

After Effect Animation Importer

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Short Overview

Plugin for import animation from [Adobe After Effect](#) to your Unity project.

Supported Features:

- All move interpolation methods
- Transform
- Rotation
- Position
- Pivot Position Change
- Parenting
- Additive Texture mixing

Not Supported Features:

- Precompose (should be supported in future versions)
- After Effect Camera animation

Benefits:

- You able to use [Adobe After Effect](#) as animation tool for 2D animation in your game
- Huge App Size and Ram saving

Use Tutorial

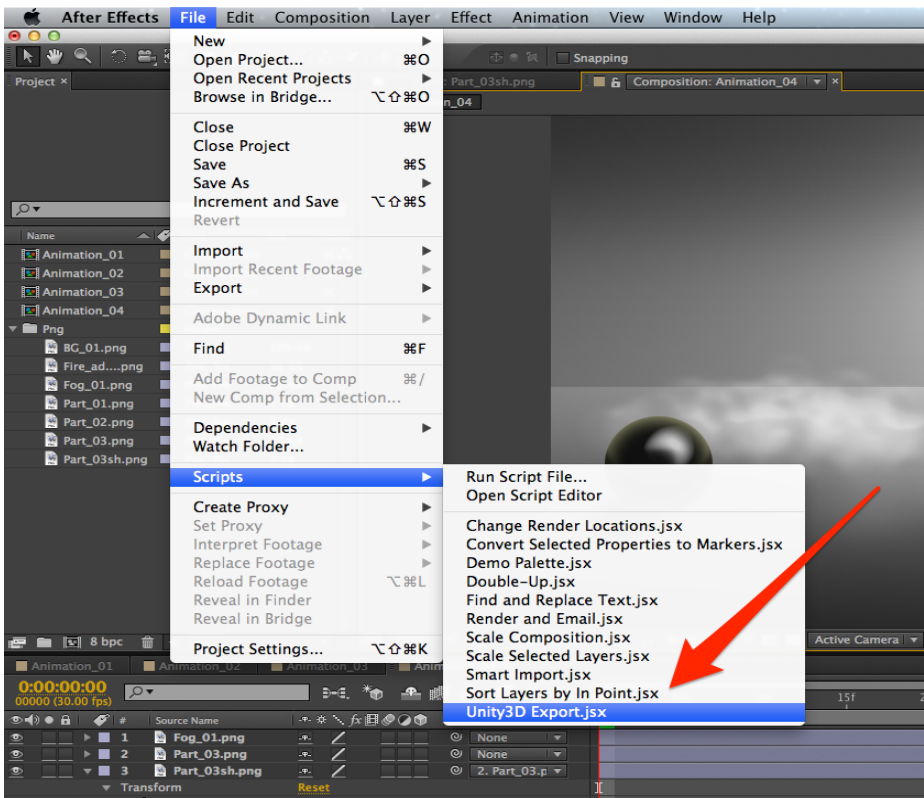
Animation export script

You can skip this step. But in this case you will have to specify export script location every time when you want to run it.

When After Effects starts, it loads scripts from the Scripts folder. By default, the Scripts folder is in the following location:

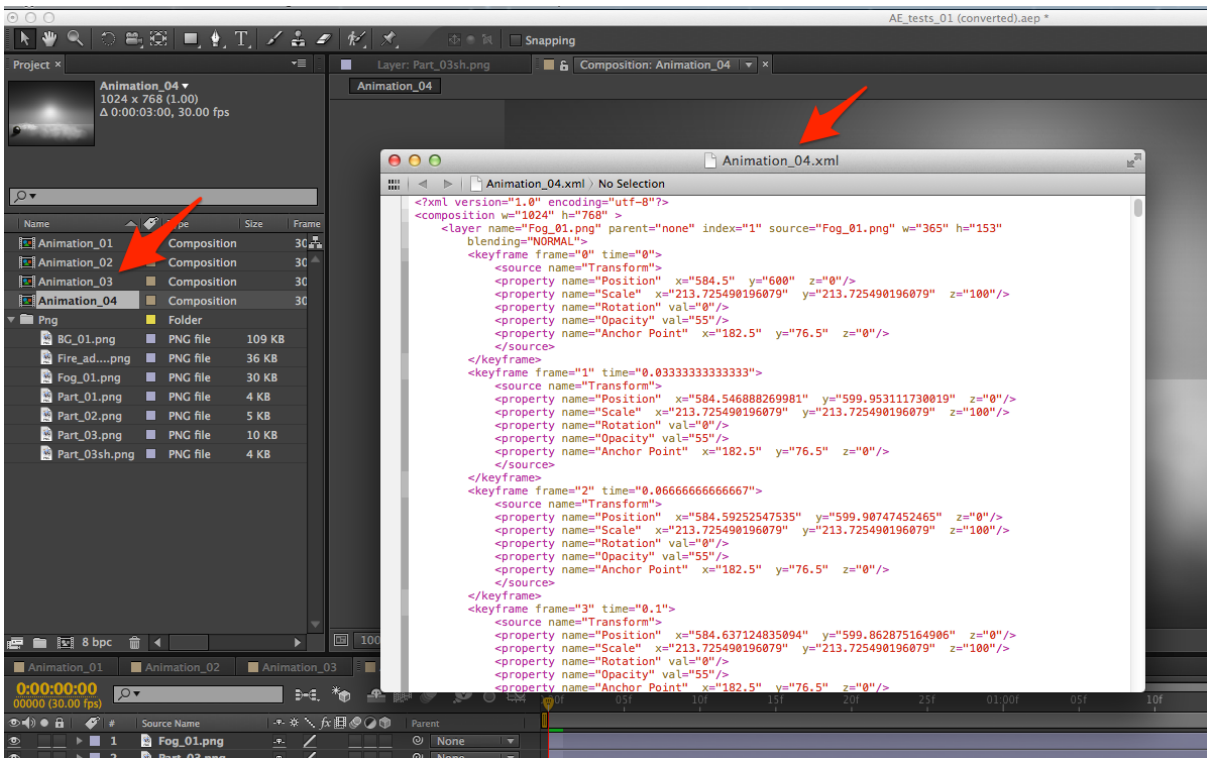
- (Windows) Program Files\Adobe\Adobe After Effects CS4\Support Files
- (Mac OS) Applications/Adobe After Effects CS4

