

CONVERT ADOBE AFTER EFFECT TO UNITY NATIVE ANIMATION



(version 1.4)

onepstudio@gmail.com

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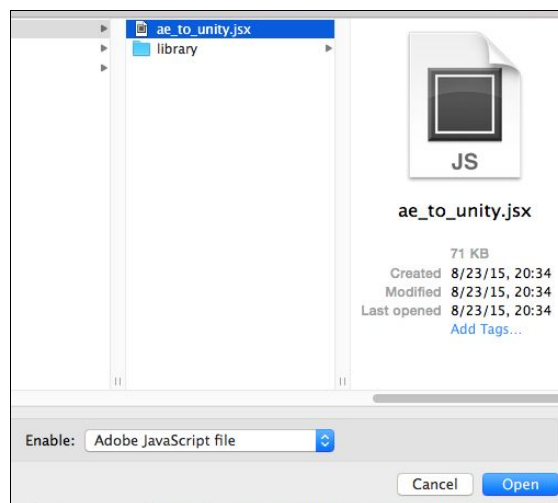
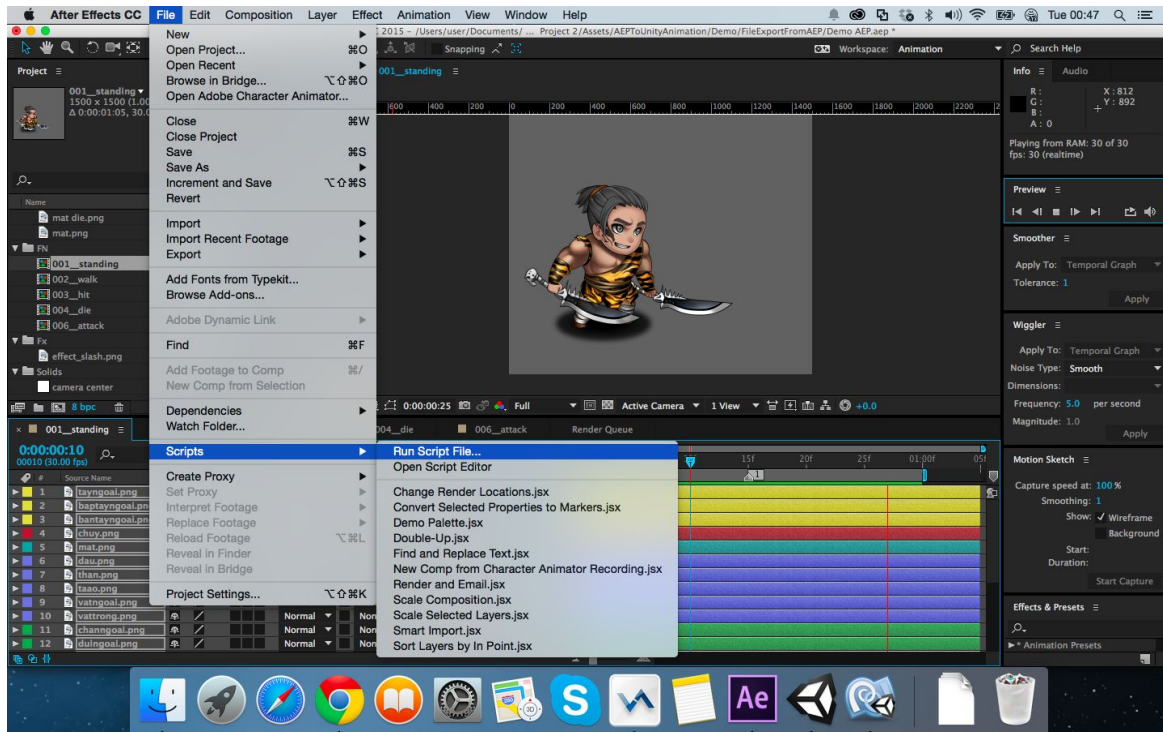
II. Demo Features

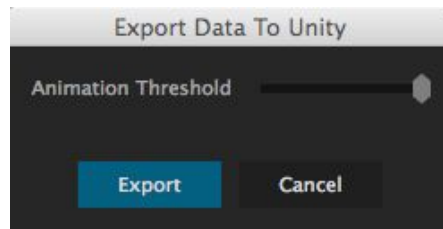
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I.Steps to Convert

