MotionBaker

Installation and Quick Start | Version 1.0.0

Before you begin

You need Adobe After Effects and either an active MotionBaker license or an active 7-day trial. Check the product listing for supported After Effects and operating system versions. Close After Effects before installing or updating the extension.

1. Install with the aescripts Manager

The recommended way to install and license MotionBaker is through the aescripts + aeplugins manager.

Download the aescripts + aeplugins manager

Install and open the manager, sign in to your aescripts account, then locate MotionBaker and follow the installation and licensing prompts. For a purchased license, use the account used for your purchase.

To install a trial: select **Account > Add Trial** in the manager, find MotionBaker and follow the prompts. The trial provides full export functionality for 7 days. After it expires, activate a purchased license to continue exporting.

Alternative: install the ZXP package

Download the ZXP/UXP Installer

Extract the MotionBaker ZIP archive. Open the ZXP/UXP Installer and install **MotionBaker_v1.0.0.zxp** by dragging it into the installer. Follow its prompts, then reopen After Effects. Installing the ZXP does not replace license or trial activation.

2. Open and activate MotionBaker

In After Effects, choose **Window > Extensions > MotionBaker**. Follow the official licensing dialog to start your trial or activate your purchased license. If the panel reports **License required**, click **Render** to open the dialog.

Wait for the license check to finish before exporting. If you see **License service unavailable**, close and reopen the panel. Contact support if the message persists.

Installation help

If the panel is missing, restart After Effects and confirm that the installer completed successfully for your installed After Effects version. Use the manager or ZXP/UXP Installer for installation; no manual copying of extension folders is required.

Your First Export

Select compositions. Set destinations. Choose a format. Render.

1. Choose your compositions

Open and save your After Effects project. In MotionBaker, use the search field to find compositions and select the circles beside the ones you want to export. You can select multiple compositions for a batch export.

2. Set output paths and options

Choose an output location for each selected composition using its folder control. Open the gear controls to review export settings, then save your changes before rendering.

Images: when your animation uses raster assets, review image inclusion, compression, maximum dimensions and quality.
Glyphs: convert supported text to shapes when needed.
Demo: enable this option to create an HTML preview alongside the animation.

3. Choose a format and render

Select **JSON**, **dotLottie** or **TGS** from the format menu, then click **Render**. Wait for completion and review any messages before using the exported files.

4. Check the exported result

Open the output folder and test the animation in its intended player or application. If you enabled Demo, open the generated HTML file in a browser. The demo player may require an internet connection.

Different formats and players support different animation features. A successful export does not guarantee an identical result in every player. TGS output must also meet Telegram sticker requirements; selecting TGS alone does not make every composition compatible.

Support

For product information and support, visit MotionBaker on aescripts. When reporting an issue, include your MotionBaker version, After Effects version, operating system, export format and a small sample project when possible.

Third-party components

Includes Adobe CSInterface.js, with its copyright notice preserved in the package, and the aescripts CEP licensing framework. These components remain subject to their respective terms.