



eMAM Panel for After Effects

User Guide

eMAM Version 5.3

Notice

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Document History

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3.8.46	29 th Dec 2017	Rincy Abraham		Updated till 46.eMAM_patch_01DEC2017. Also added <i>My Account</i> page installation option.
5.0	22 nd June 2018	Rincy Abraham		Updated Download screenshots.
	31 st Aug 2018	Rincy Abraham		Updated latest Download link.
5.1	Jan 2019	Rincy Abraham		Updated reference for new installation process using App Manager.
5.1.0.19	Mar 2020	Rincy Abraham		Updated Settings window changes & category import export workflow
5.1.0.22	May 2020	Rincy Abraham		Added composition export, dashboard and ingest to S3 buckets details.
5.2	Sept 2020	Rincy Abraham		Released eMAM version 5.2
5.2.8	Dec 2020	Rincy Abraham		Show project collections
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5.3.3	Jan 2022	Rincy Abraham		Added bin structure as categories in eMAM under the selected category on export, option to configure the number of import threads (localization thread).
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5.3.6	Apr 2022	Rincy Abraham		Added Version notes updated after forced check in
5.3.9	Jun 2022	Rincy Abraham		Added “Delete the localized assets after export.”
5.3.10	Jul 2022	Rincy Abraham		Added icons for different types of projects in Assets tab and Advanced search option.

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Chapter 1: Introduction

eMAM is a powerful and flexible media asset management platform which allows you to easily work with content from any global location on any web browser or through native iPad and Android applications. eMAM can integrate multiple workflows for a variety of different organizations. Adobe After Effects is a, digital visual effects, motion graphics, and compositing application which can be used in the post-production process of film making and television production.

Together eMAM and Adobe After Effects offer a seamless integration which allows video editors to create commercials, broadcast promotions, and online videos etc. Editors can access the MAM system using a built-in extension panel within After Effects, so they can access all the content without leaving the editing desktop. Finished works can be exported back to eMAM using the export option. Check-In and Check-Out option allows multiple editors to collaborate without any project conflicts. The combined strengths of the eMAM and Adobe After Effects Panel can power multiple end to end postproduction workflows.

Purpose and Scope

The purpose of this document is to describe installation of the eMAM After Effects Panel and explain the overview of its functions, features and the supported import and export workflows.

System requirements

Adobe recommends standard hardware and software requirements for Adobe After Effects. The only additional requirement is an internet connection to the eMAM library. The eMAM panel is HTML5 based, so it is only supported in CC versions of Adobe After Effects.

Installation

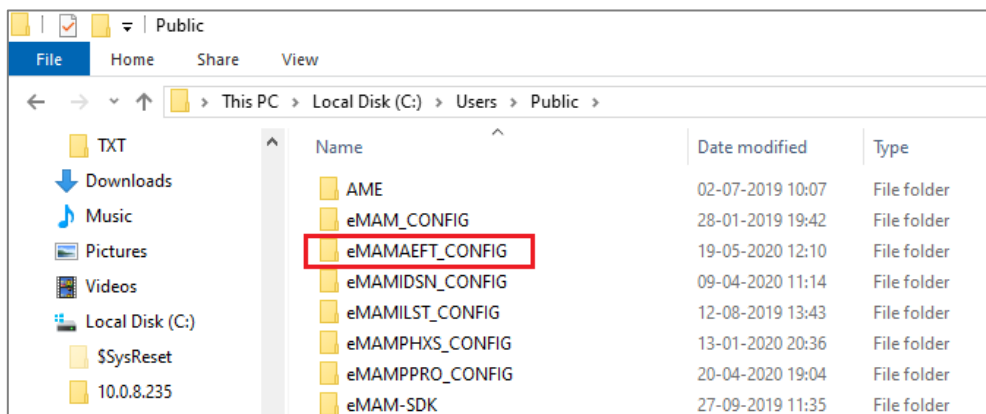
You can install eMAM Panel for Adobe After Effects from any of the below locations:

- From **eMAM download.htm** page, Or
- From **eMAM Director>My Accounts** page.

For detailed on the installation process, please refer [eMAM After Effects Panel Installation Guide 5.3](#).

Panel Configuration Files and Folders

The Adobe After Effects Panel configuration files are automatically created once the *After Effects Panel* is opened in the Adobe After Effects application. However, these config files do not get created or removed during AEFT Panel installation or removal respectively. Old panel settings are preserved during the new eMAM patch update. But you can also manually remove the old configurations from the below-mentioned locations.

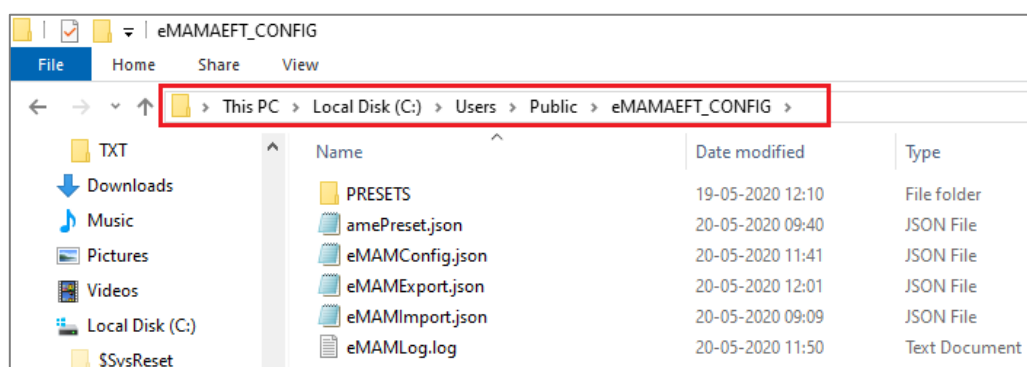


Windows-eMAM After Effects Config folder

- **Folder:** After Effects Panel config files are created inside eMAMAEFT_CONFIG folder:

Windows: C:\Users\Public\eMAMAEFT_CONFIG

MAC: /Users/shared/eMAMAEFT_CONFIG



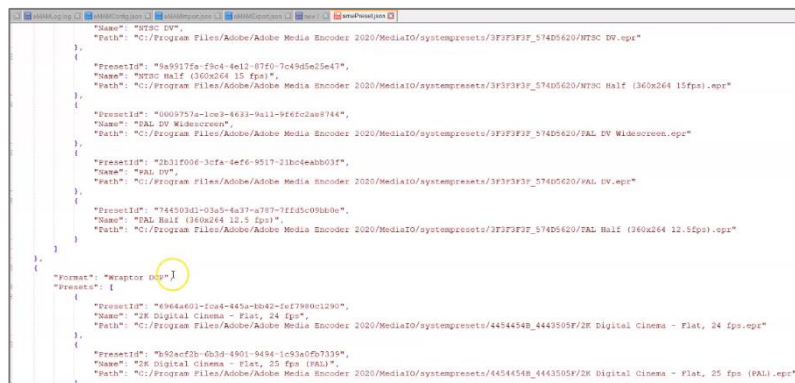
Windows-eMAM AEFT Panel Config files

- **Files:** Listed below are the panel configuration files that are stored in each panel config folder.
 - **eMAMLog.log:** The log files are required by the eMAM Support team to troubleshoot issues (if any). There are separate log files to track errors for Signiant CLI uploads and downloads.
 - **eMAMConfig.json:** All the important configuration details to run the eMAM After Effects Panel like eMAM server info, username, password, default folders for storing the projects/media/etc. are found in the eMAMConfig.json file. Users can overwrite the existing settings by manually editing this JSON file.