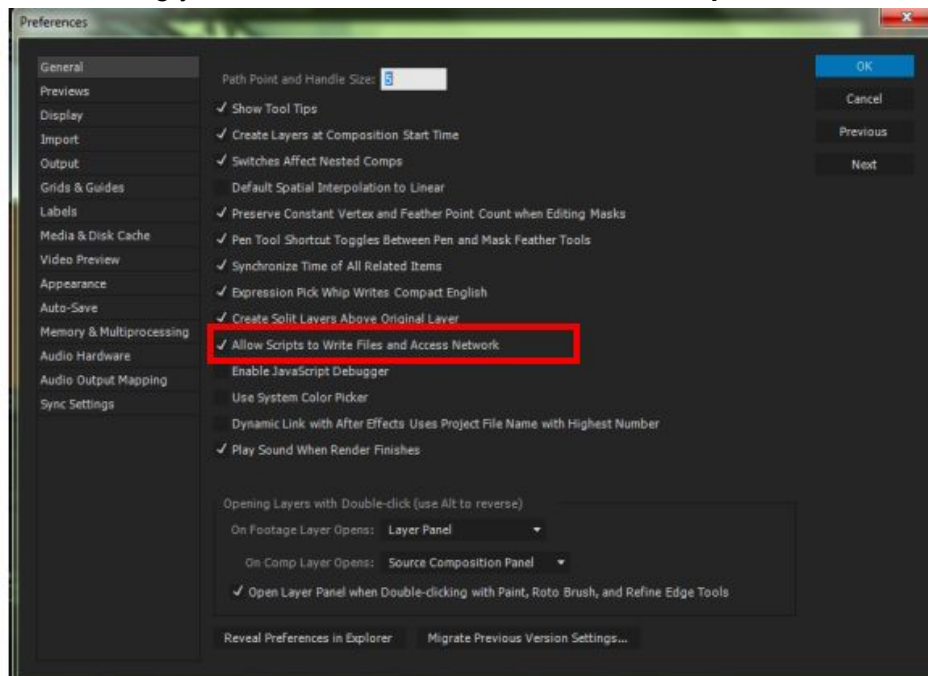
I.1 export from adobe after effect

- Open your exists Adobe After Effect with some exists animation then Click to **File->Scripts->Run Scripts File...** then choose to file **ae_to_unity.jsx**





Please Note setting your Adobe After Effect Effect **Allow script to write Files**

