Aescripts – RenderHogs v1.11 for After Effects (Win, Mac)

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Aescripts – RenderHogs v1.11 for After Effects: Deleting unnecessary effects and layers until rendering time. Included are tools to ensure the responsiveness of heavy comps.

RenderHogs strives to make comps with heavy load more responsive by removing unnecessary layers or effects until render time. This is accomplished by permitting you to label resource-intensive effects and layers in your project. It is possible to turn them off and on with the press of an arrow, and you can also tag alternative effects and layers which act as stand-ins when the hogs are disabled. Alongside tagging effects and layers RenderHogs also allows you to set up special expressions that alter the value of any keyframeable property, based depending on whether the RenderHogs have been disabled or enabled.

Toggle Substitutes and Hogs

Allow and deactivate the render hogs you have marked as tagged throughout your After Effects project with a single click. All effects and layers that are marked as substitutes will perform opposite, allowing them to be substituted for the effects or layers which were designated as hogs.

Tag Hogs as well as Substitutes

The tag buttons let you label hogs and substitutes and also take tags that are already in place from layers or effects. The tags are context-sensitive.

Make Indicator

RenderHogs can create an element that functions as a visual indicator within your composition, letting you know that the render hogs are disabled. The indicator serves as insurance against renderings that do not contain the necessary layers or effects.

Reduced Value

This command creates a specific expression that is able to take the value of a specified attribute and cut it to a specific percentage. The main benefit of doing this is that it permits you to have a visual representation of the effect, instead of completely disabling it. One example could be an emitter for particles that are creating 100,000 particle particles every second. Utilizing the Value Reduction option, you could reduce the value to 20percent, which means that the emitter will only generate 20000 particles per second if the render hogs are removed. If keyframes are utilized for the Value Reduction function, it produces 20 percent of the keyframe value without affecting the actual values of the keyframes.

Value Substitution

It is identical to that of the Value Reduction command, in that it alters the value of the selected property according to whether animals are in use or not. Instead of decreasing the value by percent, it lets you choose a different value. One example is if you have a Radial Blur effect and you have an Antialiasing setting changed in the value of "High" when the hogs are activated. After disabling the hogs you could see the value changed from "High" to "Low" to help keep the program more flexible.

Toggle & Render

This command lets you immediately enable the render hogs immediately and start rendering.

QueueMaster Integration

When you're running this QueueMaster script, it will automatically turn on all hogs and turn off all substitutes when making renders automated. QueueMaster is an effective method of automating the render queue within After Effects.

individual Command Scripts

RenderHogs comes with a set of mini-scripts that offer the capability of executing certain commands through launcher scripts. Mac OS users can even assign hot-keys using the Keyboard preferences pane within the preferences of the system.

Preferences/Customization

- Customize the characters used in substitute tags and hogs
- The scope should be specified when switching Hogs: All Projects or Selected Comps in The Project Manager or Current Comp
- The effect of precomps on haggling devices is that it can affect the way you
- The locked layers are affected when switching
- Disable hogs after executing Toggle & Render
- Tags for hogs or substitutes to begin or the end of the layer/effect name
- Tips for displaying or hiding help when hovering over the controls