

# CONVERT ADOBE AFTER EFFECT TO UNITY NATIVE ANIMATION



(version 2.8)

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## II. Demo Features

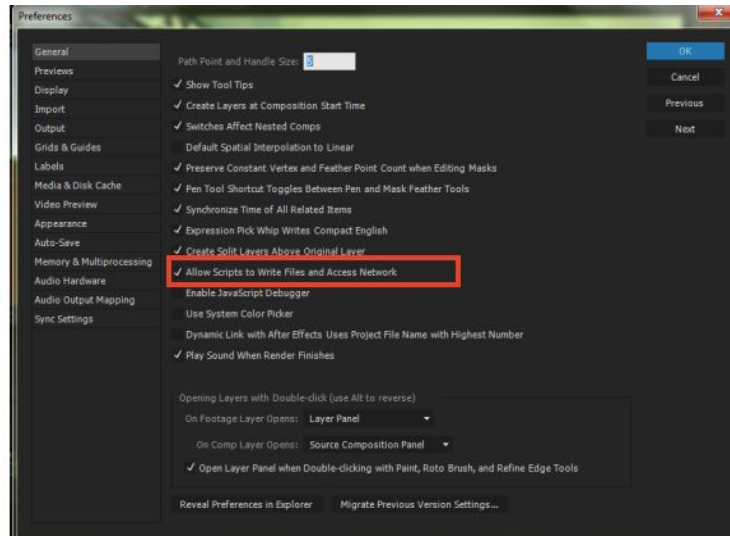
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# I.Steps to Convert

## I.1 Export from adobe after effect

**Step 1:** Please make sure your **language of Adobe effect is English**. We also **require all files name and all layers name is English letters** only. We write this tool in english setting mode and maybe it's can not export Animation because of some special characters.

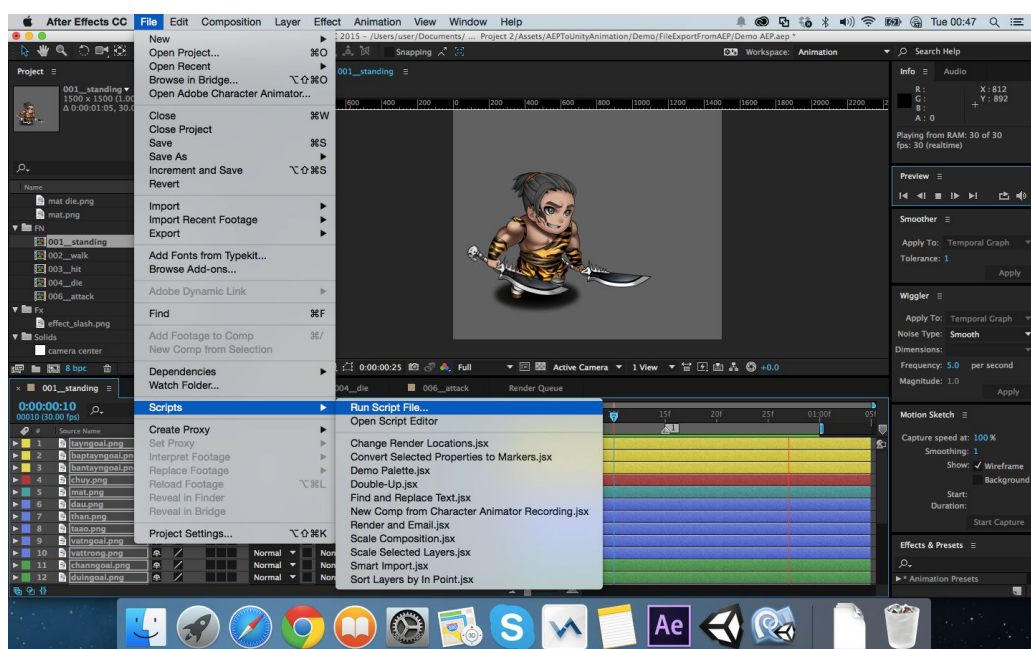
**Step 2:** Please Note setting your Adobe **After Effect Effect Allow script to write Files** (by follow the picture bellow)



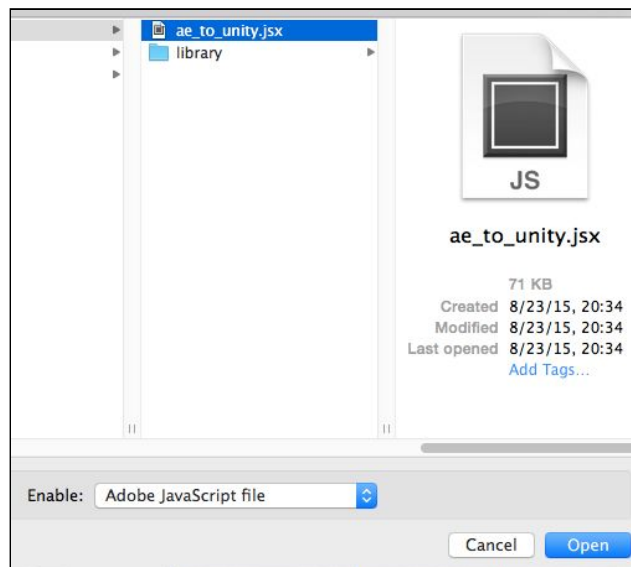
To open the Preferences menu, go to:

