



AeScripts FBX to AE Pro v1.0.4 + Activation Serial

2025-02-10 17:15:59 [label](#) [我要反馈](#) [下载页面](#)



AeScripts FBX to AE Pro:

- Import and export one or more 3D
- Animated cameras, mention solids and null/dummy from and to Later Outcomes composition.
- Currently supports OS X and Windows

Import

- Make a New Composition with the correct dimensions and fps of the Camera making
- 3D revived standard camera and goal (in the Second Physical Camera isn't encouraged)
- Animated Airplane with 4 vertices
- Animated Complex meshes as Null Layer
- Animated Dummy and Locator
- Parent-Child linkings are encouraged (known problems for Maya linkings)

Export

- 3D animated camera target
- 3D animated Good Twist as 4 vertices airplanes
- 3D animated Null Layer as Dummy/Locator
- Parent-Child linkings are encouraged
- Compatibility
- Microsoft Windows
- OS X
- Adobe After Effects (CC 2014, CC 2015, CC 2017, CC 2018, CC 2019)

Tested FBX compatibility

Should work with any FBX file nevertheless, we've Officially analyzed FBX files from these types of hosts:

- Autodesk 3ds Max (2012, 2013, 2014, 2015, 2016, 2018, 2019)
- Autodesk Maya (2016, could be also compatible with older Models)

Setup manual

- Read inner bundle confirmation
- If you require, delete old versions

Fast start manual

Import

1. Utilize FBX Export panel to export 3D cameras. Plans created of Just 4 vertices are imported as strong layers with the same Dimensions and much more complicated meshes are imported as 3D null Layers
2. To Be Able to export animations (3D cameras, programs, and meshes) Select bake cartoons with a sampling of parameters (Resample all)
3. Should you export not animated items remember to set a general key in it's Connected to a different thing
4. At this time the FBX file is prepared!
5. Open After Effects and, from menu thing Publish -- Document, Select"FBXtoAE_Pro" structure and then choose your FBX document



去下载

标签

- [平面设计](#)
- [Plugins](#)
- [AeScripts](#)
- [Resources](#)

6. This activity will create an essay ("FBX_comp_filename") With the right size of camera making, solids, and null layers
7. Enjoy!

Export

1. Select Composition of attention and select File - Export - AEtoFBX_Pro
2. Select 3ds Max or Maya and Maya
3. Prior to import FBX recall to place the corresponding fps to get The deadline into the 3D program

Important Notes

- Importing from Autodesk Maya recall to place picture aspect ratio (FAR) same as aspect ratio making.
- (eg. If your rendering measurements are 1920×1080 put the FAR camera to 1.778)
- Imported programs from fbx maybe lead to solid coating with the Width and height traded between them.
- This bug will probably be fixed as soon as possible but you can easily fix altering width And elevation in solid coating configuration.
- For 3ds Max users recall picking camera and goal in order To export them collectively.
- Rotation and Orientation for Camera goal in After consequences must Be made to"0" to export.
- Do not export parent items if you Intend to export its own Kids

Follow the movie tutorial to know some significant Measures for the right functioning.



产品数量
已有 42647个



付费会员
已有 1676位



价值评估
商业价值约 ¥6635.87万元



下载数量
已下载 222908次