GifGun

INTRODUCTION

GifGun is the tool for making GIF animations right in Adobe After Effects.
Rendering GIFs has been deprecated by Adobe since CS4 and users were forced to use Photoshop or other software.

We are a small team of animators and programmers and one day we decided to stop this foul practice. This is how GifGun was born.
We are bringing the freedom of creativity back with one click solution.

GifGun works for AE CS6 and up, both for Mac (10.10+) and PC.

VERSION HISTORY

1.7
-Experimental HQ render engine
-Updated UI
-Bug fixes

1.6
-Render with alpha channel

1.5
-Batch render
-Increased render speed with Progressive Render (works for CC2015.3 and up)

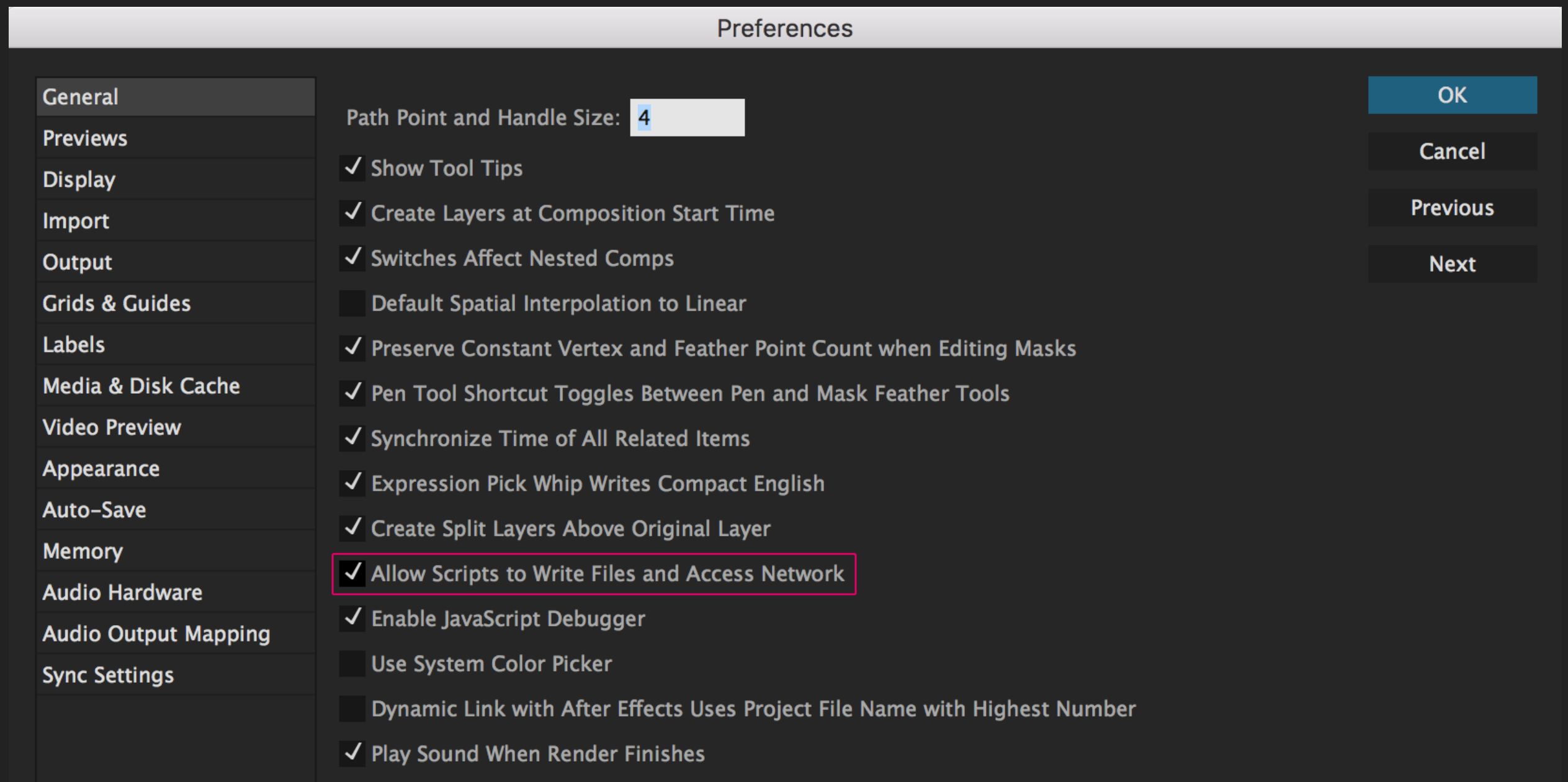*See full changelog on [GifGun page](#).*