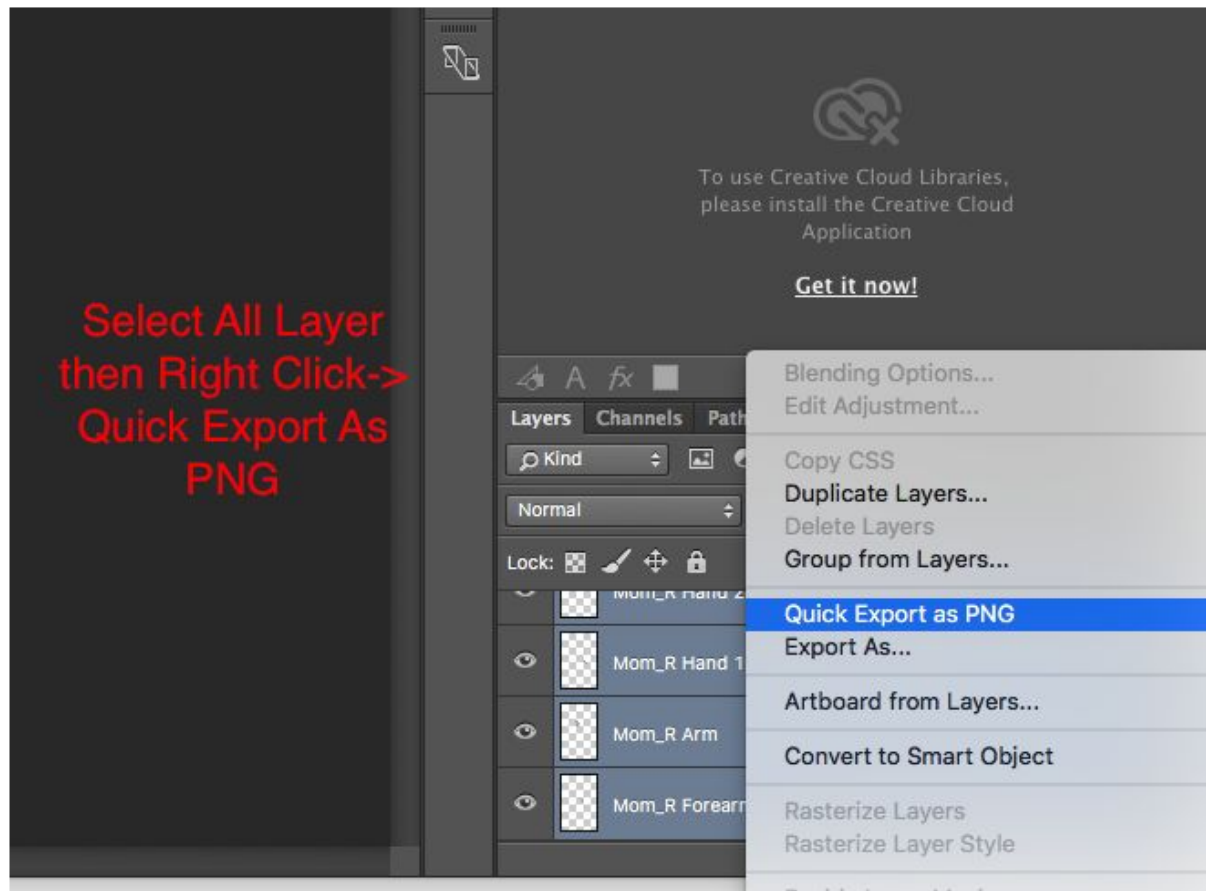


To open the Preferences menu, go to:

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

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:

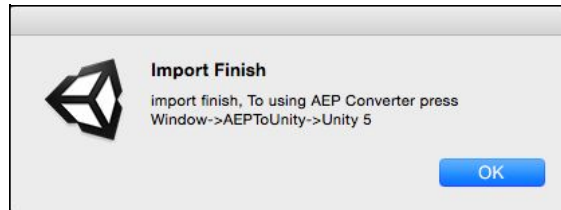
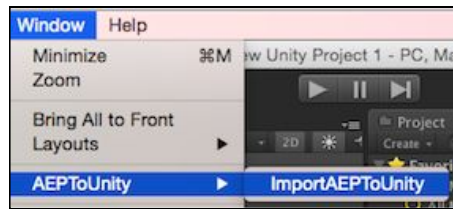
- Make sure you press on composition to export
- Change default language of Adobe After Effect to English.
- Using ASCII character for your image file and layer, some special letter maybe make broken json files.
- limit to using white space in your file if you can.
- if you using PSD(photoshop file) or .AI(adobe illustrator) files in Adobe after effect, please export all layer PSD and AI into each PNGs file(and make sure each layer have unique name to linking).



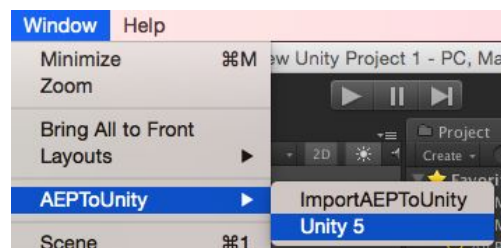
- Please Checkout video demo & You can download this extension for AE to easy to change pivot for you skeleton
<http://www.batchframe.com/extras/info/Move%20Anchor%20Point>