- Edit > Preferences > [category name] (Windows)
- After Effects > Preferences > [category name] (Mac OS)

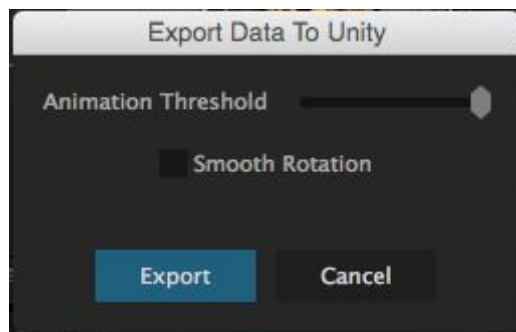
**Step 3:** Open your exists Adobe After Effect with some exists animation then Click to **File->Scripts->Run Scripts File...**



- choose the script **ae\_to\_unity.jsx** (files inside the tool).



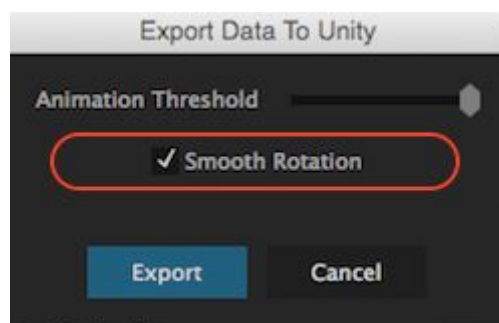
- The Popup will be auto open(see the picture below)



- By default you just need to press the button “**Export**” and then it will auto export all the files we need to import into Unity. You can consider the utility setting functions:

- + **Animation Threshold**: After effect & Unity have different Animation system, in some specific case, Animation in Unity is not match 100% with After effects. In this case you can choose the Animation Threshold to minimum value, it will automatic create extra keyframes for interpolation animation. However It can make the Animation files size bigger in Unity. In our experiences you just need export by default, then if the matching is not quite good for you, you can consider using this features.

- + **Smooth Rotation**: similar with Animation Threshold but it just effect to the rotation keyframes only. If your animation is not smooth enough or the rotation in the big angles you can setting like picture below:

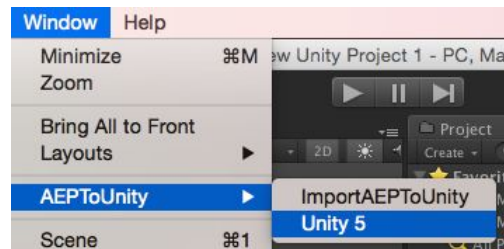


**Tips:** Normally This file can convert correctly for all adobe after effect anim file, If you can not convert your file, please follow each step below and export again:

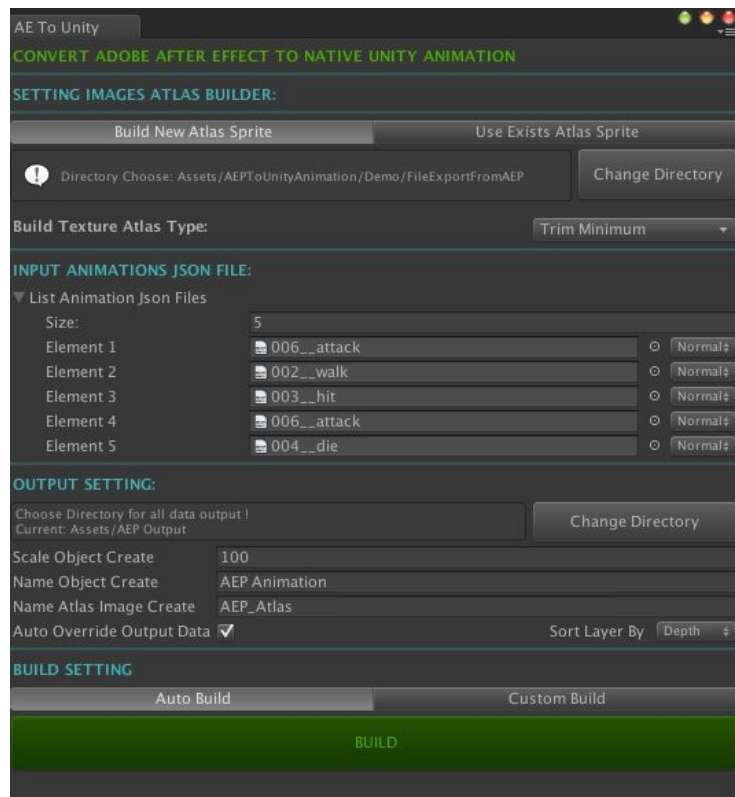
- Make sure you **press on composition to export**
- **Change default language of Adobe After Effect to English.**
- **Using ASCII (0-9,A-Z,a-z) characters** for all your image file and layer ( Limit to use whitespace and other ASCII letter), some special letter maybe make broken json files.

