Aescripts AfterCodecs v1.11.5 (Win, Mac- v1.11.2)

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AfterCodecs: After Effects, Premiere Pro, and Adobe Media Encoder native exporters offering ProRes /H264 and H265 codecs to provide high-quality and light videos on Windows and OSX without needing Quicktime any longer!

Gfx plugin details of Aescripts AfterCodecs

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Does this product work on Windows and Mac Os? We mostly include the operating system in the title. If it is not written, it will work on Windows, and you can for the Mac version.

What is Aescripts AfterCodecs?

AfterCodecs, developed by Aescripts, is a plugin for Adobe After Effects that provides additional video codecs and features for video rendering and export. It's designed to enhance the export capabilities of After Effects by offering more options and flexibility when it comes to rendering your video projects.

The plugin may include support for various video codecs and formats, allowing you to export your videos in different quality settings, compression formats, and resolutions. This can be particularly useful for professionals and filmmakers who require specific settings for their final video output.

AfterCodecs might also offer advanced features such as bit-depth controls, alpha channel support, and other settings that go beyond the standard export options provided by After Effects.

Plugins like AfterCodecs can significantly expand the capabilities of video editing software, providing users with more choices and control over the final output of their projects.

Filling in the codec gap

AfterCodecs offers you the same codes and features you require with no Quicktime, as well as the formats of .MP4 and MOV:

- ProRes 422/4444 and XQ: Yes, even on Windows and earlier versions of Adobe. It also includes an updated ProRes 4444 Light profile, which is unofficial to gain both Alpha channel as well as a smaller file size
- Four HAP codecs are available from Vidvox but with more efficient algorithms and no resolution restrictions
- The Special Premiere Pro & Media Encoder features MultiRenders Markers, Exporting all audio tracks separately with Quick Sub Resolution buttons, Custom Framerates, etc.

H264/H265: The fastest and most effective compression

- Select the required performance: speedy encoding for your previews or a small file size for the final delivery. Videos with lower bitrates are of higher quality and render at 8K!
- Simple, quick, and easy to use (one parameter to select) YouTube Upload profile that complies with YouTube upload recommendations.
- You can save time directly in the After Effects render queue without utilizing the command line and without using Adobe Media Encoder.
- Advanced features: FileSize target 10, 10 bpc, Full Range, YUV 4:2:2 / 4.4%, Tuning Profiles, etc.

Improve your workflow!

AfterCodecs is constantly updated with the latest codecs and new features or speed enhancements; check out our Changelog. Our most recent addition is MultiRender Markers that batch export to Premiere Pro and display a progress bar on the icon on your taskbar in After Effects when rendering!

More details about the features and licenses :

- For After Effects, AfterCodecs. After Effects
- The AfterCodecs are for Media Encoder
- AfterCodecs for Premiere Pro

Requirements:

- **Users can use one license on two computers not in use simultaneously.**

- macOS Intel as well as Apple Silicon: 10.12 to 11. (Big Sur)

- Microsoft Windows 10
- Adobe CC 2014 to 2021 included

Coders and container:

- **[MOV ProRes** six official profiles (422 Proxy / LT Normal / HQ/ Normal 4444/XQ) and two profiles that are not official (422 Ultra/4444 Light). ProRes 4444 Light/4444 / XQ is compatible with Alpha Channel. Alpha Channel.
- **[MOV HAP GPU enhanced codecs:** 4 codecs (Hap Hap Alpha Hap, Hap Q, and Hap Q Alpha) You can select to turn off Snappy compression and alter the number of CPU chunks. For Hap and Alpha, you can select your compression algorithm (each has different tradeoffs for the speed of their compression and its quality)
- **(MOV) [MP4 The x264 is the** most efficient H264/AVC implementation, beating Adobe Media Encoder and QuickTime H264. A specific YouTube Upload profile is included and is extremely simple to use!
- **[MOV] [MP4] x265** Files are 25 percent lighter than x264 at similar quality but more challenging to encode
- **[MOVMP4] x264 RGB:** same as x264 but does not use YUV colorspace. Ideal for storing different channels within one video, such as UV maps alpha, 3D passes, and more. (for the power users!)

Known limitations:

- Do not use the ProRes broadcast format for broadcasting. Always test your equipment and software. This is the official format of ProRes. For instance, ProRes 4444's Alpha channel does not appear to be recognized as a standard by Blackmagic Hyperdeck Studio Mini.
- The H264 as well as H265. The dimensions of the video should be the same (meaning that resolutions with odd values won't work) Except when you select YUV 4:4/4 for H264.
- Interlacing: The lower field in H264 was first acknowledged as a top field by Adobe

New Changes:

- Support for After Effects, Premiere Pro, and Media Encoder 2024 / v24
- macOS: Full support for Apple silicon is now available in After Effects 2022 v22.1 BETA. Encoding has been done by Apple silicon from v1.10.6, even in Intel mode.
- Premiere Pro MultiRender: Now an option to allow only exporting Uniquely designated markers to ensure that you're not exporting duplicated portions in your timeline (there is an Adobe bug that causes hidden duplicated markers at times). A new option in the Panel for PrPro, "Show Unique MultiRender Markers," allows users to preview the markers to confirm before exporting.
- The support has been added for Influx licensing within Our Settings and License popup. With the Influx Importer, Adobe allows you to import different formats, codes, and format types to Premiere Pro, After Effects, and Media Encoder (for instance . MKV . FLAC, etc.)
- MultiRender PrPro / AME: exported files have the correct timecode from the Sequence now
- Fixed a crash when closing Premiere Pro and Media Encoder applications; it led Adobe to ask you to send a bug report.
- MultiRender PrPro / AME: bug fix for v1.10.9 feature (correct timecode from the Sequence now)