

# Blender to After Effects Exporter

## Version: 0.51

for Blender 2.58 and After Effects CS3, CS4 and CS5

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### INTRODUCTION:

Blender to After Effects exporter is a tool that exports animation data from Blender to After Effects. It may be useful for compositing, adding effects that use After Effects' 3d space. The exporter works in **Blender 2.58** released on **June 22<sup>nd</sup> 2011**.

You can download this version from [www.blender.org](http://www.blender.org)

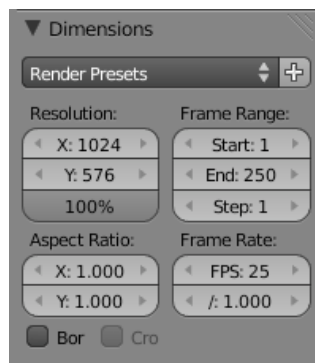
Please note that at the moment a newer version of blender may be available and this exporter may not work with it. Check the "AddOns" folder. It may already contain exporter for the version you want to work with. Updates for new releases of blender available at [www.graphicall.org](http://www.graphicall.org) will be added from time to time.

The exporter has been tested in After Effects CS3 and CS4 and CS5.

NOTE: This release of the exporter gives you possibility to export data even if non-square pixels are used. You can select one of the render presets such as "PAL TV 4x3", "PAL TV 16x9", "NTSC TV 4x3" or "NTSC TV 16x9". Those presets use non-square pixels. This exporter will transfer the data correctly.

This is however good practice to use square pixels when creating 3d animations.

Below you will find the example of the settings that generate square pixels. X and Y values in "Aspect Ratio" tab are the same. The example shows the equivalent of PAL TV 16x9 in square pixels.



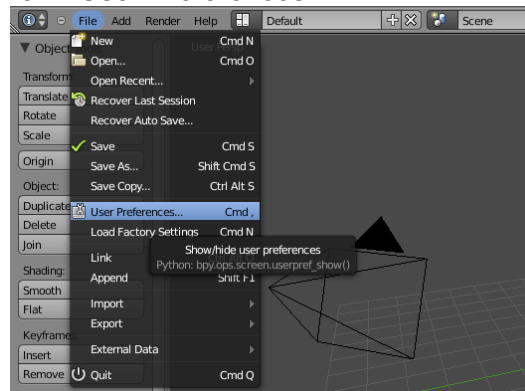
## INSTALLATION:

(applies as well to exporter for newer releases of blender)

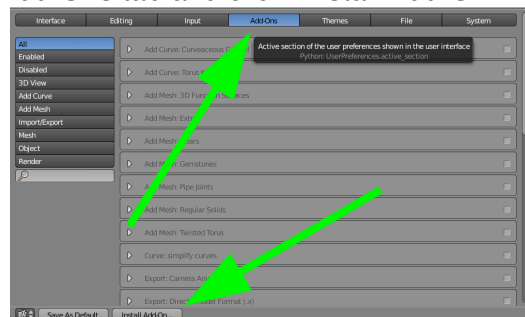
1. Open Blender 2.58



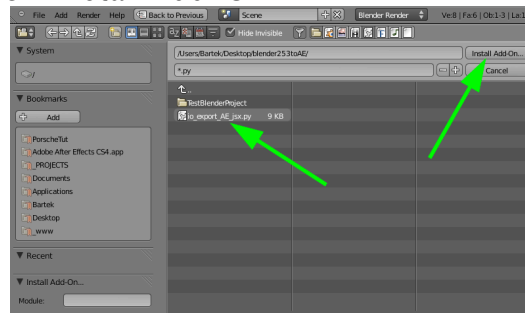
2. Go to File -> User Preferences



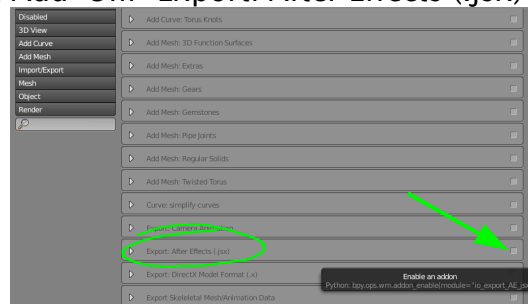
3. Select Add-Ons tab and click "Install Add-On..."