## I.2 Using tool in Unity

- After import finish, Open Tool by Select **Window->AEPToUnity-> Unity 5** (or Unity4 with Unity version 4).



- Now, this is the time for you to import adobe after effect to Unity



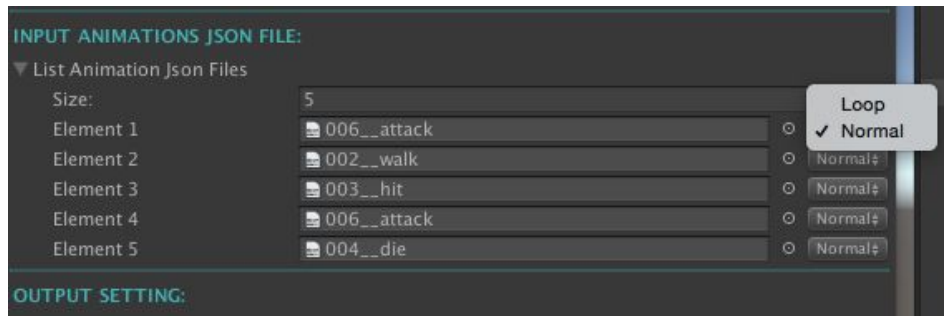
**Step 1:** Choose the **folder that contain all images Sprite** (You can also skip the step by choose exists atlas sprites that you build before).

**Step 2:** **Choose Type of atlas sprites**, you can choose one of 3 options below:

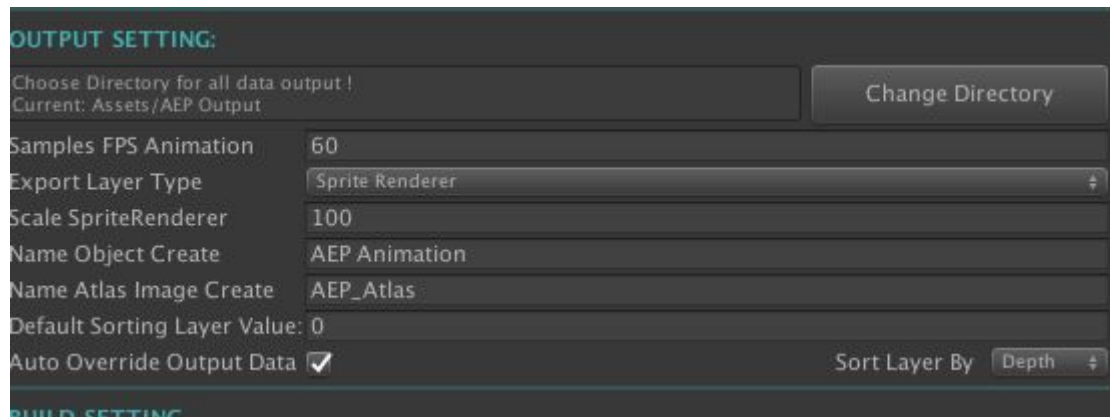
- + Not Trimming: Atlas will not remove empty space
- + Trim2(n) Texture: Remove empty space and build to 2(n) size texture
- + Trim Minimum: Remove empty space and build to minimum size texture.

*You can choose option build into atlas or not.*

**Step 3:** **Drag some animation you want to create animation**



**Step 4:** Setting the information for the output:



- + Setting output path: the output folder.
- + FPS Animation: setting the Sample FPS Animation
- + Export layer type: You can choose to export to Spriterenderer, UGUI, NGUI.
- + skeleton scale (default is 100)
- + Name of skeleton Create
- + Name of atlas create
- + Auto override the output if it's exist.
- + Sort Layer by : Depth (using order layer), or z(using local transform, z is just available for sprite renderer ).

