

# SimpleCMD Parameters After Effects

## Parameters Specific to After Effects

Required

CS Version 5 . 0

Creative Cloud  - Use "CC" instead of the numerical CS version

Use CC Year  - Use CC year-based naming convention

CC Year 2014

executable \_AE\_

Project File  Browse

Required

CS Version 5 . 0 OS X

Creative Cloud  - Use "CC" instead of the numerical CS version

Use CC Year  - Use CC year-based naming convention

CC Year 2014

executable /Applications/Adobe After Effects CS5/aerender

Project File  Browse

✓ [Click here for details...](#)

### CS Version

Select version numbers to make an educated guess at where aerender is found on the remote worker. Use the spinners to enter the required version of After effects.

### Creative Cloud

Check the box if you are using a Creative Cloud version of After Effects.

### Use CC Year

Check the box if your Creative Cloud software is versioned by year, eg, Creative Cloud 2014.

### CC Year

The year (version) of Creative Cloud After Effects to use. This only has meaning if the "Use CC Year" box is checked.

### executable

Generally, this can be left alone. For AppFinder (top) version, this will tell Qube! to look for After Effects on the Worker. For the non-AppFinder (bottom) version, this is the explicit path to the executable. Note that in this case, it will be OS-dependent and won't work for jobs submitted between OS X and Windows.

### Project File

Path to the After Effects project (required).

Note: After Effects requires that all plugins and fonts be installed and licensed on each Worker.

Important: Best practice is to ensure the project file and all of its dependent files such as textures are on network storage accessible by the workers.

Content (required to see job frame range and % complete)

Composition

Render Queue Index

✓ [Click here for details...](#)

### Composition

If the comp is in the render queue already, and in a queueable state, then (only) the first queueable instance of that comp on the render queue will be rendered. If the comp is in the project but not in the render queue, then it will be added to the render queue and rendered. If no -comp argument is provided, aerender will render the entire render queue as is. In this case (no -comp), the only other arguments used will be -project, -log, -v, -mem\_usage, and -close; the -RStemplate, -OMtemplate, -output, -s, -e, and -i arguments will be ignored.

Leave at the default unless you are an advanced After Effects user. For more information, see the After Effects documentation.

### Render Queue Index

Specifies a render queue item to be rendered. Options that make sense when

rendering a single render queue item are available like with the -comp flag. Enter the numeric value to override scene render queue index settings.

Leave at the default unless you are an advanced After Effects user. For more information, see the After Effects documentation.

Optional (used if comp or render queue index specified) ▼

Render Settings	<input type="text"/>	⬆
Output Module	<input type="text"/>	⬆
Output File Path	<input type="text"/>	Browse
Memory Usage	<input type="text"/>	

▼ [Click here for details...](#)

### Render Settings

Render Settings are normally set in the After Effects file itself, but can be overridden here. If the template does not exist it is an error. This can only be set if the Composition option is specified.

### Output Module

Output Modules are normally set in the After Effects file itself, but can be overridden here. If the module does not exist it is an error. Note : Distributing a render across multiple machines requires image sequence output. That is usually best set in the AfterEffects Project or the Output File Path override.

### Output File Path

Override the output file specified in the After Effects file. For image sequences (the preferred method for distributed rendering) use # to denote frames. For example: /Volumes/Stuff/output/proj1/frames[####].psd. Can only be set if the Composition option is specified.

### Memory Usage

Takes two numerical values, separated by a space, that indicate maximum cache percentage and maximum memory percentage to use, respectively. The cache percentage is the maximum percent of memory used to cache already rendered images/footage, and the memory percentage specifies the total percent of memory that can be used by After Effects. These values override scene memory usage settings.

Optional ▼

Verbosity	ERRORS_AND_PROGRESS	⬆
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▼ [Click here for details...](#)

### Verbosity

Choose the level of detail you would like the logs to provide.