I.2 Using tool in Unity

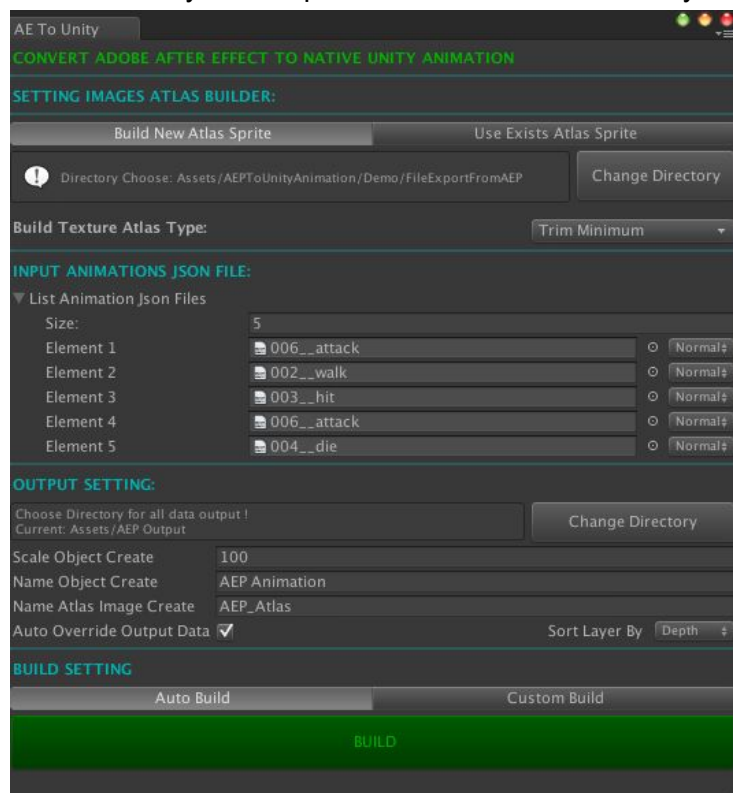
- In Unity Menu, choose **window->AEPToUnity->ImportAEPToUnity**



- 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



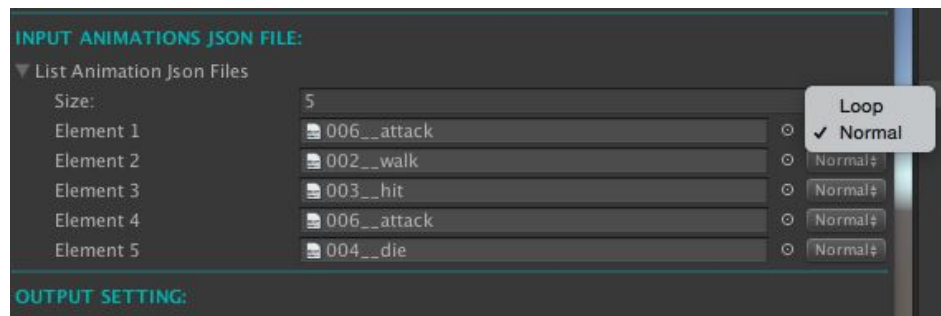
Step 1: Choose Folder that contain all images Sprite. You can also skip this step by choose exists atlas sprites that you build before,

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.

In version 1.4 You can choose option build into atlas or not.

Step 3: Drag some animation you want to create animation



Step 4 : Output Setting:

- + Setting output path
- + skeleton scale (default is 100)
- + Name of skeleton Create
- + Name of atlas create
- + Auto override
- + Sort Layer by : Depth (using order layer of sprite renderer), or z(using local transform)

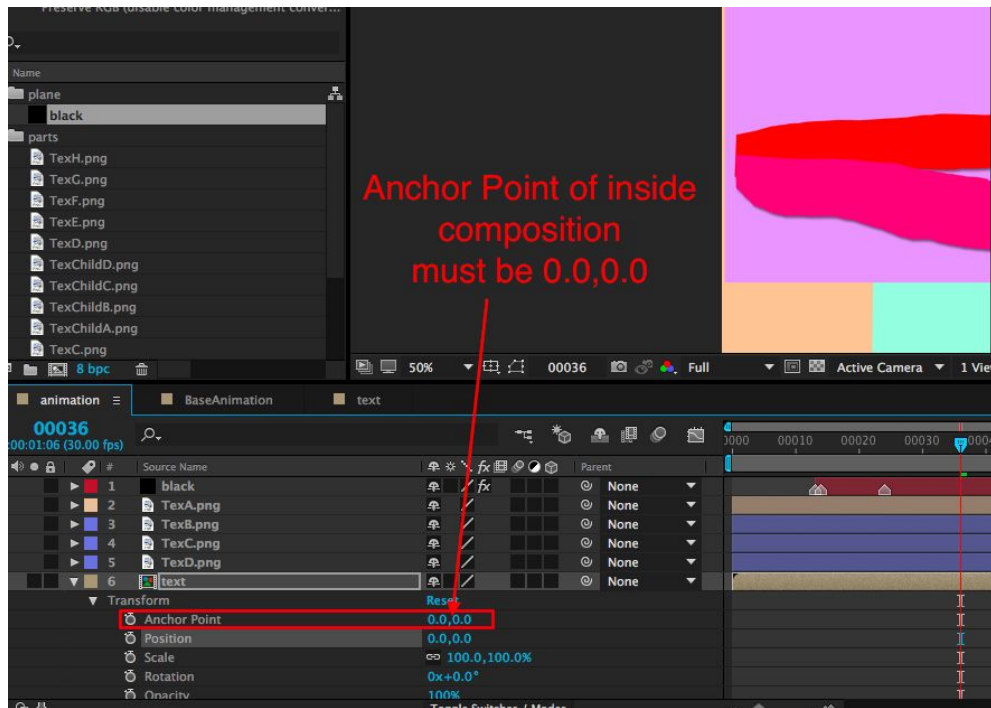
Step 5 : Build, you can also choose custom build for your option purpose.