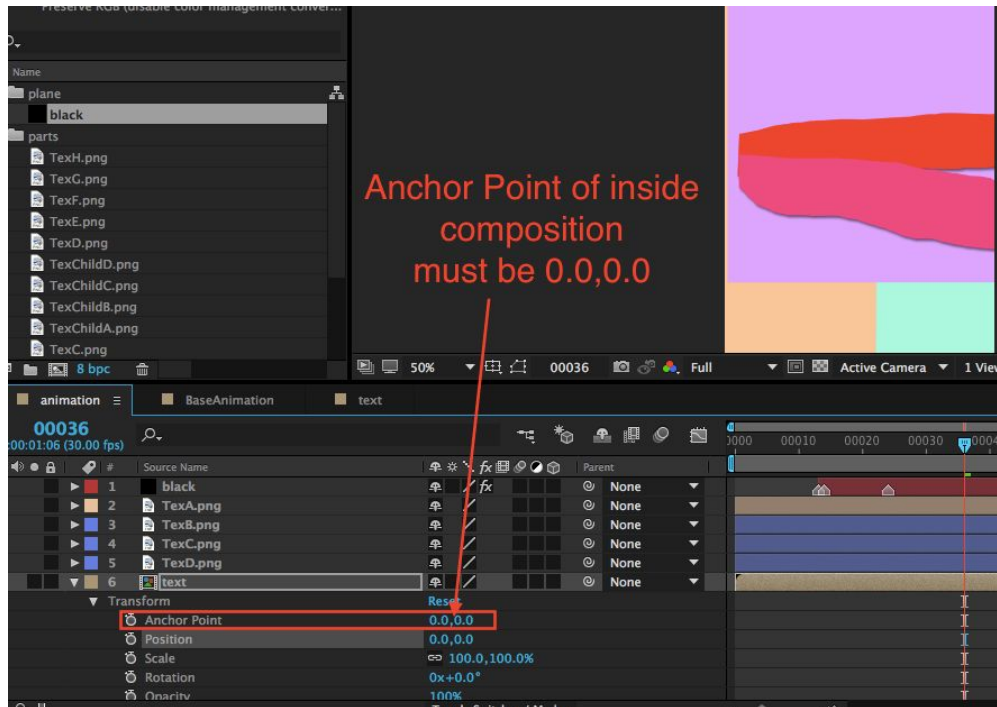
**Step 5 :** Build, you can also choose custom build for your option purpose.

**Step 6 :** If you want to customize animation, you can choose Animation View of Unity, select output created object to edit.

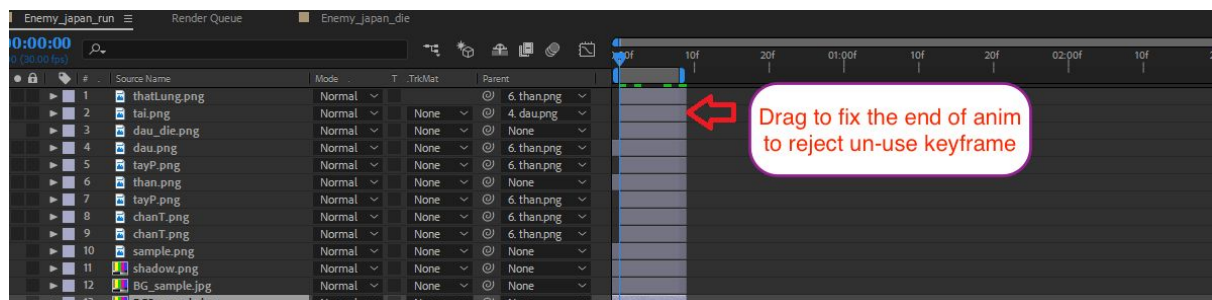
### Tips:

- If your image export not exactly (maybe you override from exist image), **please press build again one more time to correct image.**
- the limit size of atlas is 4096\*4096, If you have a lot of big textures and can not build atlas success, please choose type **Not Build Atlas** in Build Atlas type, you can use this tool (<http://u3d.as/kRf>) to optimize draw call, build and custom your atlas..
- if your adobe after choose sequence images, maybe choose need to press button "Build" more than one to correct pivot images.
- If you see Error with name **!HasError**, Don't worry about that, this warning because your pivot in image not in range [0,1], However, if you don't want to see this error, please update to latest Unity version.

- In your game, with a lot of animation and character, i recommend you choose build sorting layer by **Z** and using default sorting layer to change depth of this object with another objects.
- you can using many composition like you want, however, **you need put anchor point of composition (which put inside another composition) is (0.0, 0.0)**