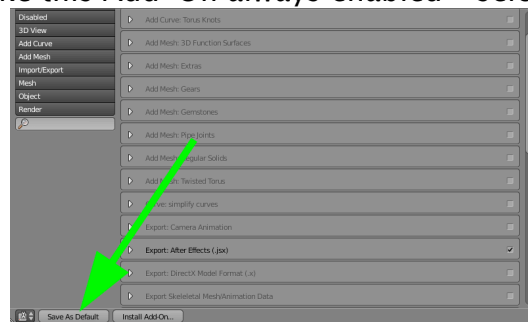
4. Browse to "io\_export\_AE\_258\_v051.py", select it and click "Install Add-On..."



## 5. Enable Add-On: “Export: After Effects (.jsx)”



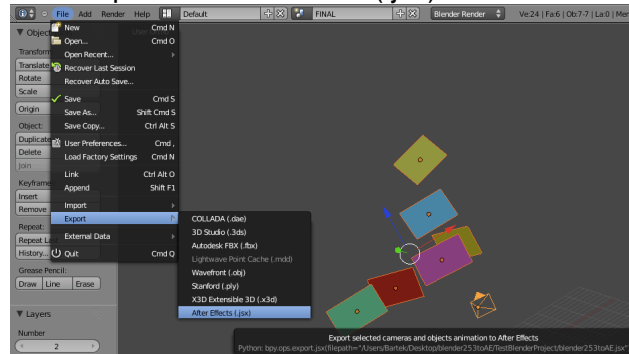
## 6. To make this Add-On always enabled - select “Save As Default”



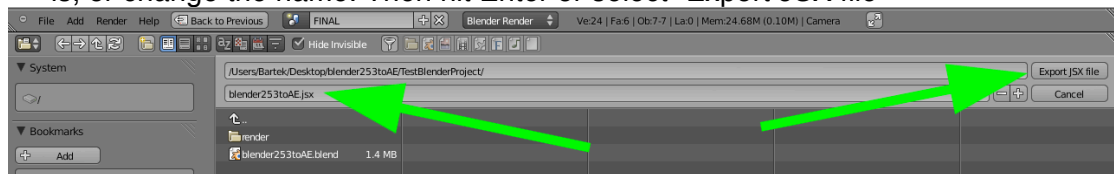
## USAGE:

(You can use attached “blender25toAE.blend” file for tests)

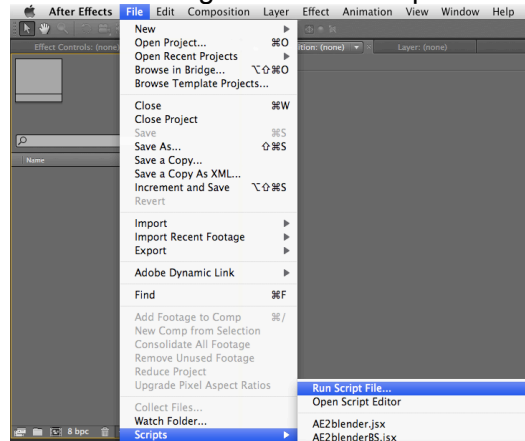
1. Render your animation
2. Select your camera and all of the objects that you want to export  
(In attached blend file all required objects are already selected. You would most probably want to export camera and the planes that represent the screens. They are all located in layer 2)
3. Go to File -> Export -> After Effects (.jsx)



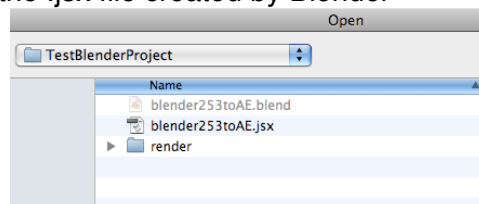
4. Exporter will suggest the location and name of the exported file. By default the name is the same as the blend file you are working in. You can leave it as is, or change the name. Then hit Enter or select “Export JSX file”



5. Open After Effect and go to File -> Scripts -> Run Script File...



6. Select the .jsx file created by Blender



7. New composition called “BlendComp” will be created. It will contain the camera that will represent the blender’s camera, and nulls that will follow centers of the objects you exported. You can parent layers to them.
8. Import rendered animation and place it in the composition “BlendComp”. Notice that the nulls follow the centers of the exported objects. The names of the nulls begin with the prefix “bl\_” that is followed by the names of the exported objects

