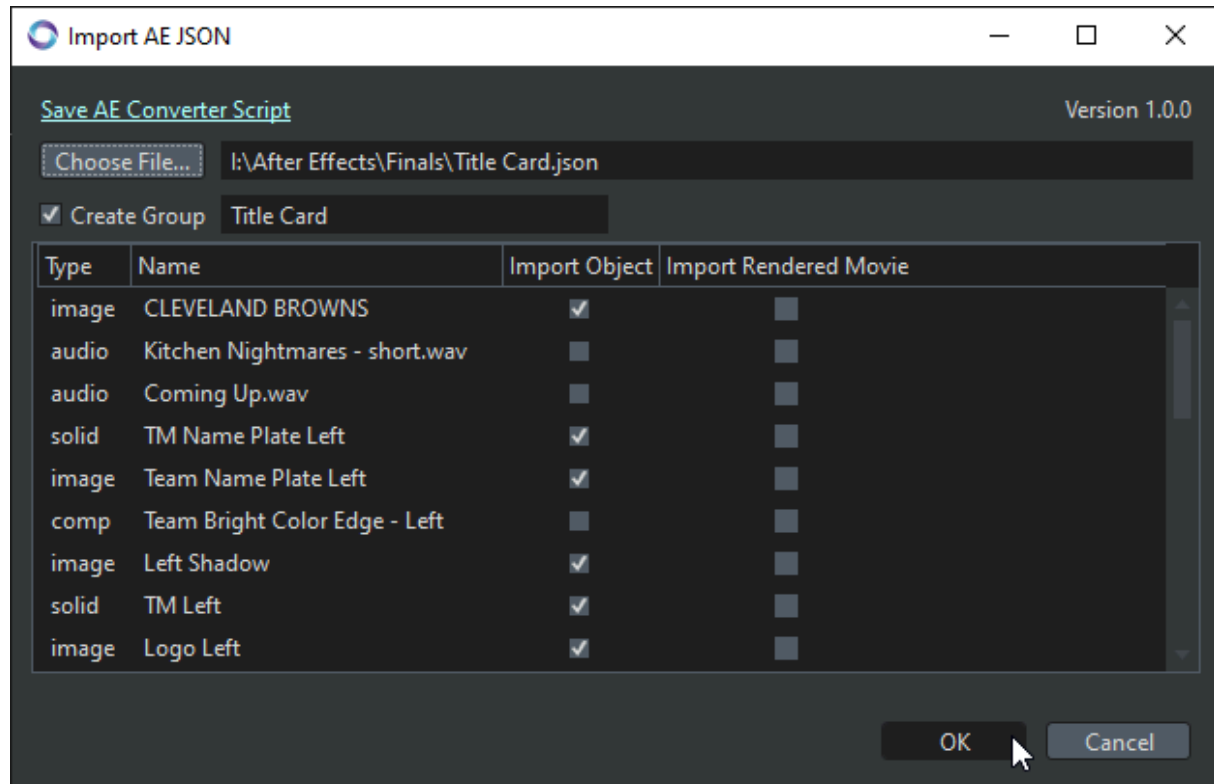
Transcode
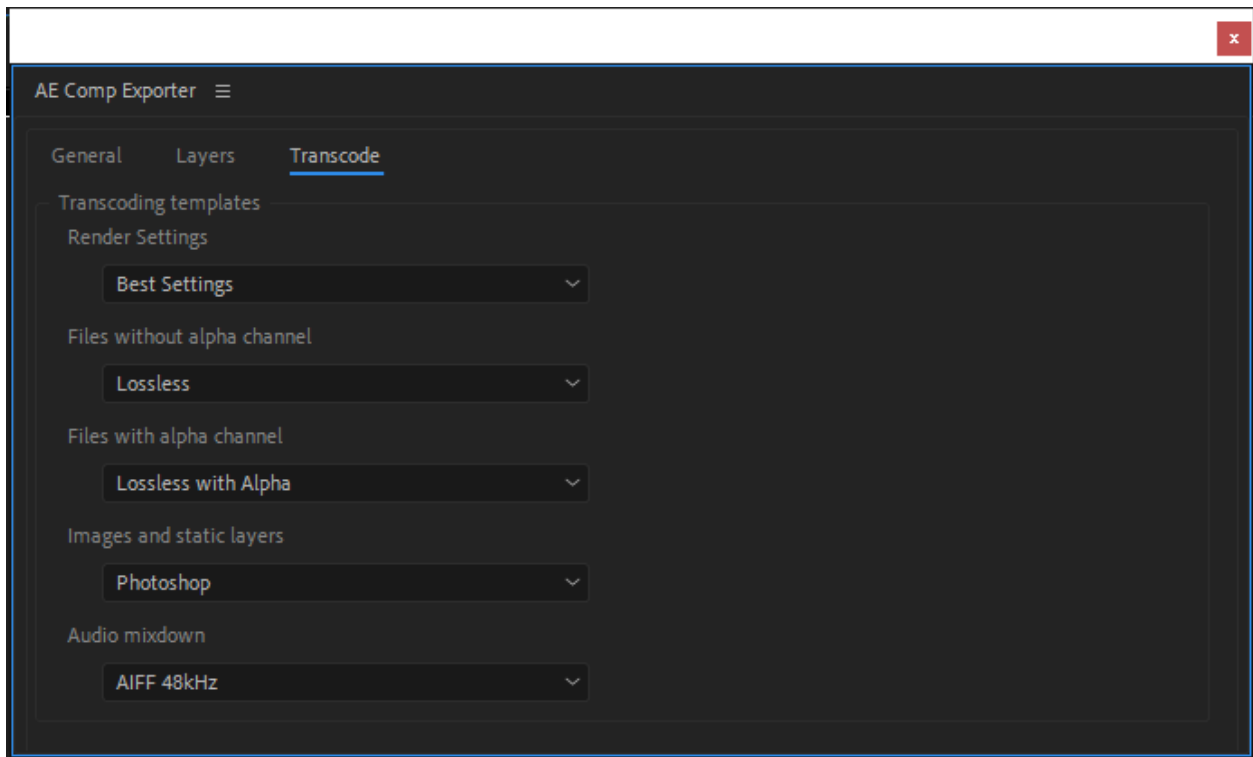
Apply the preferred render formats for all file types

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

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	● Rectangle ● Fill
Groups	● Child Objects
AE Layer Attributes	● Enabled ● Transform ● Scale ● Anchor Point ● Opacity
AE Solid	● Size ● Color
Timelines	● A single timeline composition

Chyron®

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.

CONTACT SALES

Chyron.