- **eMAMExport.json**: This file stores the details such as project name, project file path, project Id etc. of the project that is being exported. Once the project is successfully exported to eMAM, details will be deleted from this file.

- **eMAMImport.json**: This file stores the details of the project that is being imported. If the import is stuck or fails with an error, then those details will be kept in the json file for future reimport.

- **amePreset.json**: This contains all AEFT formats & pre-sets. eMAM Panel automatically syncs all the pre-sets of the Media encoder and stores them in the *presetconfig.json* file. In the eMAM panel settings window, there is a sync button under *sequence export* options, which can be used to sync the new pre-sets added to the Media encoder.



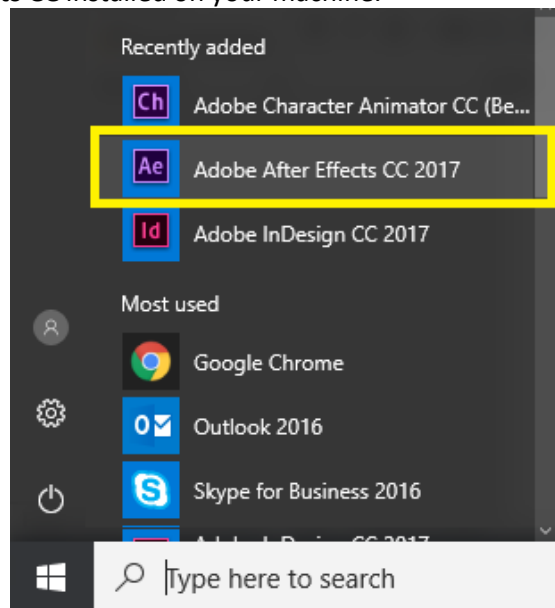
Chapter 2: Getting Started

This chapter describes how to launch the Adobe After Effects installed on your machine and open the eMAM After Effects Panel in it.

Open the eMAM After Effects Panel

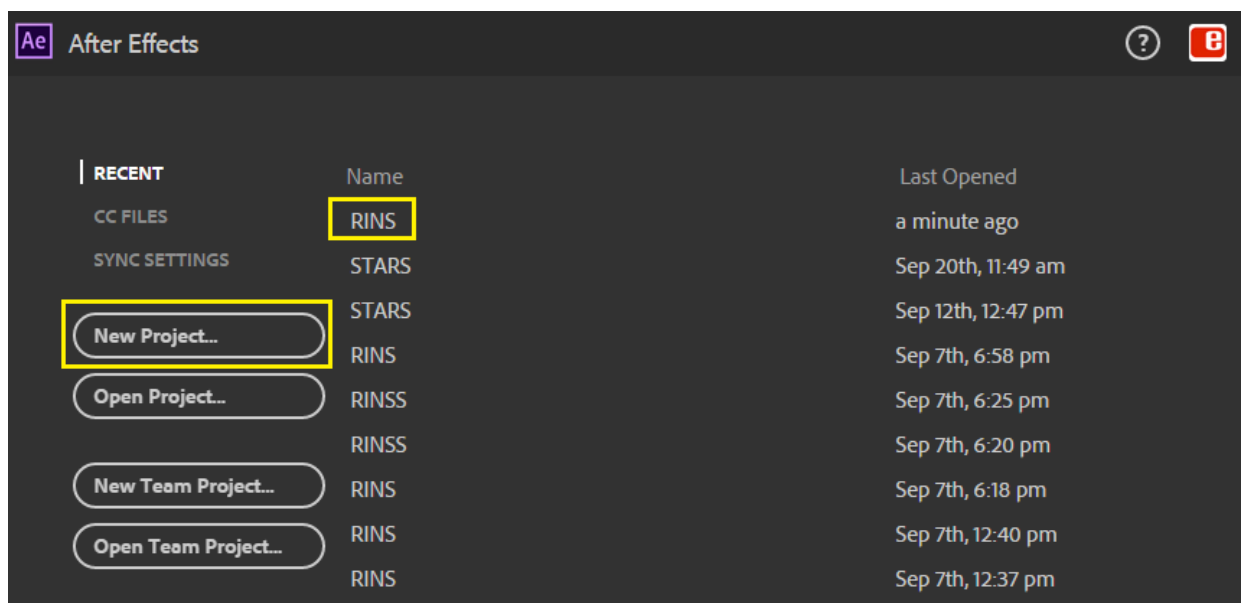
To open the eMAM After Effects Panel, follow the steps below:

- a. Launch the **Adobe After Effects CC** installed on your machine.



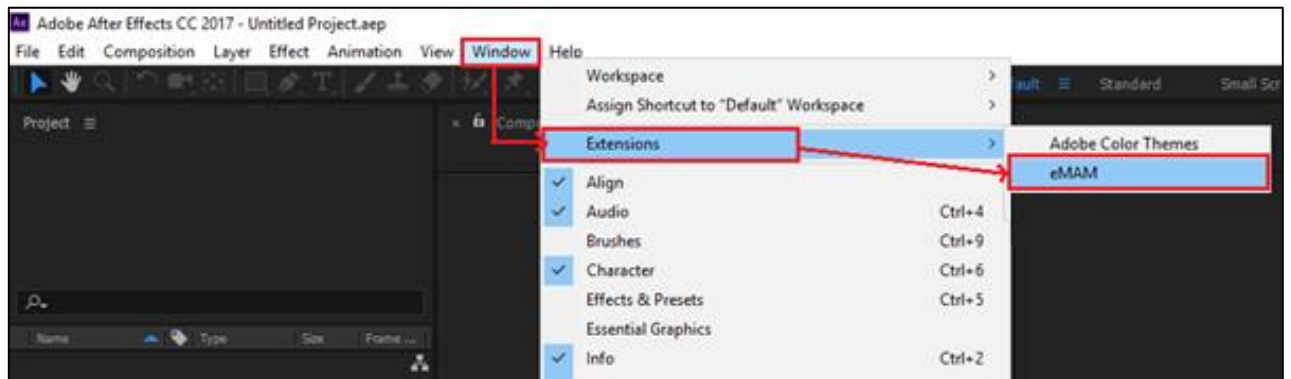
Launch Adobe After Effects CC 2017 installed on your machine

- b. Open a new or an existing After Effects project.



