

MochaBlend exporter

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Ver. 1.0

MochaBlend exporter allows you to move keyframed masks and shapes to the vfx software *Blender*. It can be used to move masks from *Mocha* to *Blender*, masks and shapes from *AE* to *Blender*, and paths from *Illustrator* and *Photoshop* to *Blender* via *AE*.

In order to export data, the following setting must be checked:

Menu>Edit>Preferences>General>Allow Scripts to Write Files and Access Network

The following properties are exported:

Masks (Animated Properties) - 'Mask Path', mask 'Opacity', layer 'Anchor Point', and layer 'Position'

Masks (Non-Animated Properties) - mask 'Name', mask 'Blending Mode', mask 'Inverted', mask 'Closed', and mask 'RotoBezier'

Note - Not all mask blending modes work identically in *Blender*.

Shapes (Animated) - 'Path', shape 'Anchor Point', shape 'Position', shape 'Opacity', shape fill 'Color', layer 'Anchor Point', and layer 'Position'

Shapes (Non-Animated) - shape 'Name', shape 'Blending Mode'

Note - Only the following shape blending modes are exported: 'Normal', 'Lighten', 'Darken', 'Difference' and 'Multiply'.

All other modes are exported as 'Normal', which is equivalent to *Blender* 'Add'.

Note - Not all shape blending modes work identically in *Blender*.

If the properties are keyframed, the animated values are exported.

Usage:

- 1) Select a single layer with masks or shapes on it.
- 2) Select what you want exported from the layer by selecting either 'Masks' or 'Shapes' from the radio buttons.
- 3) Select 'Single Frame' if you only want to export the current frame of your layer.
- 4) The exported frame range is calculated from the animated properties listed above that affect the position of the vertices. Select 'Sampled Frames' if you want to export a keyframe on every

frame in the exported frame range. *MochaBlend exporter* currently only exports non-sequential keyframes (e.g. 1, 5, 10...etc.) for animated paths. Non-sequential exports are useful for adjusting animations in *Blender*. If you include animated transform properties then you must select 'Sampled Frames' to insure that all transforms are exported accurately.

- 5) Select 'Export Layer Format' if you want to export with the Layer dimensions and par instead of the Composition dimensions and par.
- 6) Press either 'Save' to save the data to a file, or 'Copy' to copy the data to the system clipboard.
- 7) Exported data can be loaded into *Blender* by either opening the saved file with the *Blender* addon *MochaBlend*, or by pasting the data from the system clipboard into *MochaBlend*. Due to limitations of *AE*, '*MochaBlend exporter*' can only copy to the system clipboard automatically with *Windows Vista*, *Windows 7*, and *Windows 8*. With *Windows XP*, you will need to copy the file 'clip.exe' (32 bit or 64 bit depending on your OS) to the appropriate system folder (e.g., 'system32'). The file 'clip.exe' is available for download from Microsoft and from other sites. With *Apple* operating systems, '*Mochablend exporter*' (ver. 1.0) may not currently support copying automatically to the system clipboard. If you are on an OS where copying doesn't seem to work, then select 'Dialog Box' in the 'Copy Settings' above to display the export data. When the dialog box opens, mouse-click drag-select some data, select everything with 'CTRL-A' (Windows), then copy to your system clipboard with 'CTRL-C'.

Important: To export shapes they must have been created as Bezier points, and possess a 'Path' property. To create exportable shapes hold down Alt (Windows) or Option (Mac OS) when drawing the shapes.

There are two ways to import shapes from *Mocha* to *AE*: 'Menu>Edit>Paste mocha mask'; and 'CTRL-V' which creates an 'Effect' in *AE*. Only 'Menu>Edit>Paste mocha mask' is supported by *MochaBlend* for exporting to *Blender*.

For some reason, when *Mocha* shapes are pasted into *AE* via 'Menu>Edit>Paste mocha mask', the *Mocha* 'Clip In/Out' keyframes, which are converted to *AE* 'Opacity' values, are missing. This can be solved by pasting shapes into *AE* with both methods and then copying the 'Opacity' keyframes from the 'Effect' to the mask 'Opacity', and then deleting the effect.

Compatibility: This script was tested on *After Effects* CS5, CS5.5, CS6, and CC. It can be used as a dockable panel by placing the script in your *AE* installation path here: Adobe>Adobe After Effects CS6>Support Files>Scripts>ScriptUI Panels. To activate the script inside *AE*, go to: Menu>Window>MochaBlend.jsxbin.

MochaBlend info and tutorials are available at 'goodspiritgraphics.com'