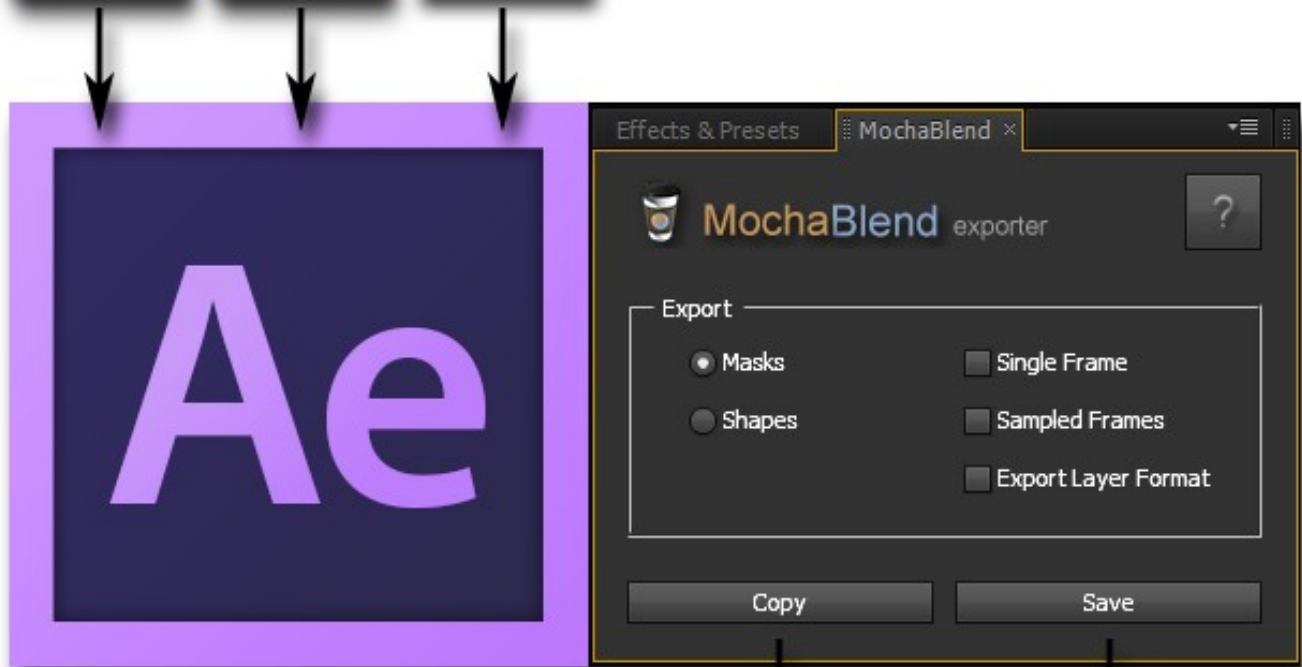


MochaBlend exporter

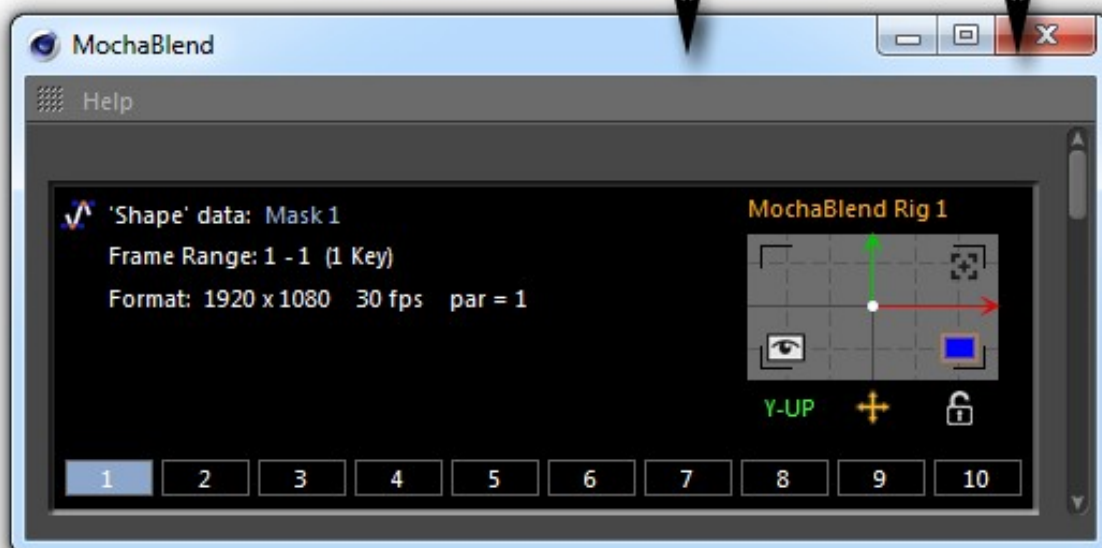
MochaBlend exporter is a plugin for After Effects that lets you move masks and shapes to C4D via *MochaBlend*. The masks and shapes can be either created in AE, or they can be imported from other programs.



Load your paths into After Effects from a variety of programs...



...then export them to C4D using *MochaBlend exporter*



MochaBlend exporter

Ver. 1.1

MochaBlend exporter allows you to move keyframed masks and shapes from AE to 3D programs that support *MochaBlend*.

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

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

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 in AE.

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'. Blender note: Not all mask blending modes work identically in Blender.
- Shapes (Animated Properties) - 'Path', shape 'Anchor Point', shape 'Position', shape 'Opacity', shape fill 'Color', layer 'Anchor Point', and layer 'Position'
- Shapes (Non-Animated Properties) - shape 'Name', shape 'Blending Mode'. Blender 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'. Not all mask blending modes work identically in Blender.

If the 'Animated Properties' above are keyframed, the animated values are exported for the range of the keyframes.

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 3D programs. 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 *MochaBlend* by either opening a saved file, or by pasting the data from the system clipboard.

Due to AE limitations on Windows, *MochaBlend exporter* can only copy to the system clipboard automatically with Windows Vista and above. With Windows XP, you will need to copy the file 'clip.exe' (32 bit or 64 bit depending on your OS) to your 'system32' folder. 'clip.exe' is available for download from Microsoft and from other sites. With Mac OS X, copying to the clipboard works fine. If you are on OS where copying doesn't seem to work, then select 'Dialog Box' in the 'Copy Settings' box in the *MochaBlend exporter* help window 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'.

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 3D programs. 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 plugin was tested on After Effects CS6 and Creative Cloud 2015. 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, or in the 'ScriptUI Panels' folder for your version of AE.

To activate the script inside AE, go to: **Menu>Window>MochaBlend.jsxbin**.