



## Aescripts Blenderae v1.4.7 (Win, Mac)

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label

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Connect to, select, and export 3D scene and object data to Blender into After Effects!

- Non-planar faces (in Edit Mode) and non-planar planes (in Mode) and non-planar Planes (in Mode) aren't currently supported.
- If the field 'Ae Path' is correct, however After Effects is not open, After Effects will open and close without saving.
- A wide range of options or frames with a long duration may take a considerable amount of period of time for processing (particularly when it comes to faces) If you want to stop the import process, press "Esc" to end the process of import.
- Certain modifiers may affect the export of data.

### Link Blender After Effects!

- Installation of BlenderAe in the form of an extension for Blender (no additional scripts needed to download! ).
- Connect your computer to After Effects.
- Choose objects, vertices, or faces.
- Click Export to Ae!

### Supported in the Object Mode

- Cameras from Ae Cameras.
- Lights from Ae Lights.
- Transformations of objects to Nulls.
- Transformations that convert empty objects to Nulls.
- Plans (planar) in precomposed form layers.

### is supported with Edit Mode

- Selected vertex points (in the vertex model) to nulls
- Selected Planar Faces (in the face mode) to precomposed shape layers.

### New Changes:

#### Fixed

- Some accented characters in After Effects layer names caused an error importing data into Blender.

### Upcoming (Unreleased)

- Separate x, y, z rotation data importing from After Effects to Blender.
- Improved Export to Ae performance.



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