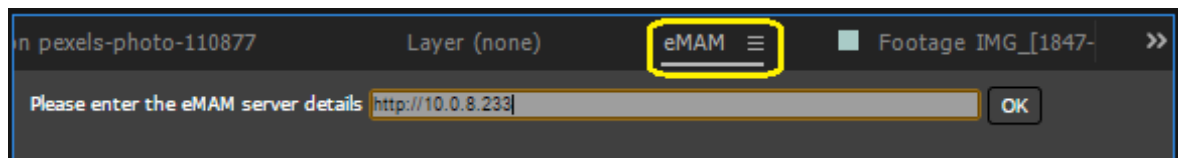
Open a new or existing project

- c. From the top menu bar, go to **Windows>>Extensions>>eMAM** to open the eMAM Panel.



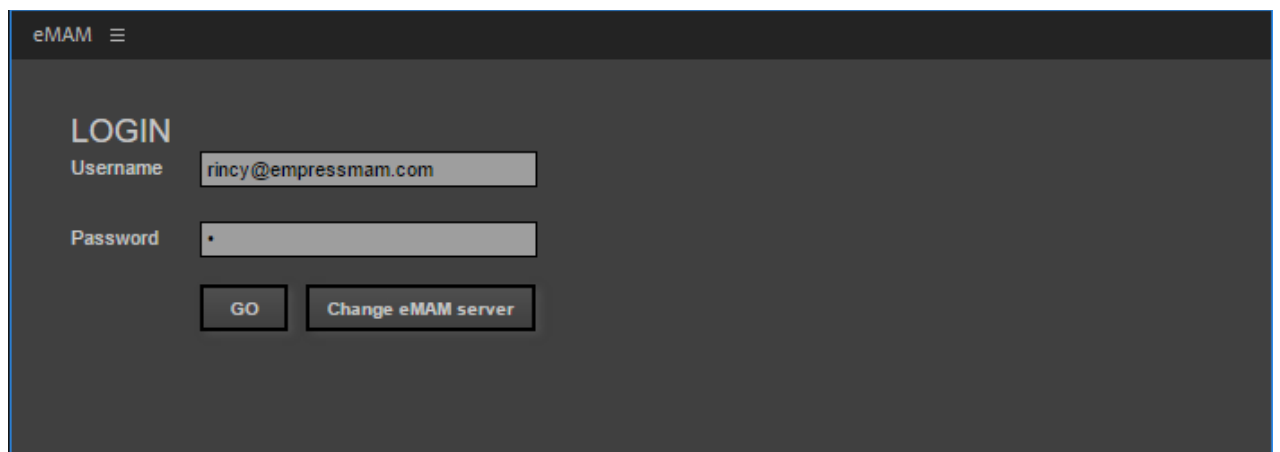
Open After Effects panel

- d. When the eMAM Panel opens, enter the **eMAM server** details and click **OK**.



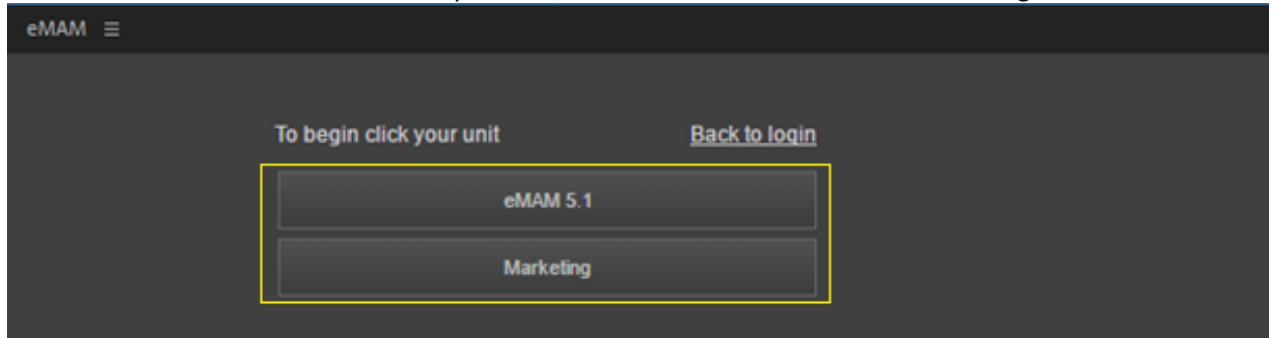
Enter eMAM server URL

- e. Login to the *eMAM After Effects Panel* using the eMAM login credentials provided by your eMAM Unit administrator. Click the **GO** button to login. Use **Change Server** button if you need to change the eMAM server URL.



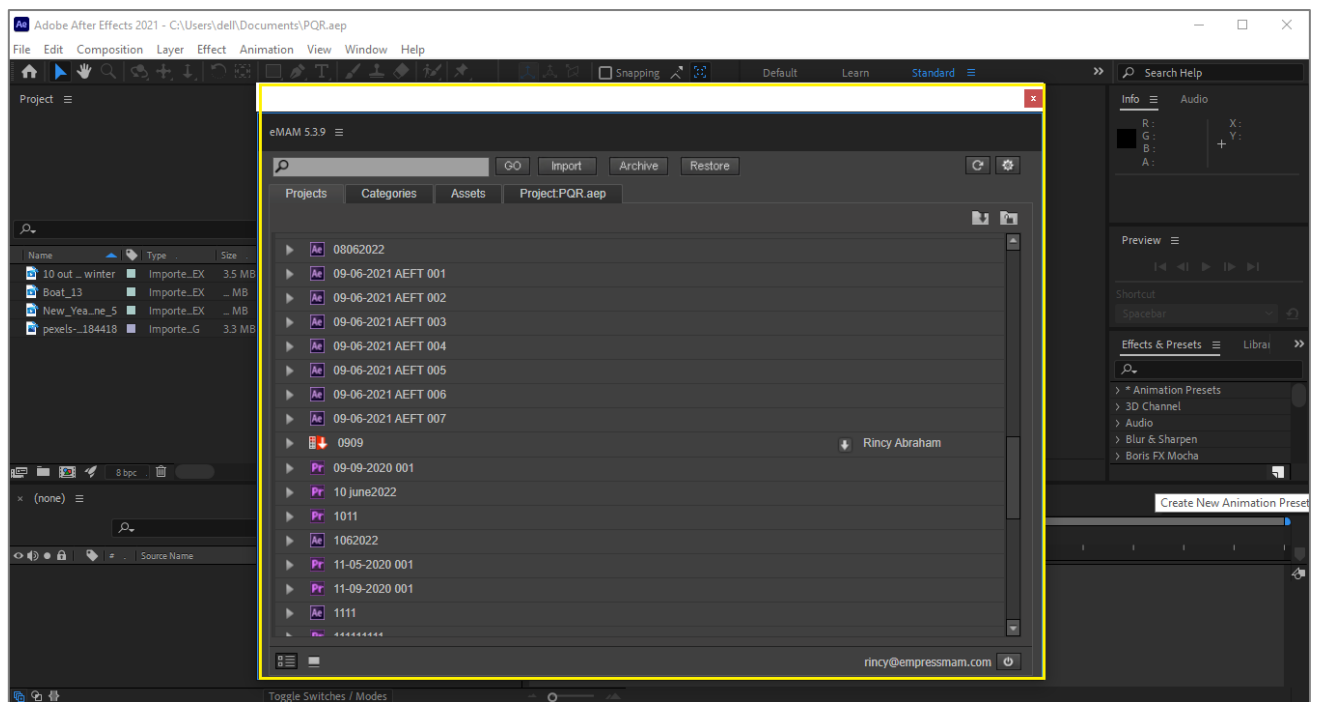
eMAM After Effects Panel Login

- f. User accounts associated with multiple units, will be asked to choose the unit for login.