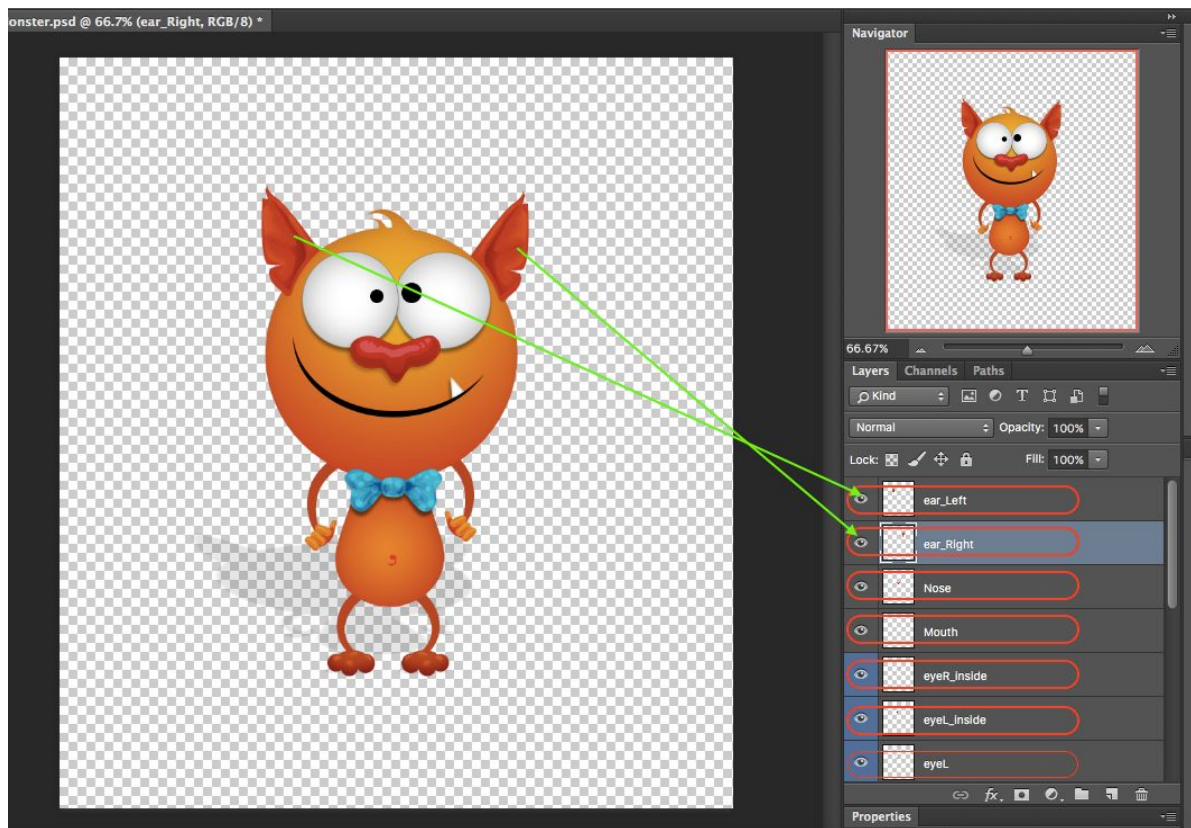
- You need also drag layer animation fit with the end of anim to ignore un-use keyframe.



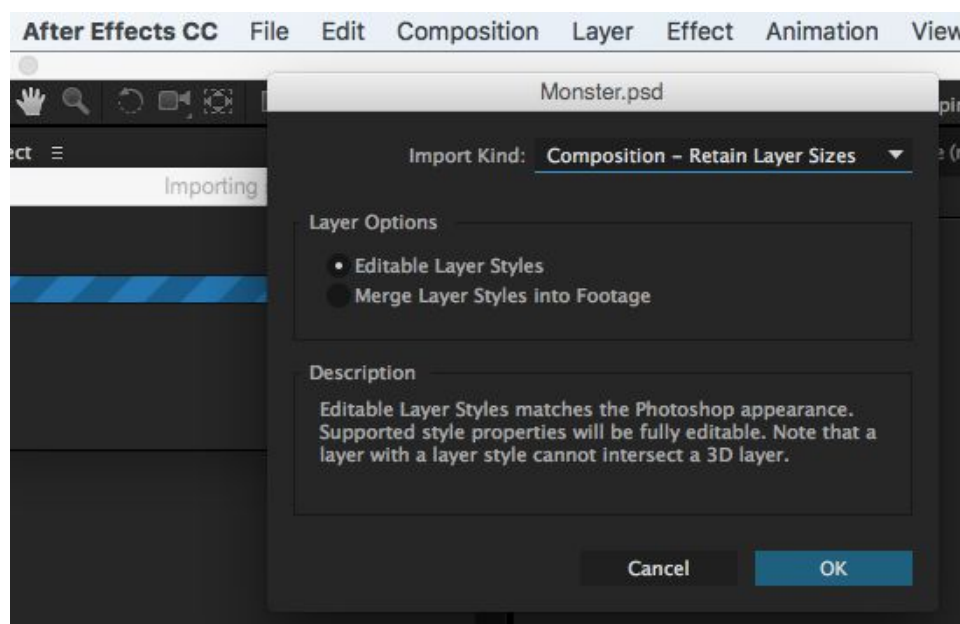


### I.3 Work with Adobe Photoshop File (PSD)

**Step 1:** When work with Photoshop files for quickly create character and animation in After effect, you can **create whole character in photoshop first** (each parts of character have been contained in each layer), for example picture below:



**Step 2:** Then you can import PSD file (or drag it) into After effect with the setting similar picture below:

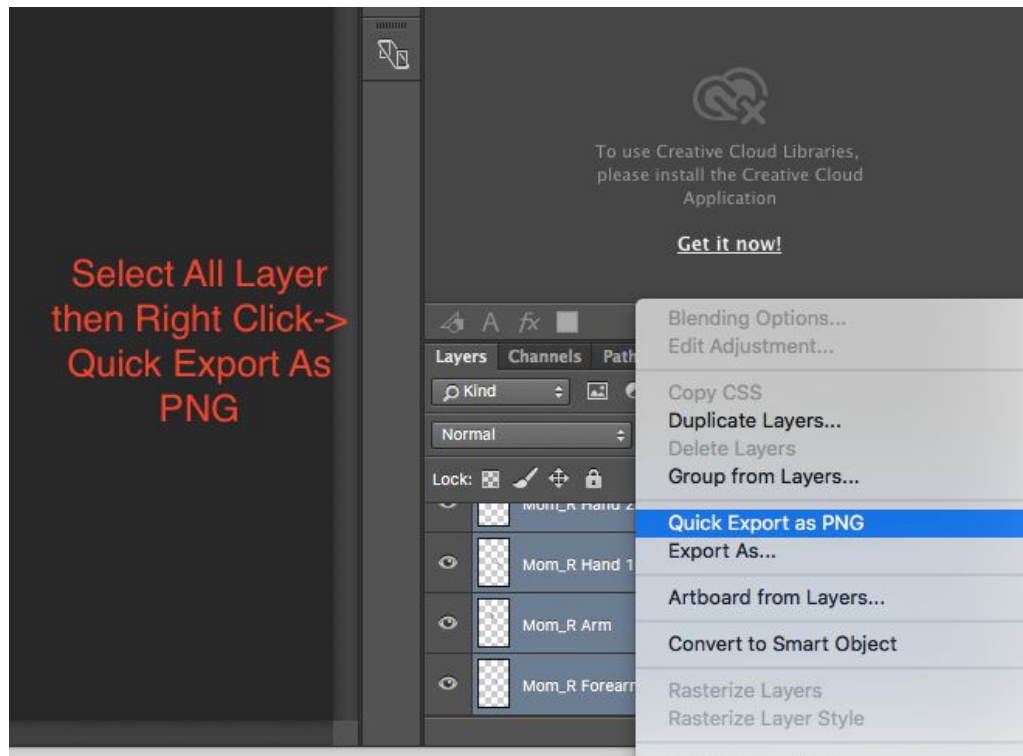




**Step 3:** Now you just need to set parent in each layer to make sure create exactly skeleton. And for easy to create pivot for each image you can using Anchor Point tool, you can easy to change pivot layer in one minute. You can download this tool follow the link:

<http://www.batchframe.com/extras/info/Move%20Anchor%20Point>

**Step 4:** After create your own animation and finish export files from AE, you need to **open Photoshop files again then choose all photoshop image layer, right click and choose Quick Export as PNG**, It's will automatic export all layer in PSD file into PNG images, collect all PNG images into a folder for do the step I.2.Step1



Please check the video demo in store to easy follow all step.

## I.4 Work with Adobe Illustrator File (AI)

**Step 1,2,3** Similar with PSD files.

**Step 4:**

Open AI files again, In Adobe Illustrator choose **File->Script -> Run Other Script** (or **File->Script -> Run Script** depend on version). Choose the path that content **Export\_AI\_To\_PNG.jsx** then press open.

After Run all layer image will be export in same folder with ai file, **Please use Photoshop or anything to trim all export layer images**. collect all PNG images, use Photoshop or other software to trim white space of all PNG files. The copy all PNG files into a folder for do the step I.2. Step1.

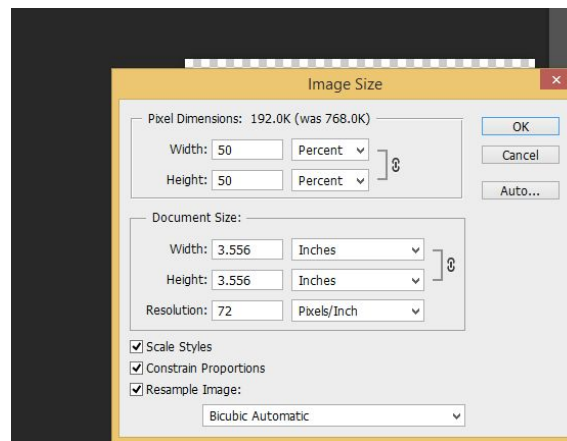
Note: Name of layer Adobe Illustrator need **ASCII (0-9,a-z,A-Z)** and don't have any special character or whitespace....