Put script from [Assets/Extensions/AfterEffect/External/Unity3D Export.jsx](#) to the your After Effect Script folder.



To run the script go to File → Scripts → Unity3D Export.jsx. Or if you skipped last step, you can run this from any location. To do this, go to the File → Scripts → Run Script File → and choose [Unity3D Export.jsx](#) from your hard drive.

Make sure that your current composition is selected. You will get error if you do not select composition for export. If you have big animation with a lot of frames and layers, it can take a while to export animation data. After exporter script finishes running you will get *.xml file on your desktop with the composition data.

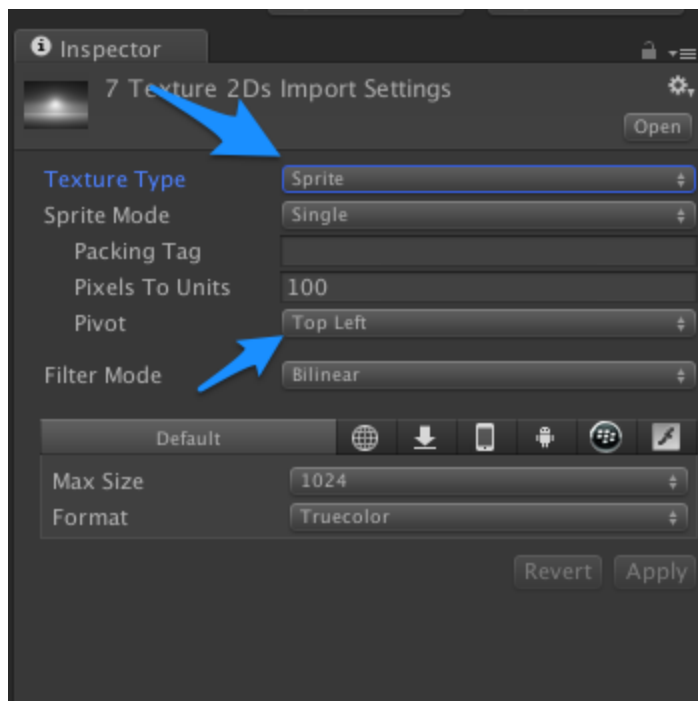


Put Animation data file to the Unity project.

Running animation inside Unity

Next we create and init After Effect animation gameobject.

- Put your animation source images inside the [Resource](#) folder of your project.
Doesn't matter where exactly you put your source images, just make sure they inside resource folder. Lets put them in the Root of Resource folder for this tutorial.
- Modify images import settings:



Texture Type: **Sprite:**

Pivot: **Top Left**

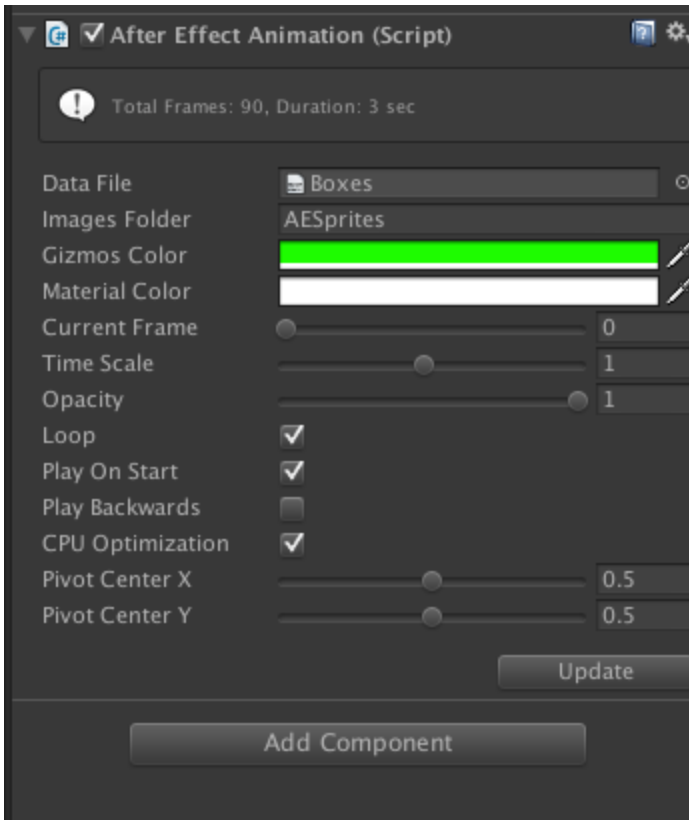
Other texture import settings is up to you.