GOOD TO KNOW

GIFs tend to get pretty large when you increase duration, resolution or color count (in any combination). We've added Compression feature to help you keep the size low,

GIF color palette is limited with 256 colors for the whole animation, so the more colors you have, the lower is the final result quality. That's why we introduced Experimental Render feature to help you get the best visual quality. It helps jam more than 256 colors in one GIF, at the cost of the larger file size.

We put a lot of effort to make this GifGun a true One-Click tool and hope you will love it as much as we do.
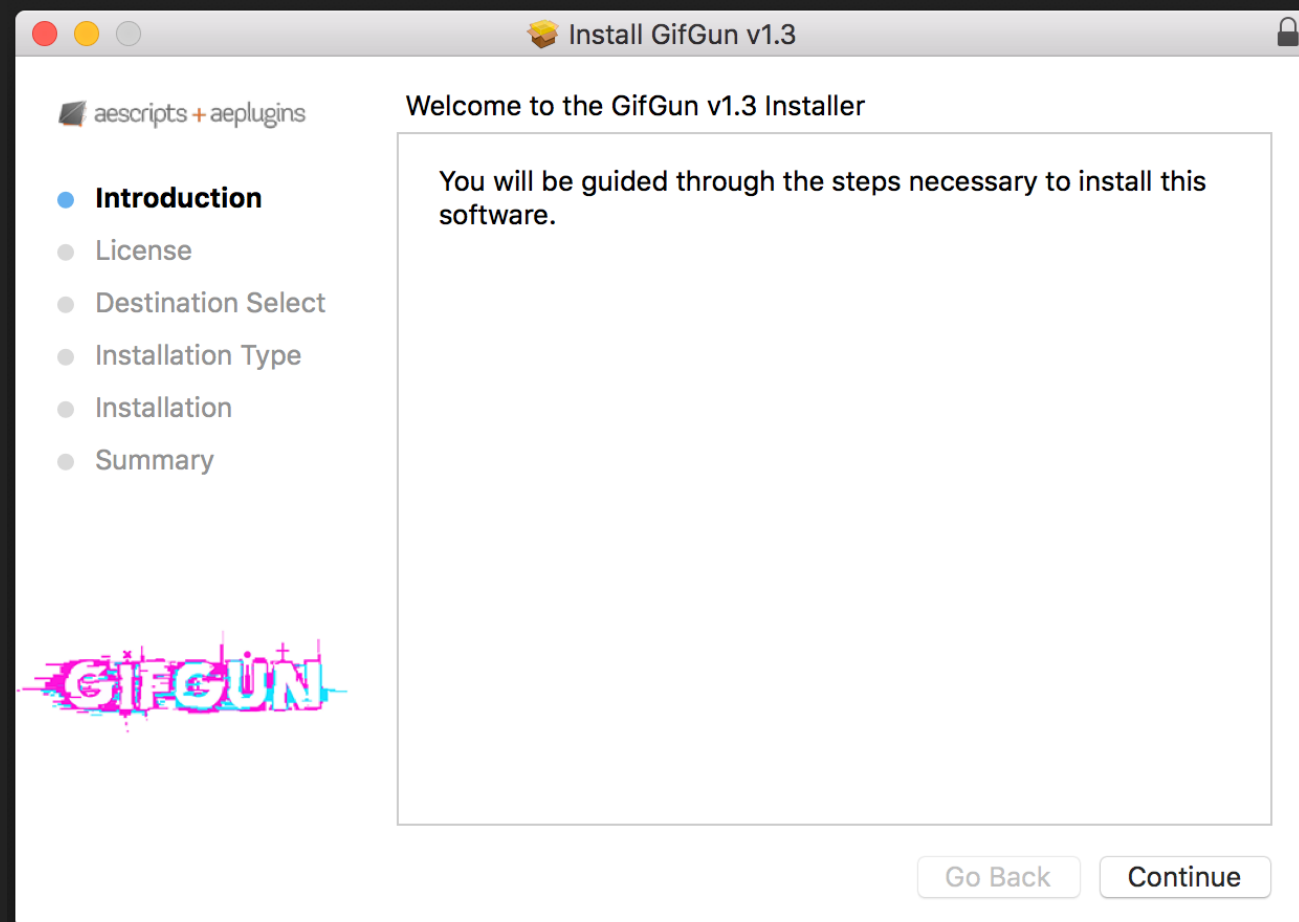
INSTALLATION — BEFORE YOU BEGIN

