



Welcome

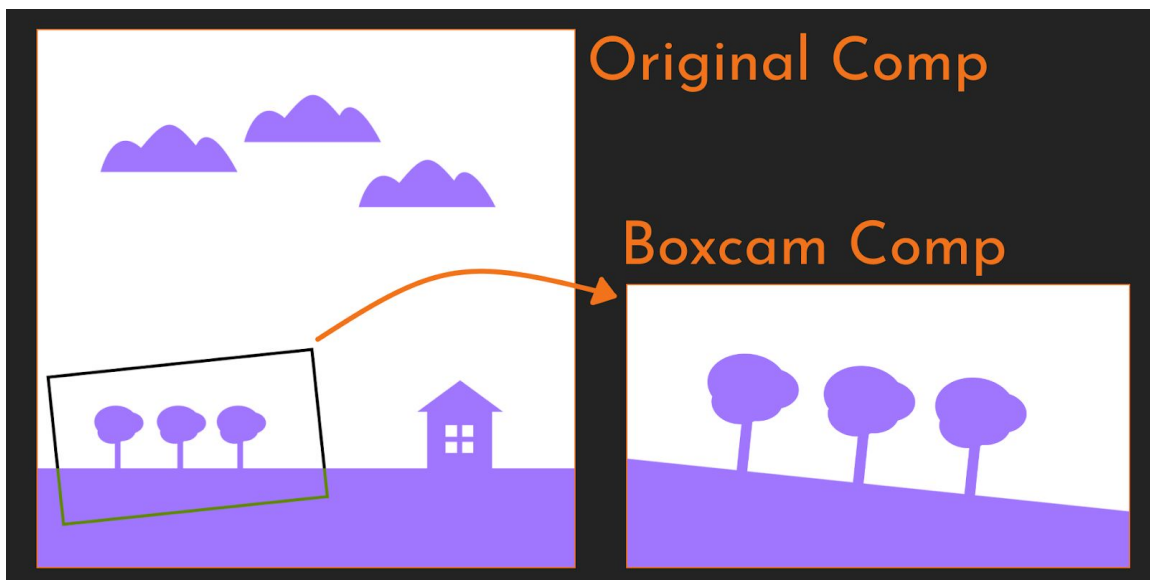
Thank you for purchasing the **Boxcam v2.5** script!
In this PDF you'll see how to install Boxcam as well as how to use it.
Have fun!

Installation

To install or update Boxcam, move the Boxcam.jsxbin file into your **ScriptUI Panels folder**, which is located at
Program Files/Adobe/Adobe After Effects/Support Files/Scripts/Script UI Panels (Windows)
or
Applications/Adobe After Effects/Scripts/Script UI Panels (Mac OS)

What does it do?

Boxcam lets you create a 2D box, which will act as a camera
Everything inside of the box will be visible in the final result



Usage

After installation you should find Boxcam.jsxbin under the **Window** menu in After Effects, open it and you'll get the Boxcam panel

To use Boxcam, you'll have to first create a Boxcam camera in an existing Composition, then create a new Composition that will contain the output of the Boxcam.

Creating a Boxcam camera

You can create a new Boxcam by clicking the  button

If you wish to instead convert an existing layer to function as a Boxcam, hold ctrl while clicking

Using the camera

You can transform and animate the Boxcam in almost any way you want - **scale, position and rotate** - you can even use anchor points or **parent** it to other layers

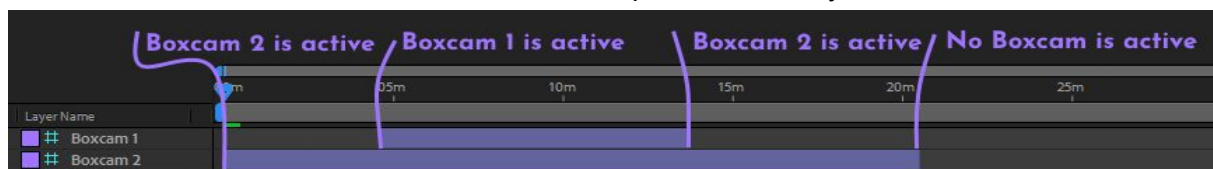
What is seen inside of the Boxcam is what will be seen in the final output

Multiple cameras

If you want to have **multiple Boxcams** in a single Composition, you can!

Just make sure all your **Boxcam layer names start with "Boxcam"**

Just like normal After Effects 3D cameras, the topmost active layer will be the active camera



Creating the output Composition

To see the output of the Boxcam, you will need to create a new Composition that contains your original Composition

The easiest way to do it is just to click on the  button


Custom resolutions


Let's say your working comp has a resolution of **4096x4096**, but you would like your Boxcam to output in **1920x1080** instead. this is what the **custom resolutions** feature is for

Click the  button and enable "**Use custom Boxcam size**"


You can now enter custom resolutions you'd like to use

After setting a custom resolution, you can **create your Boxcam as usual**, the resolution of your Boxcam and the output Composition will match the resolutions you picked

If you want to **update** an existing Boxcam's custom resolution, just **ctrl+click** the  button

If you want to **update** an existing output Composition, **ctrl+click**  while being in the Composition

Using an existing Composition for the output (obsolete)

While it's not recommended to use an existing Composition for the output, it can be done. Add the source Composition with a Boxcam in it to the existing Composition, select the layer with your source Composition and **ctrl+click** the  button in the Boxcam panel.

Note: The resolution of the existing Composition will be set to match the resolution of the Boxcam.

KBar

New in **version 2.1** is **KBar** support.

To use it, just add the JSXBIN file in KBar and set the **argument field** to one of the following:

create_boxcam, turninto_boxcam, create_output_comp, update_output_comp, custom_res_menu, custom_res_set, view_licensing

Notes

If you **can't see the border** around a Boxcam, you can either **add a background layer** to your Composition or **disable the Adjustment Layer** switch of the Boxcam layer.

If you'd like to hide the "Help and activation" bottom section of Boxcam, you can do so by closing After Effects, locating the prefs file (%appdata%\Adobe\After Effects\x.x\Adobe After Effects x.x Prefs.txt), finding the Boxcam section and changing the CleanUI value to 1.

There will be a better way of doing this in the future, but this is the way for now.

Licensing

If you wish to view or modify your **licensing information**, **shift+click** the  button.

Support

If you have a problem while using Boxcam, feel free to reach out to me by submitting an aescrpts.com ticket at <https://aescrpts.com/contact/?direct=1> and be sure to include the error code, if you got one.