- Go to the: Game Object → Create Other → After Effect → Animation
- Select created Gameobject. Drag your animation data file to the [Animation Data](#)

field of [After Effect Animation](#) component

If you did everything right you should see animation preview in your editor now.

After Effect Animation options



- **Data File.** Animation data file. Drag animation data file to this field to apply.
- **Images Folder.** Source Images of animation should be in one folder inside [Resource](#) folder of your project. Images Folder should contains path to that folder relative to [Resource](#) folder. If your images in the root location [Resource](#) of folder, just leave it empty.
- **Gizmos Color.** Color of Animation Gizmo.
- **Material Color.** Sprites material color. If used shader support color property. While color by default.
- **Current Frame.** Current frame of animation. Drag this slider to get animation preview.
- **Time Scale.** Time scale of animation.

- **Opacity.** Animation opacity.
- **Play On Start.** Animation will start playing when gameobject will receive [Start](#) event, if active.
- **Play Backwards.** Use this option to invert play direction.
- **Loop.** Enable / Disable animation loop.
- **CPU Optimization.** Extension will skip transformations, if transformation not changed compare to previous frame. This may cause problems if you will manually set the frames.
- **Pivot Center X.** X pivot center of animation. Value from 0 to 1.
- **Pivot Center Y .** Y pivot center of animation. Value from 0 to 1.

Classes Documentation

Public methods:

`public class AfterEffectAnimation : MonoBehaviour`

Start's animation. Call ignored if animation already playing.

`public void Play()`

Stop's animation. Call ignored if animation already stopped.

`public void Stop()`

Stop animation and switch frame to index.

`public void GoToAndStop(int index)`

Play animation and switch frame to index.

`public void GoToAndPlay(int index)`

Animate animation opacity.

`public void AnimateOpacity(float valueFrom, float valueTo, float time)`

Getters:

Source Animation width

`public float width`

Source Animation height

`public float height`

True if animation is playing now.

`public bool isPlaying`

Animation total frame count

`public int totalFrames`

Animation frame duration

`public float frameDuration`

Events:

Fired on Animation complete. Event will not fired if animation is looped.

`ANIMATION_COMPLETE`

Fired on each animation frame. Event contains frame id

`ENTER_FRAME`

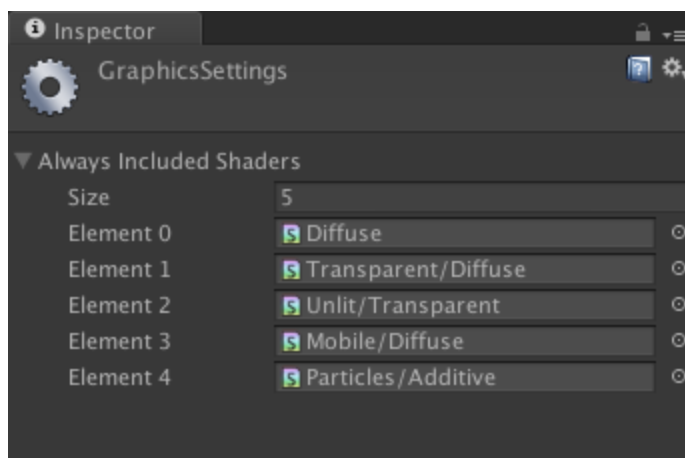
Troubleshooting

Problem: After instantiation animation in runtime form prefab everything working fine in editor but on device / web player / standalone animation is pink.

Solution: When you instantiate animation form prefab importer apply shaders to the materials, can be situation when those shaders wasn't included into your project. Unity Include only Diffuse shader by default. To fix this, go to the

Edit → Project Settings → Graphics

And include necessary shader:



Example Scenes

Package contains few example scenes. You can find it under:

Extensions → AfterEffect → Example → Scenes → Boxes

Extensions → AfterEffect → Example → Scenes → FireSphere

Extensions → AfterEffect → Example → Scenes → Fog_Sphere

Extensions → AfterEffect → Example → Scenes → Bouncing_Sphere

Extensions → AfterEffect → Example → Scenes → TutorialScene

All scenes contains different imported animations. You can also find example of how to control animation via script.

TutorialScene, is the same scene with was created during Getting Started video tutorial.

Support

If you have any questions, problems or suggestions, please contact me anytime via E-mail: lacost.st@gmail.com.

Please note that e-mail this is fastest way to get help.