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.
- if you using version 1.01 and below, please export adobe after effect file again before export.
- 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

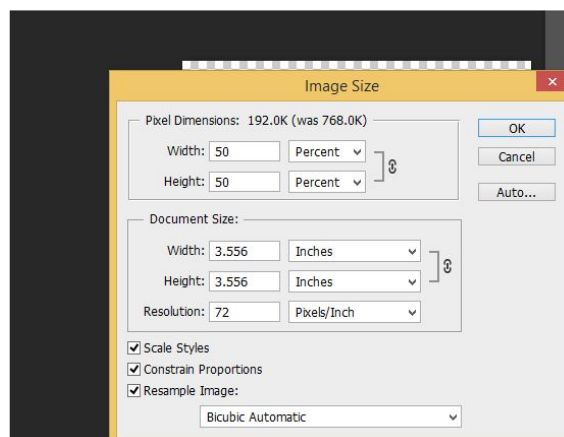


I.3 Resize Atlas Texture

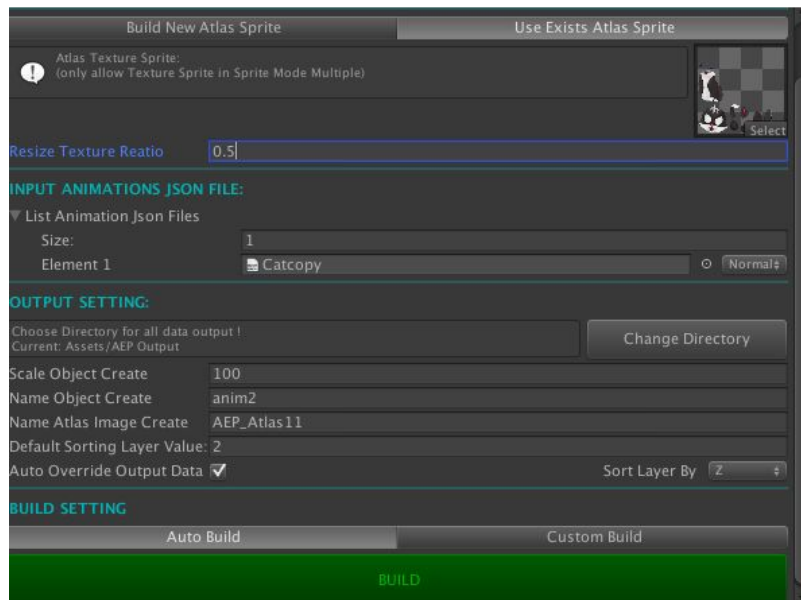
- When import from after effect, images have been built in an atlas to save resources and reduce draw call. In some case you want to reduce size of atlas texture (for example resize less than or equal 1024 for run better in mobile), You can follow step below to resize atlas texture:

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.