Go to Preferences – General and check **Allow scripts to Write Files and Access Network** and **Enable Javascript Debugger**

INSTALLATION — MACOS

Quit After Effects and launch installer. At "Installation Type" step select a folder for Plug-ins and a folder for Panels.

After installation is over, open After Effects and go to Window – gifGun.jsxbin

Dock the panel and start making awesome GIFs right away!

INSTALLATION — MACOS

**If you have After Effects installed somewhere other than /
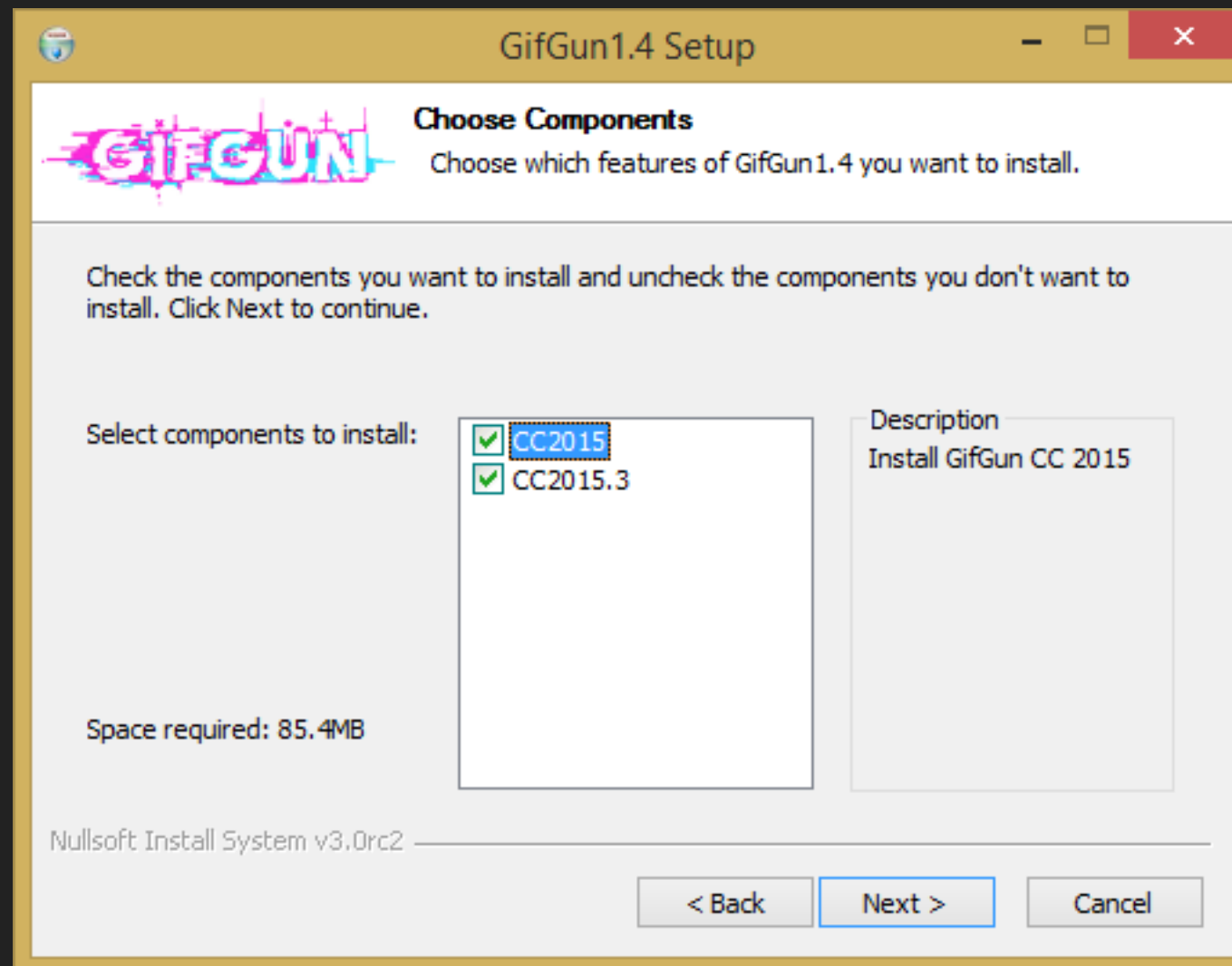Applications/ folder**, our installer will not detect it.