Choose Unit

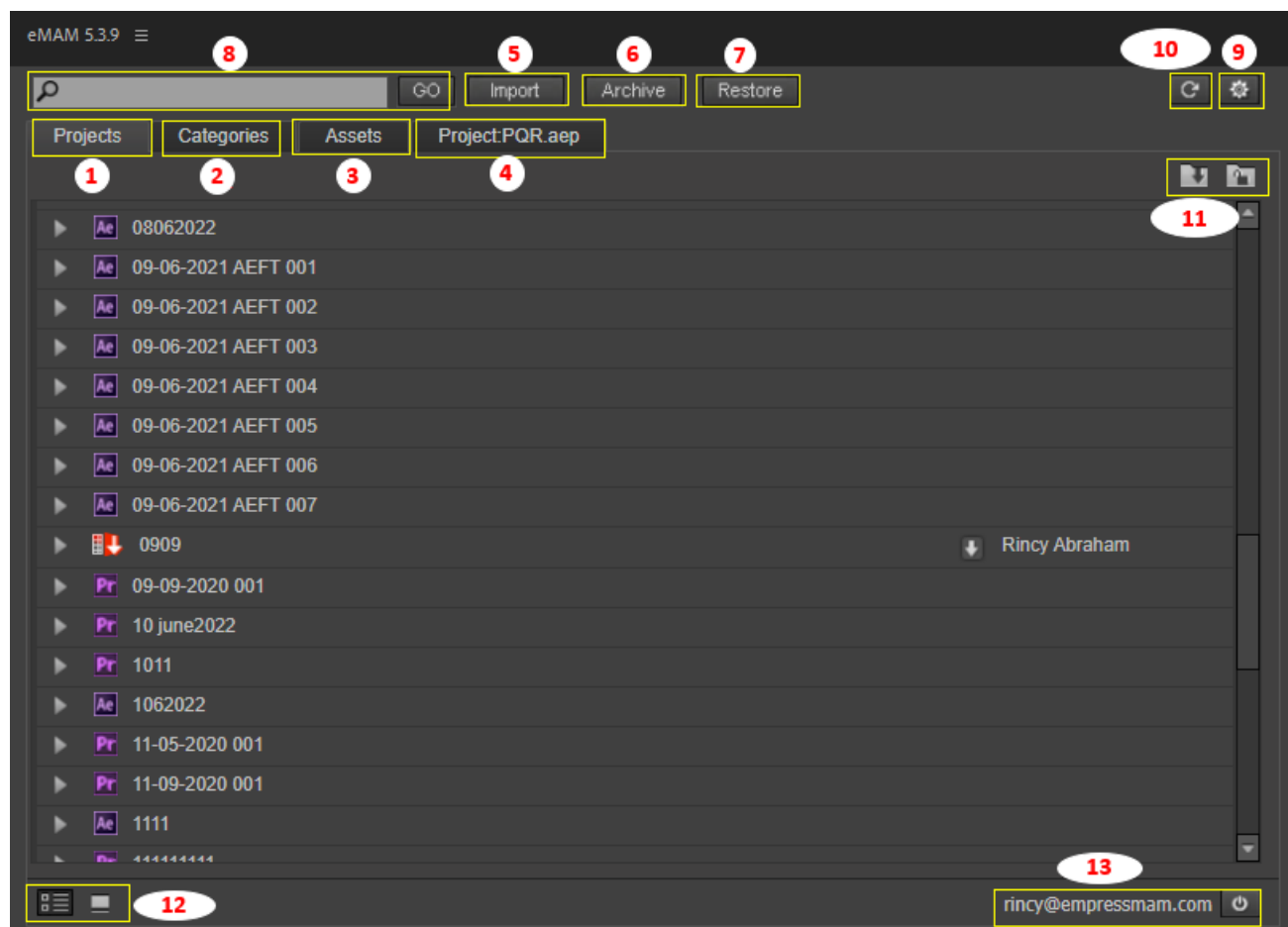
- g. eMAM After Effects Panel opens in the Adobe After Effects application as shown below. By default, the *Projects* tab will be displayed with the list all assets in eMAM.



eMAM After Effects Panel open in Adobe After Effects

Chapter 3. eMAM After Effects Panel Overview

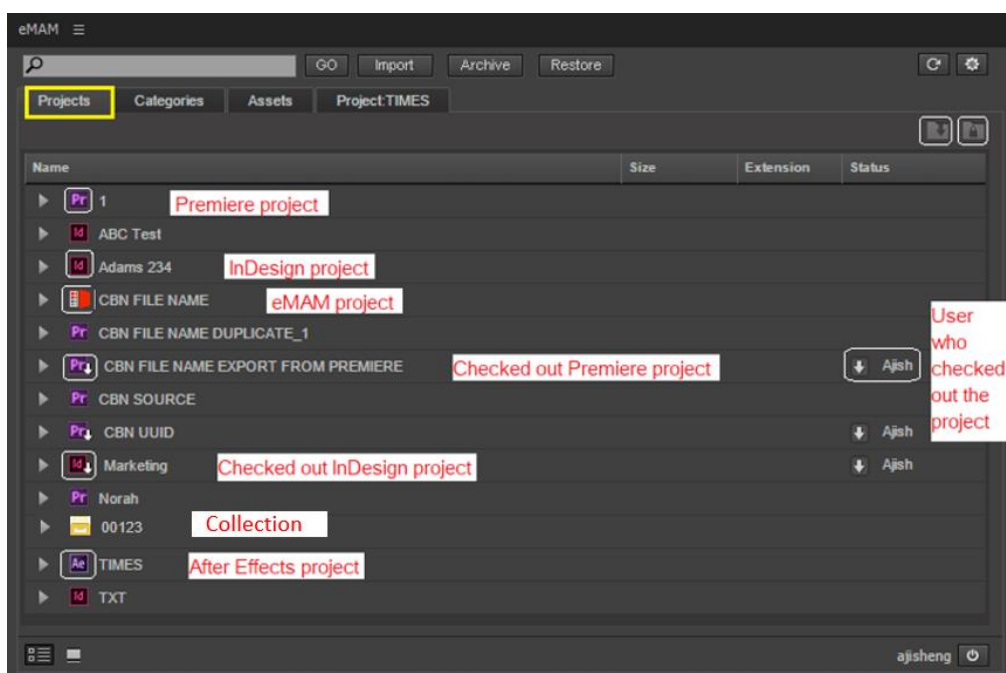
This chapter mainly highlights the buttons, tabs, features and functions in the eMAM After Effects Panel. An overview of the *eMAM After Effects Panel* is explained in detail below:



Overview of eMAM After Effects Panel

1. Projects

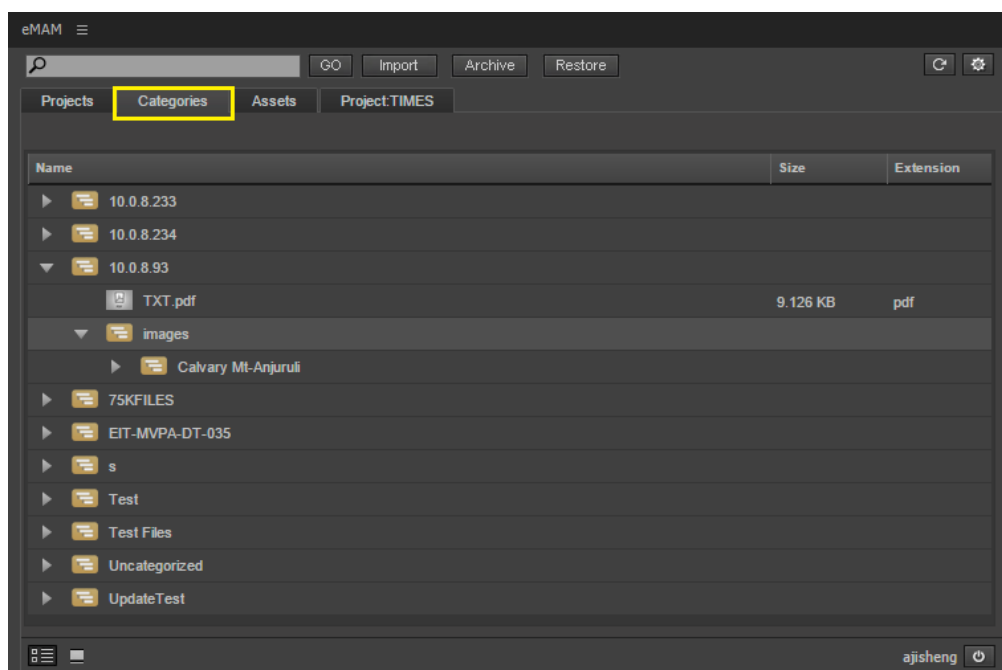
This tab displays all the projects/collections in the eMAM system. This includes projects created in eMAM interfaces, Premiere projects, Team projects, InDesign projects and After Effects project.



Projects tab

2. Categories

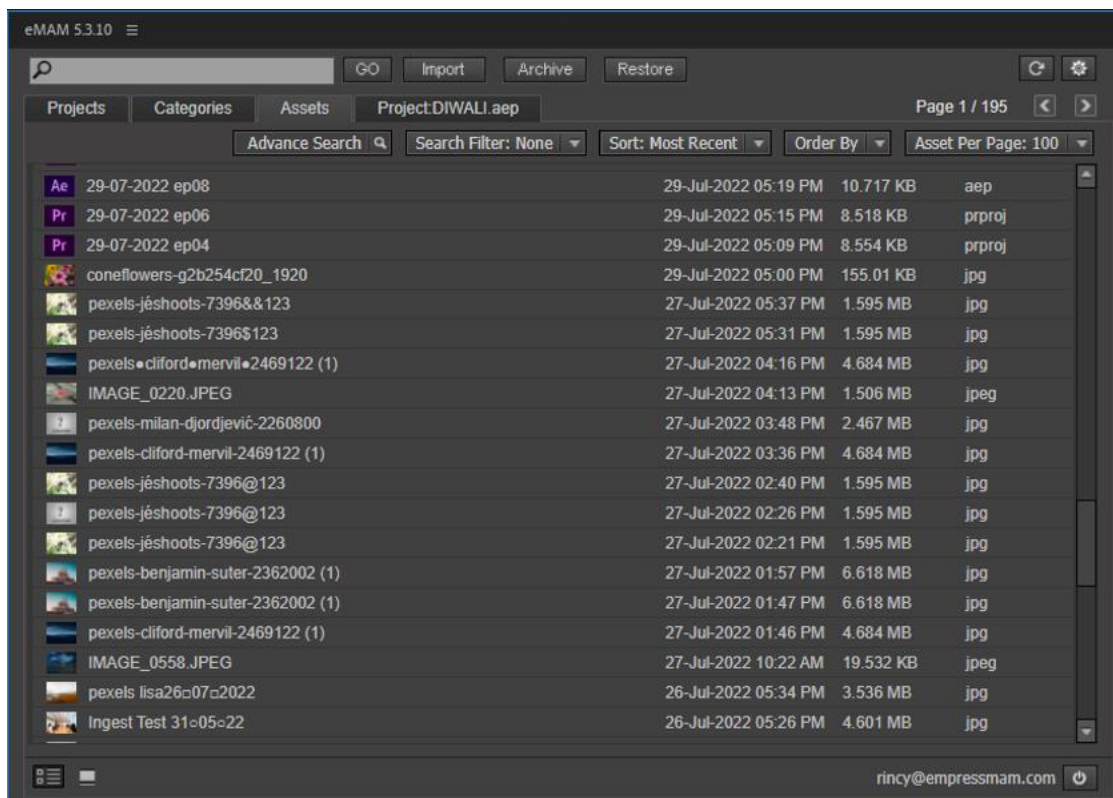
Categories in eMAM are similar to directories in a file system. Like a directory structure, categories allow editors to browse through available content in the system. Individual users of eMAM are associated with one or more user groups, which are aligned with roles, permissions, and access in an organization. Therefore, an editor can use only those categories of assets which have been assigned to one or more user groups to which (s)he belongs. The category tab inside the extension panel displays the assigned categories and the assets in each category.



Categories tab



3. Assets tab

All the assets in the eMAM system are displayed under the Assets tab. Archived assets are displayed with a red line.



