

Adobe® After Effects®

version

5.5

Using the LiveMotion (AMX) export feature in After Effects 5.5

You can now easily integrate After Effects projects with Adobe LiveMotion. Create your complex animations in After Effects, and then export your project as an Adobe Motion Exchange (AMX) format (.amx) file. Import this file into LiveMotion and then continue to work. The AMX export feature is a plug-in that you install manually. For information on installing plug-ins in After Effects, see the Install ReadMe, included on the After Effects 5.5 CD ROM.

During AMX export, After Effects maintains vectors as much as possible. However, raster images and certain unsupported features, as described below, cannot be represented as vectors in the AMX file and therefore are not included in it. After Effects renders these unsupported images and features as a sequence of PNG files and places them in a user-specified folder in a separate location.

Following the export, After Effects creates a folder that contains an HTML report of the result of the render, along with the AMX file itself and any other rendered files. The report has the same name as the AMX file, followed by the extension R.htm., and contains information on what was not included in the AMX file.

When creating projects intended for the AMX format, note the supported and unsupported features of the following elements. Layers containing any of the following unsupported elements can be rendered separately, unless otherwise indicated:

- **Layer Modes and Switches:** Only Normal mode is supported. The following layer switches are unsupported: Preserve Transparency, Adjustment Layer, Motion Blur, and 3D Layer. Any layers beneath an adjustment layer or beneath a layer using a transfer mode other than Normal are combined and rendered as a single layer. 3D layers are also combined and rendered as a single layer.
- **Rectangular Pixels:** The AMX file does not support rectangular pixels. All rectangular pixels are converted to square pixels upon export.
- **Keyframes:** The AMX file retains all the Hold and Linear After Effects keyframes but interprets all Auto Bezier keyframes as Smooth. Any other keyframe type, such as keyframes to which you have adjusted the velocity, causes the exporter to sample the range between the adjusted and unadjusted keyframes and then create a linear keyframe for each frame of the animation. The AMX file does not support roving keyframes.
- **Masks:** Only the Add mode is supported. Partial Opacity is supported. Nonzero values for both Mask Feather and Mask Expansion are unsupported.
- **Mattes:** Travelling mattes are not supported.
- **Effects:** Path Text is the only supported effect; however, several Path Text options are unsupported. These include Fill Over Stroke in the Options menu of the Fill and Stroke category, and Difference in the Mode menu of the Advanced category. Multiple effects per layer are unsupported.

To export a composition in the AMX format:

- 1 In the Project window, select the composition you want to export, and then choose File > Export > Adobe Motion Exchange (.amx) for LM2.
- 2 Specify a filename and location, and click Save.
- 3 In the AMX Settings dialog box, specify the following options and then click OK:

Include Layers with Video Turned Off Specifies whether layers with the video turned off in the Timeline window are included in the AMX file. Not including the turned-off layers can reduce the size of your AMX file and, therefore, increase the export speed.



Put Images in Folder Specifies the folder in which After Effects places exported images that contain elements not supported in AMX files. All generated files are rendered as PNG files and placed in a folder whose name begins with the name you type in this box. Each export generates a unique name composed of the name you provide, plus a number to make it unique, for example, images_1, images_2, etc.

Nested Compositions Specifies how After Effects exports nested compositions. Choose Rasterize to export nested compositions as a sequence. Choose Collapse Transformations to export nested compositions as vectors. If you have multiple nested compositions, choosing Collapse Transformations may increase your export time.

Note: For the Collapse Transformations option to work, you must first turn on Collapse Transformations for the layer. See the After Effects 5.0 User Guide for information on using the Collapse Transformations layer switch.

Unsupported Features Specifies whether or not to render After Effects layers containing elements not supported in LiveMotion. Choose Ignore to skip all features that are not supported by the AMX format. Choose Rasterize to render all frames that contain unsupported features as PNG files. Selecting Rasterize increases the file size and may significantly reduce the streaming quality.

Audio Activates the audio menus. All audio is encoded in MP3 format and added to the AMX file as a stream sound.

Sample Rate Specifies the sample rate of the audio.

Channels Specifies whether the audio tracks are mono or stereo.

Bit Rate Specifies the bit rate of the exported audio. Choose Auto to get the lowest bit rate available for the chosen Sample Rate and Channels settings. Higher bit rates increase file size.

Note: After Effects rasterizes each layer to the size of the composition. To save space, you can create another, smaller composition with smaller dimensions and place the layer in the composition. This forces the resultant object in LiveMotion to be smaller and greatly reduces the size of the SWF file exported from LiveMotion.