You would have to manually create a folder structure like

 /Applications/Adobe After Effects CC 2017/Scripts/ScriptUI Panels

Then run installer again, go to that folder, copy gifGun.jsxbin file and
(gifGun) folder to your After Effects install location – Scripts/ScriptUI
Panels folder.

INSTALLATION — WINDOWS

Quit After Effects and launch installer. Select After Effects versions and follow installation instructions.
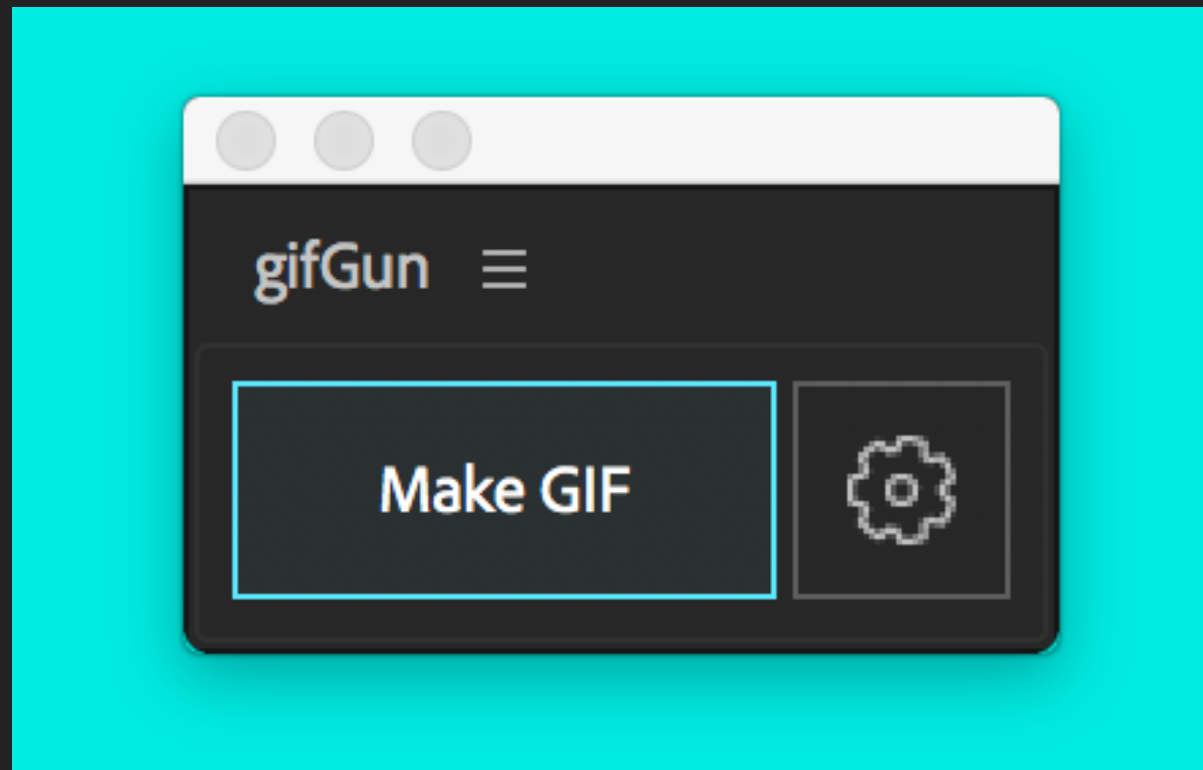
INSTALLATION — WINDOWS 7