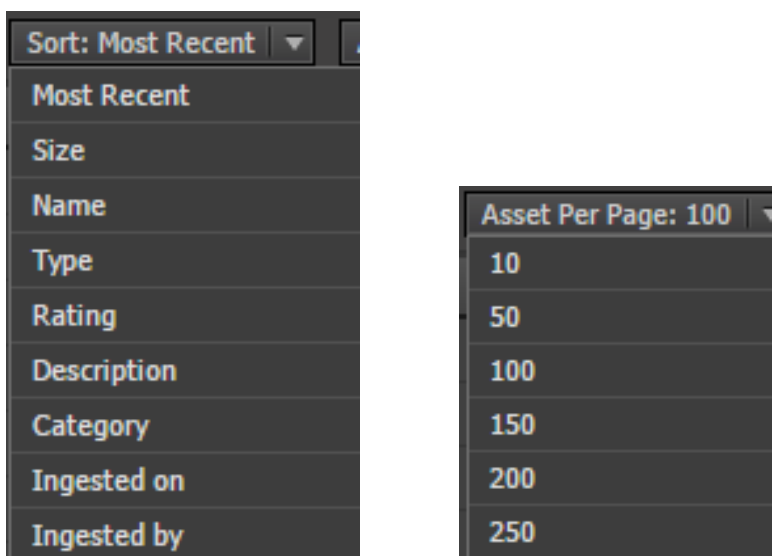
Assets tab

- **Page navigation**

Displays the current page no. and the total no. of pages. To navigate through the pages, you can use   icons.

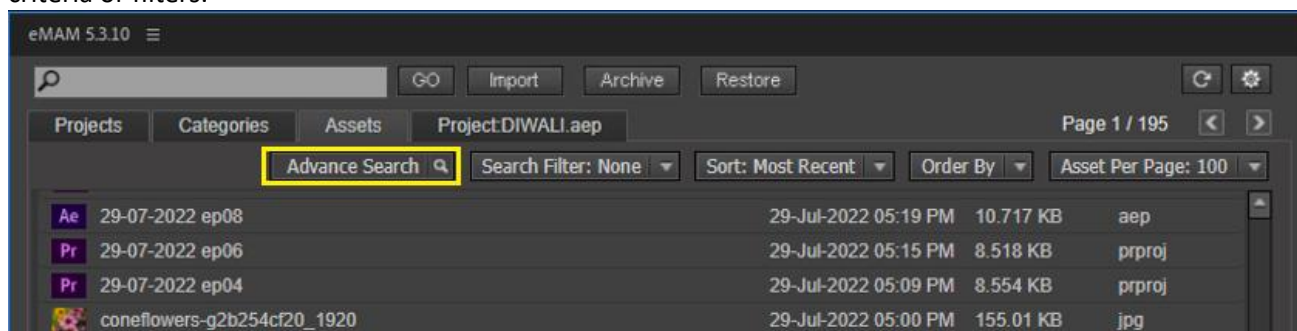
- **Search Filters**

You can use Search filters, various sort option and also assets per page options to customize your search.

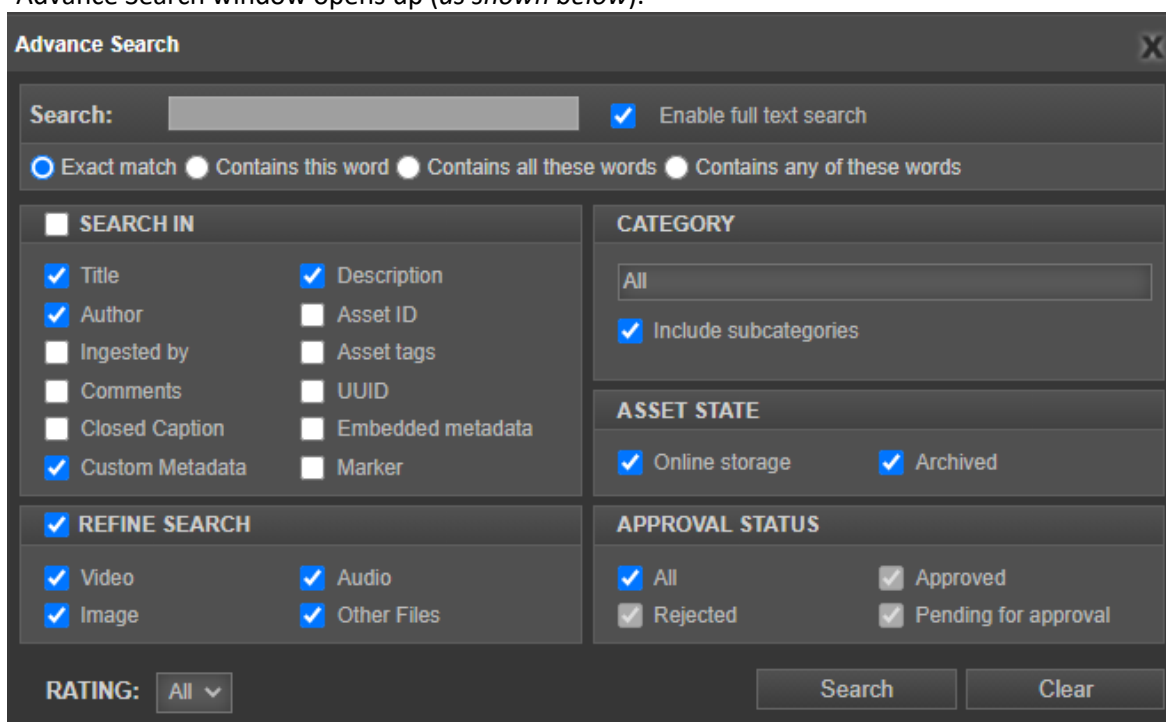


Sort and Assets per page dropdown list

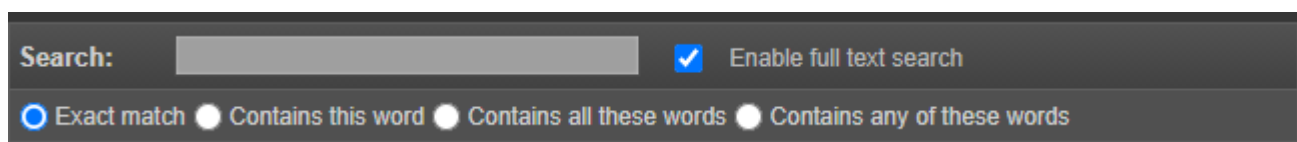
- **Advance Search:** *Advance Search* feature gives you the ability to narrow your searches using different criteria or filters.



Advance Search window opens up (as shown below).



- **Search:** Under the *Advance Search* tab, you can enter a search term or phrase in the search text box, choose from several additional options, and then click the SEARCH button at the bottom to search or CLEAR button to deselect all the options.



You can then choose any one of the four options: *Exact Match*, *Contains this word*, *Contains all these words*, or *Contains any of these words*.

- ✓ If the **'Exact Match'** option is selected, then
 1. The order of search terms or phrases is important. For example, if the asset title is 'Film awards', searching for 'awards Film' will not return any asset.
 2. Space between search terms or phrases is important. For example, if the asset title is 'Filmawards', searching for 'Film awards' will not return any asset.