## I.5 Resize Atlas Texture

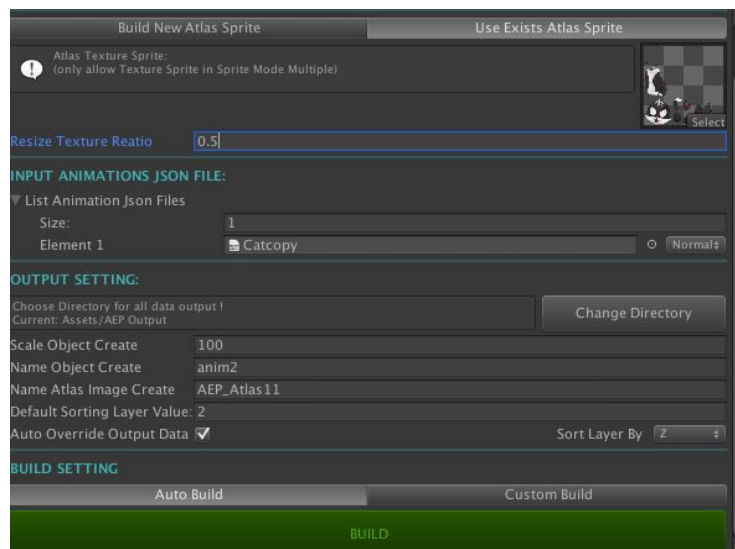
When import from after effect, images have been built in an atlas to save resources and reduce draw call. In some case you want to reduce size of atlas texture (for example resize less than or equal 1024 for run better in mobile), You can follow step below to resize atlas texture:

**Step 1:** Build Normally to create Atlas texture.

**Step 2:** Using 3th party tool to resize this atlas texture(Photoshop...etc), for examples if you using photoshop, Select Image->ImageSize then resize whatever you want. in this case is 50%



**Step3:** In the AEPToUnity Tool Editor, select tab **Using exist atlas Sprite**, input value for **Resize Texture Ratio**, in this case 0.5 (50%). Then Press Build and Finish.



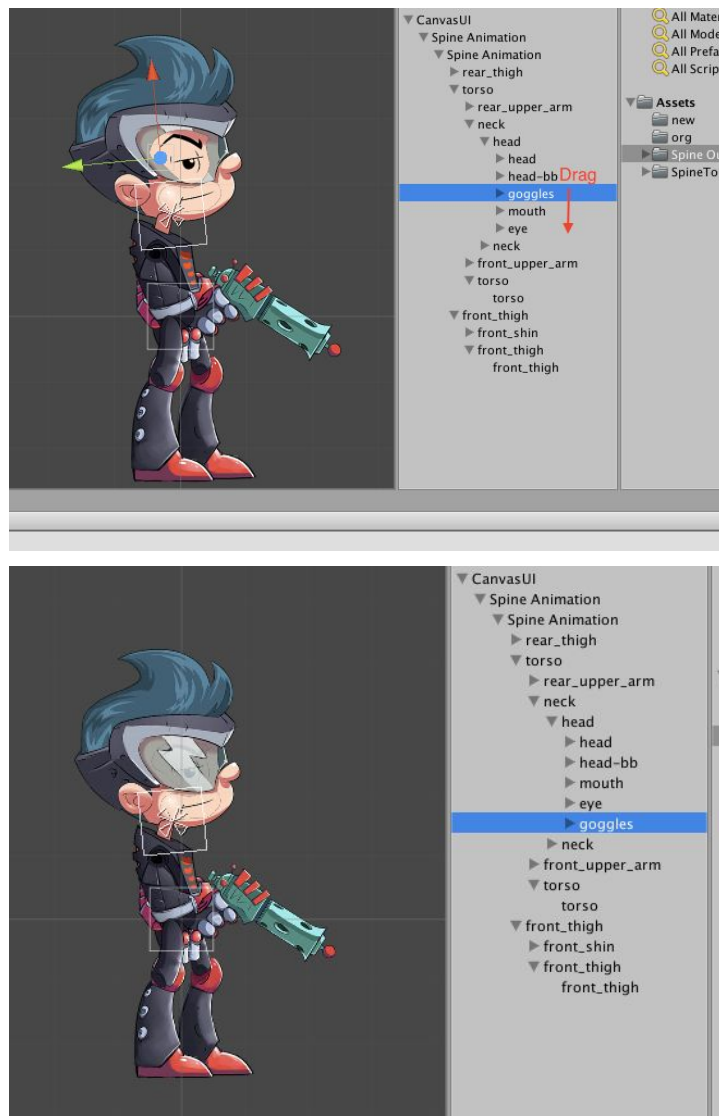
Here is some tips when you using Resize Image:

- In step 1, using trim 2n Texture to create 2n Texture. this size good for resize image
- If you want to scale smaller, You should choose padding size, for example, scale to 25% Padding=4, to create good image after resize.