You should Install the <u>following update to C runtime library</u> prior to running the installer.
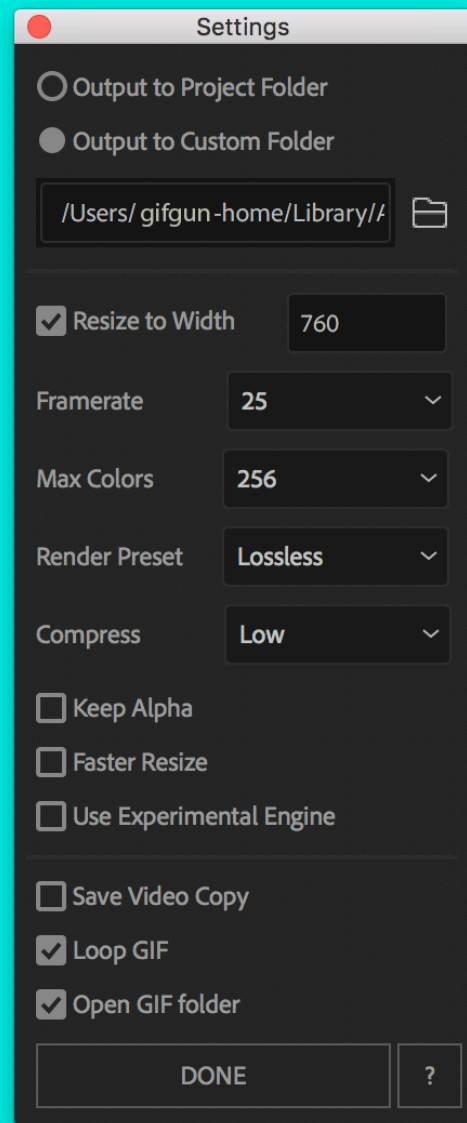
USAGE

GifGun is a **one-click tool.** Really, just click **Make GIF** button.

Of course you may flexibly adjust GIF files parameters like width, compression and amount of colors.

SETTINGS

The settings are really self-explanatory.

Here are some that need a bit of explanation:

Compression – Select level of post-render compression. The more compression – the more visual artefacts you are going to get

Faster Resize – Will render faster when you resize to lower resolution. This will affect quality of fine details in your composition, so you might want to uncheck it from time to time

Use Experimental Engine – This will give you the best quality GIF, though the file size would be much larger. You can still compress. Alpha won't work in this mode.

TROUBLESHOOTING

Since GifGun is not a script neither it is a plug-in in a common definition, but rather a standalone application communicating with After Effects, there may be issues with some specific systems.

For now we know only of two extremely rare cases that we're going to fix in upcoming updates. We are working on a no-issue workflow and will most definitely get there with your help.

Please **read this section carefully** before sending us a support ticket.

*If you are using a cracked version of After Effects on Windows, you would most definitely get issues with localhost that can be fixed by modifying hosts file.

TROUBLESHOOTING — FIRST STEPS

1. Go to **Preferences – General** and check whether **Allow scripts to Write Files and Access Network** and **Enable Javascript Debugger** are enabled.

2. Rename your composition to **TEST** and try again.
   (if this step actually helped, report us the original name of the composition)

SUBMITTING A SUPPORT TICKET

If you have issues that can't be fixed with suggestions above, please do the following:

1. Rename your GIF composition to **TEST** and try to render. If that doesn't work, proceed.
2. **Reload your machine** and try again. If that doesn't help, proceed.
3. Create a folder called **IDDQD** and save your project to it
4. Go to GifGun settings and check **Project folder** checkbox
5. Click **Make GIF**
6. **GifGun_log.txt** file will be created in a "renders" subfolder, where a gif should be

When you have the log file, do the following:

1. Go to **My orders** page at aescripts.com
2. Find GifGun entry and click **View Order**
3. Choose **Open Support Ticket** in the lower right part of the screen.
4. Describe your problem as specific as possible. Please include your AE and operating system versions. If you use a non english version of AE, please specify this as well.
5. Attach **GifGun_log.txt** file

We will be notified and set to solve the problem.

FEEDBACK

GifGun is inherently designed to evolve, and that's when we need all your feedback: good, bad and ugly.

Contact us via twitter: @extrabitesoft

Or facebook page