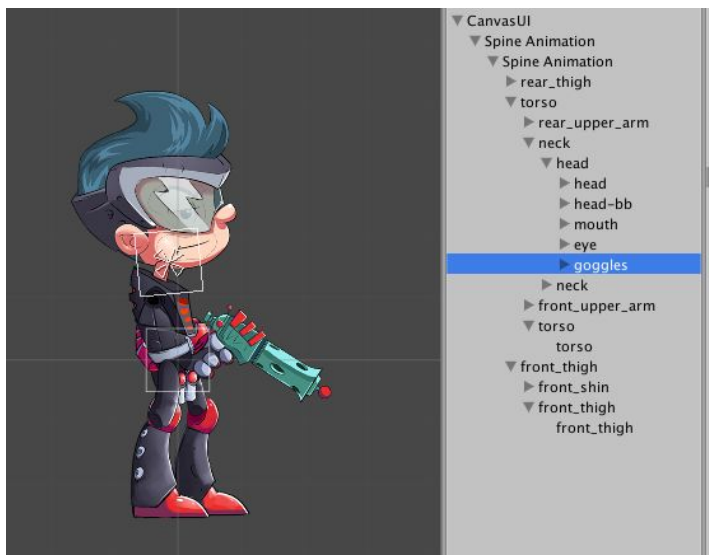
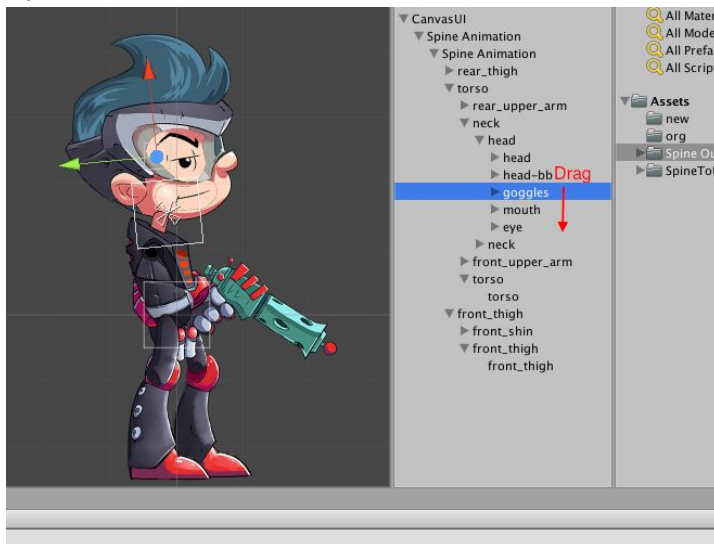
Here is some tips when you using Resize Image:

- *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 50%, padding=2, scale to 25% Padding=4, to create good image after resize.*

I.4.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:

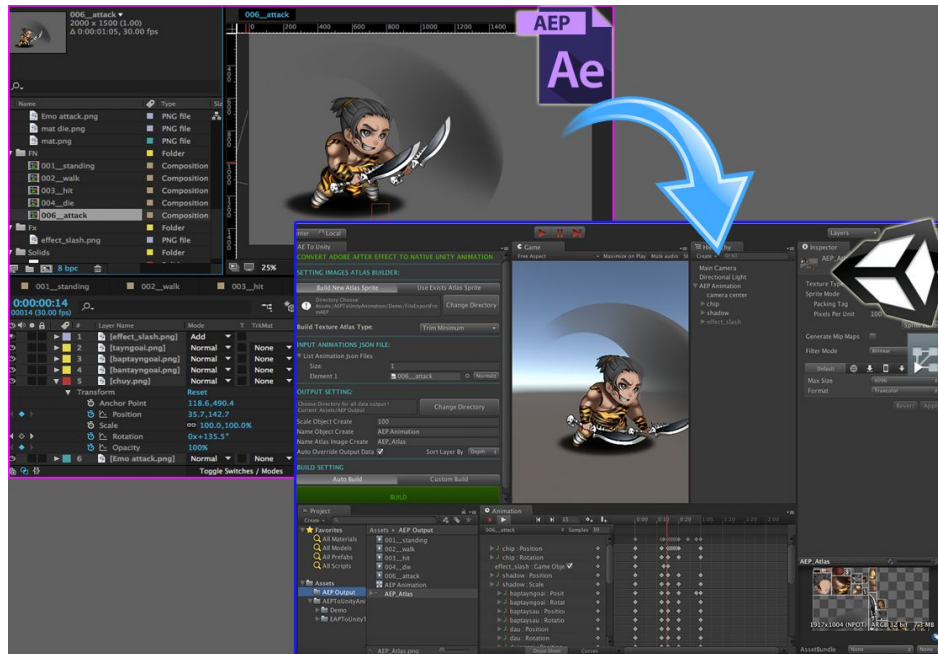


I.5.Build to NGUI:

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.