## I.6.Build to UGUI:

When build to UGUI, please follow:

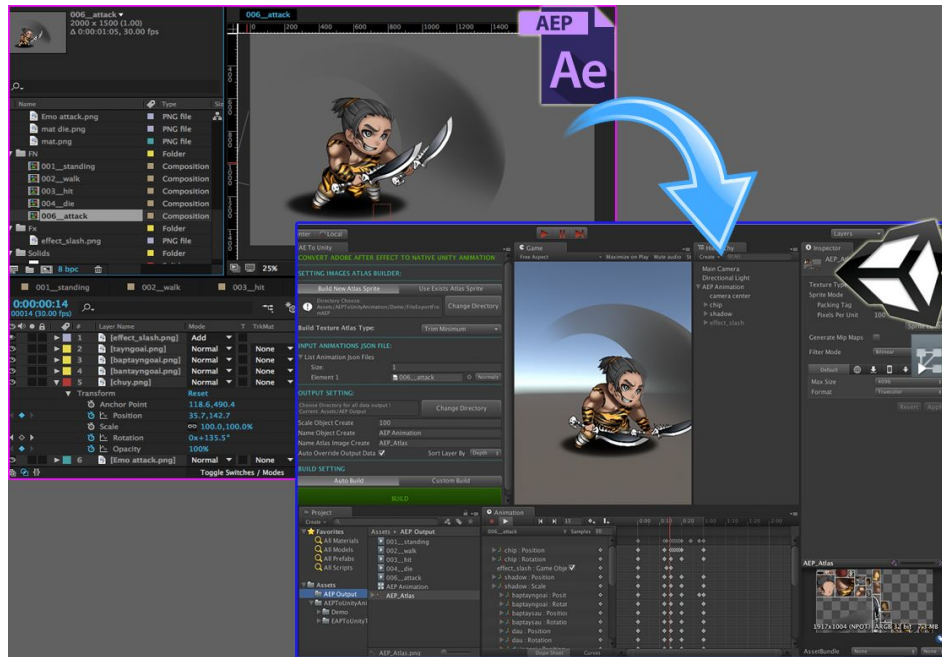
- Not using skinned mesh and mesh to exactly order layer.
- In some case you need to change sibling of transform because the different sorting layer of UGUI and Spine, follow below picture:



## I.7.Build to NGUI:

Similar with build to UGUI, we support build After effect to NGUI, Please make sure you have NGUI plugin first to export or not it can not export to NGUI UI.

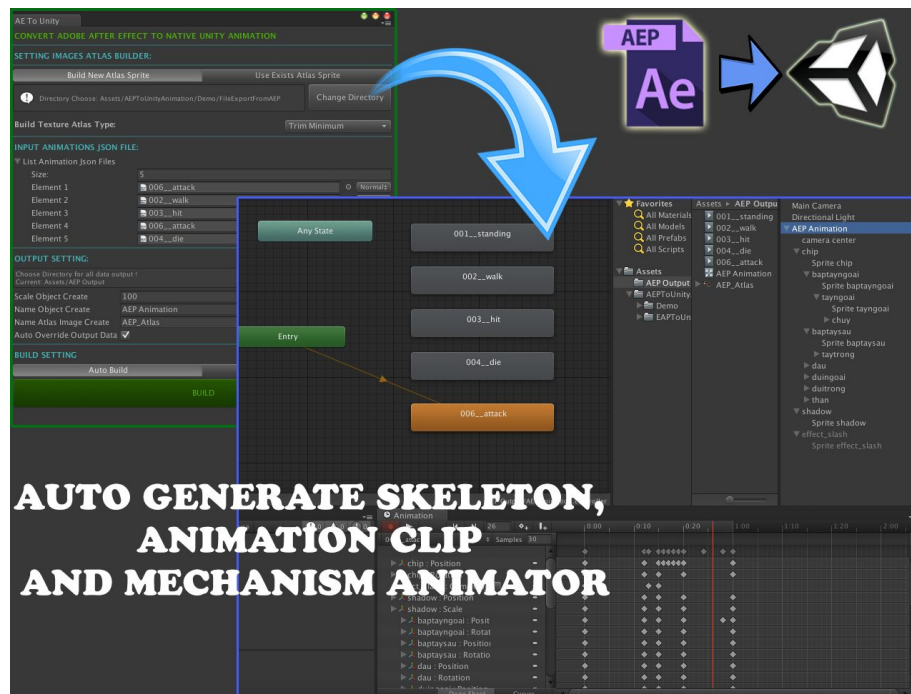
- Easy for converting



- Auto Build Atlas with exactly pivot



- Auto Generate Skeleton in scene, Generate animation clip and mechanism animator controller.



- Don't have any plugin or script reference in runtime play. Just have Unity native animation control by mechanism animator with minimal draw call.



### III. Contact us

Please contact us by email : [onepstudio@gmail.com](mailto:onepstudio@gmail.com) for any problems. Please attachment some images or sample adobe after effect files if you want to improve or change of next free update.