II. Demo Features

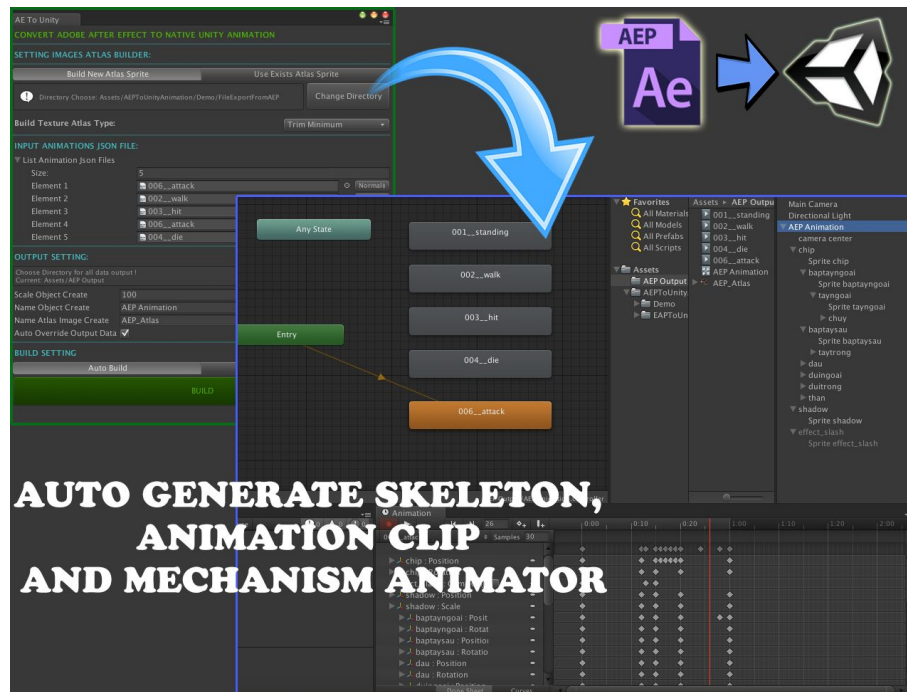
- Easy for converting



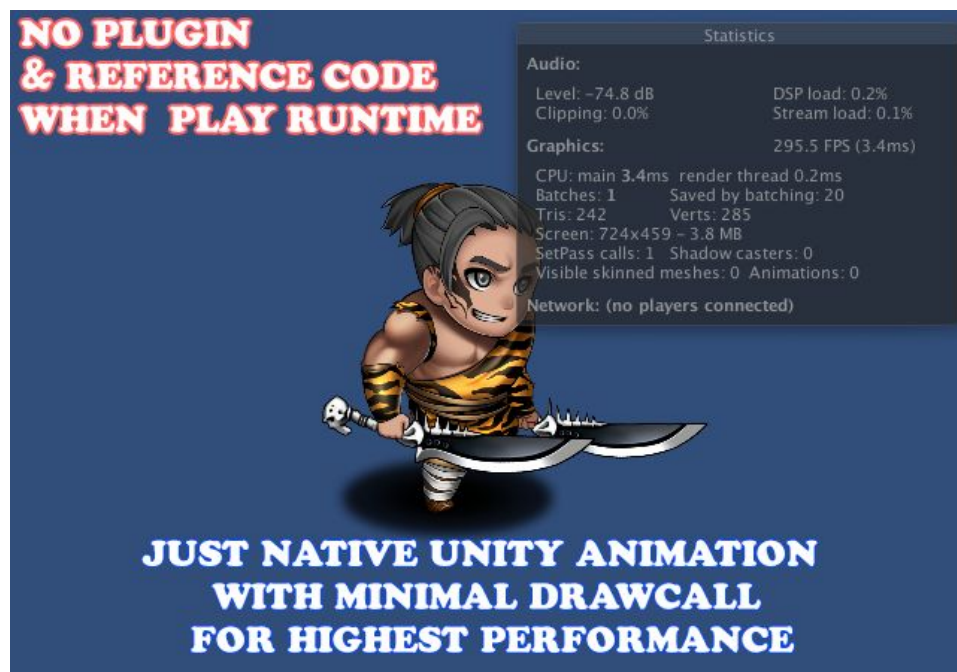
- Auto Build Atlas with exactly pivot



- 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 for any proplems. Please attachment some images or sample adobe after effect files if you want to improve or change of next free update.