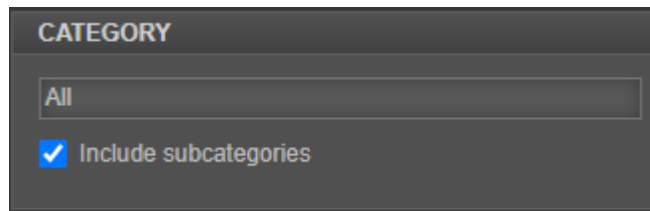
- ✓ If the '**Contains this word**' option is selected, then you should enter only one search term in the search text box. If more words are entered, then a 'Multiple words are not allowed' error message is displayed.
 - ✓ If the '**Contains all these words**' option is selected, there must be more than one search term in the search text box. If not, then the 'Please Enter Multiple Words' message is displayed. eMAM search engine searches and returns the assets that contain all the words typed in the search text box, regardless of order.
 - ✓ When the '**Contains any of these words**' option is selected for searching, there must be more than one search term in the search box. If not, then the 'please enter multiple words' message is displayed. This search option returns all the assets that contain at least one of the words entered in the search text box. For example, search for 'spring season' returns assets with 'beauty of 'spring'', 'season' of flowers', 'spring season' always bring 'april shower' etc.
 - ✓ **Enable Full Text Search:** Enabling full text search ignores any prepositions in the search word or phrase. Full text search is relevant only when the user selects 'Contains all these words' to search an asset. If *Full Text* search is enabled, then noise words like 'it', 'in', 'of', 'to', etc. are ignored for searching assets.
- **Search In:** The search engine automatically looks in all the fields for the search word or phrase, unless the user specifies particular fields like *Title, Description, Author, Asset ID, Ingested by, Asset tags, Comments, UUID, Closed Captions, Embedded Metadata, Custom Metadata, Marker* for searching. *Search In* checkbox can be used to select/deselect all options under it in one click.

The 'SEARCH IN' panel is a dark grey box with a title bar. It contains two columns of checkboxes. The first column has: Title (checked), Author (checked), Ingested by (unchecked), Comments (unchecked), Closed Caption (unchecked), and Custom Metadata (checked). The second column has: Description (checked), Asset ID (unchecked), Asset tags (unchecked), UUID (unchecked), Embedded metadata (unchecked), and Marker (unchecked).

- **Refine Search:** To refine search criteria, you can narrow down search criteria based on asset types. In the 'Refine Search' window, select asset type(s) in which search needs to be performed – video, audio, image, and other types of assets (e.g., *pdf documents, PowerPoint slides*, etc.). Refine Search checkbox can be used to select/deselect all below options at one click.

The 'REFINE SEARCH' panel is a dark grey box with a title bar. It contains two columns of checkboxes. The first column has: Video (checked) and Image (checked). The second column has: Audio (checked) and Other Files (checked).

- **Category:** Advanced search can be done for any asset type belonging to any category. Search for an asset can be narrowed down to a search in All categories or in specified categories only. This option helps to search for assets in only a particular category, chosen from the drop-down list menu. To search assets in subcategories, you can select 'Include subcategories'.

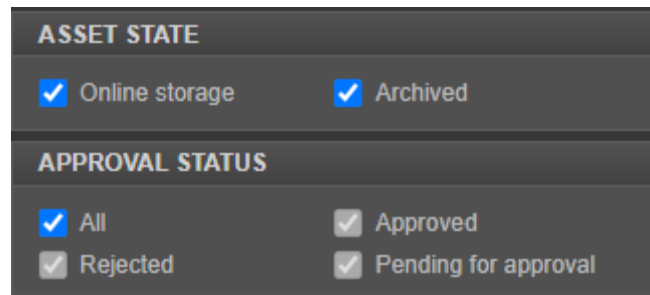


CATEGORY

All

☒ Include subcategories

- **Asset State and Approval Status:** You can narrow searches based on asset state and approval status.



ASSET STATE

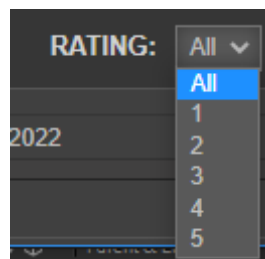
☒ Online storage ☒ Archived

APPROVAL STATUS

☒ All ☒ Approved

☒ Rejected ☒ Pending for approval

- ✓ **Online storage-** Search assets in the current active online storage.
 - ✓ **Archived** - Assets that have been moved from the online storage to a far storage are considered archived assets. User can perform all the search operations on archived assets.
 - ✓ **Approved**– Assets approved by internal or external users.
 - ✓ **Rejected**– Assets rejected by internal or external users.
 - ✓ **Pending for approval**- Active assets that have been sent for approval to an internal user but have not been approved or rejected yet.
 - ✓ **All:** search all asset states.
- **Rating:** Search assets based on the rating (1 to 5) given to assets.



RATING:

All ▾

All

1

2

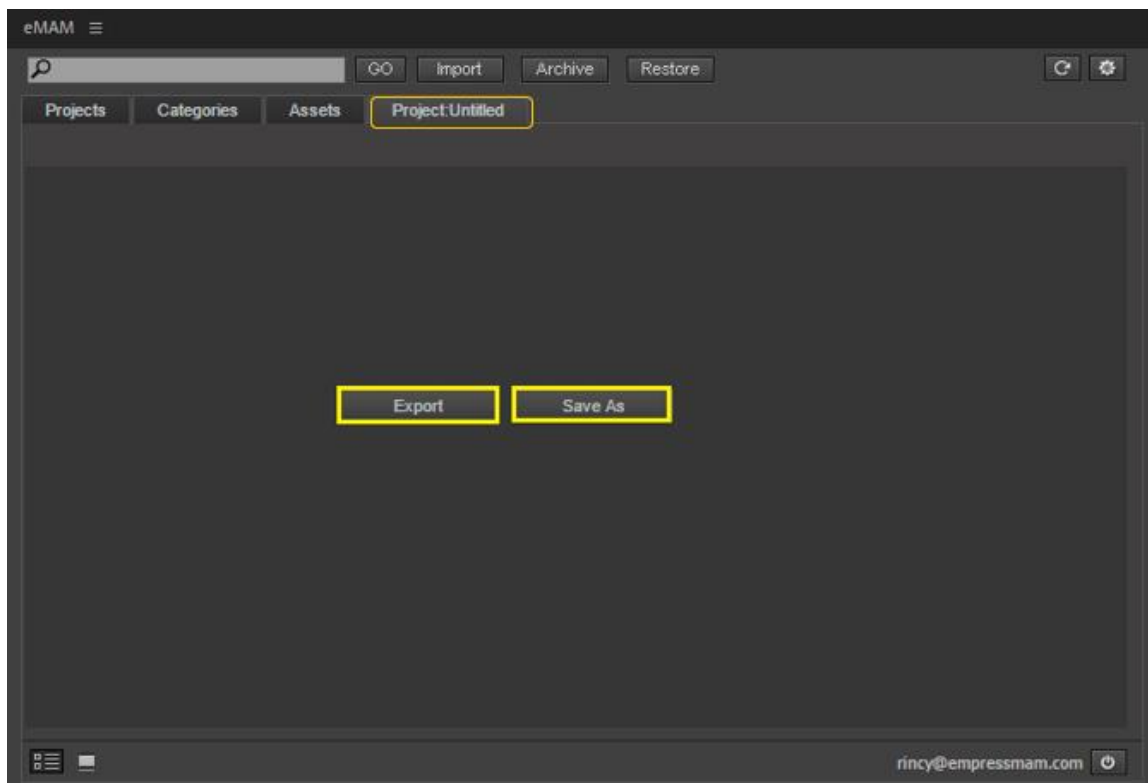
3

4

5

4. After Effects Project tab

The currently open After Effects project is displayed in this tab.

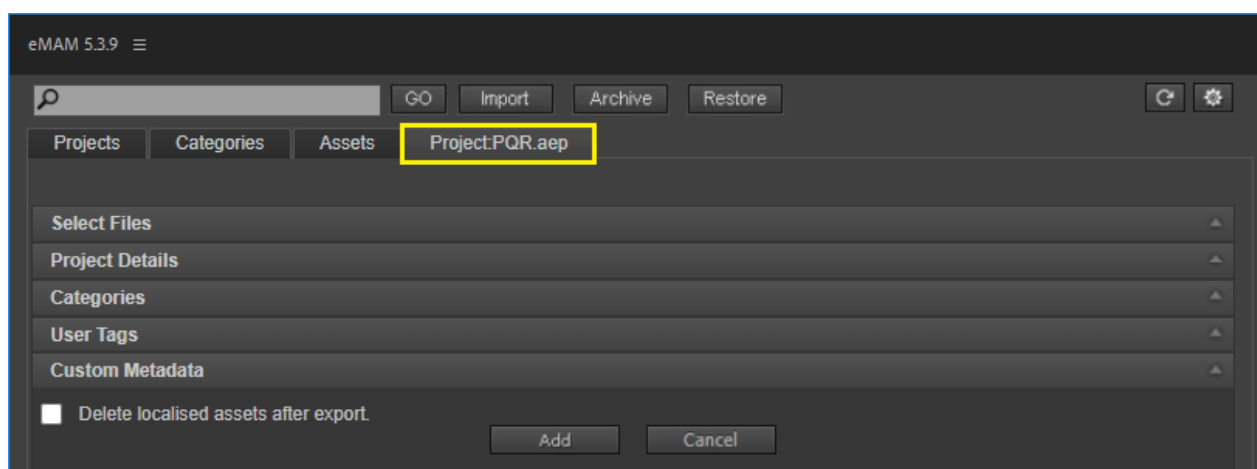


After Effects project tab

After Effects projects can be exported to eMAM. Options for project export are:

- a. **Export:** Export moves the current project from AE to eMAM. Select files for export and add other project details and click on Add button. For eMAM projects, please ensure the storage profile of the project and the ingest profile storage is the same during export.

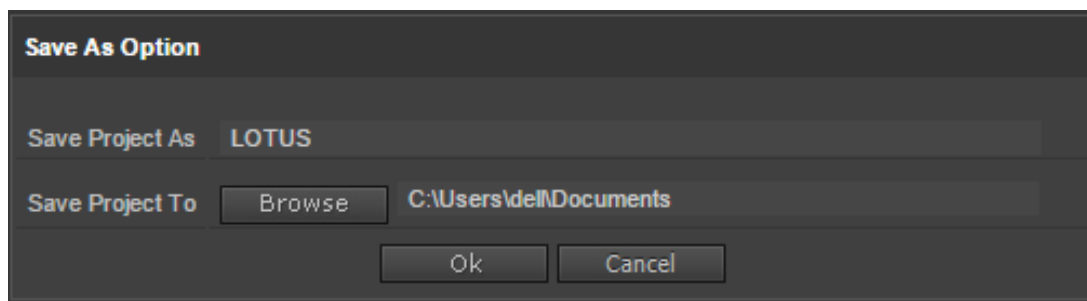
Note: In cases when SigCLI is configured for Amazon S3 storage, the eMAM After Effects Panel uses Signiant Flight CLI when Adobe Media Encoder is selected as the transcoder for export. Signiant Flight CLI is used to upload the original, proxy, mezzanine and thumbnails to their corresponding S3 buckets.



Export window

If you enable “*Delete localised assets after export*” checkbox, all the assets that were localised during the import of this project will get deleted from the local folder.

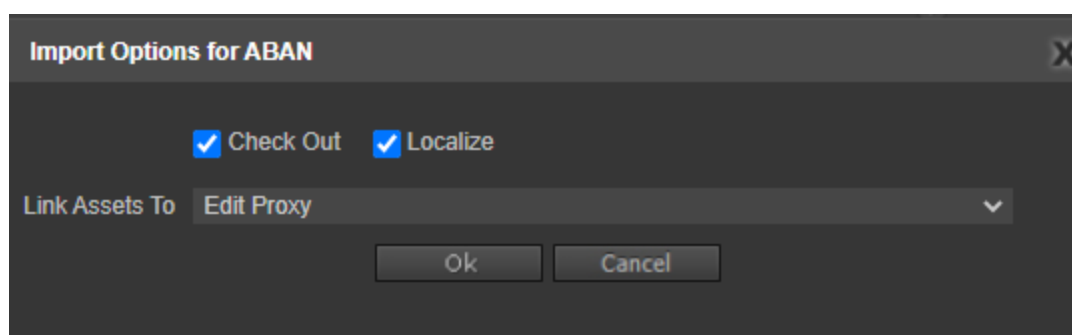
- b. **Save As:** You can save the current project with a different name. Use the *Browse* button to choose a destination. Click **Ok** button to save it.



Save as options window

5. Import

The *Import* button moves projects (except *Premiere & InDesign* projects), bins, categories and assets from eMAM to the Adobe After Effects. Select projects, categories or assets and then click on the *Import* button to proceed.



Import window for a project

- **Check Out:** When you import any project to AE, it gets automatically checked out which means at a time only you will be able to work on that particular project in Premiere. Your name be reflected as the user who has checked out the project. Other users will NOT be able to import the same version of the project. You/ Admin will have to *Check In* this project at any point for other users to use this project.
- **Localize:** During import, you have option to *Localize* the assets to your local machine for offline editing. This will help you to work in an environment without direct connection to the eMAM central storage. You can work from home, while travelling, etc. and then share your work later through eMAM. Project elements will link back to the eMAM storage only when the project is exported back to eMAM. This requires some changes in *Default panel settings*.

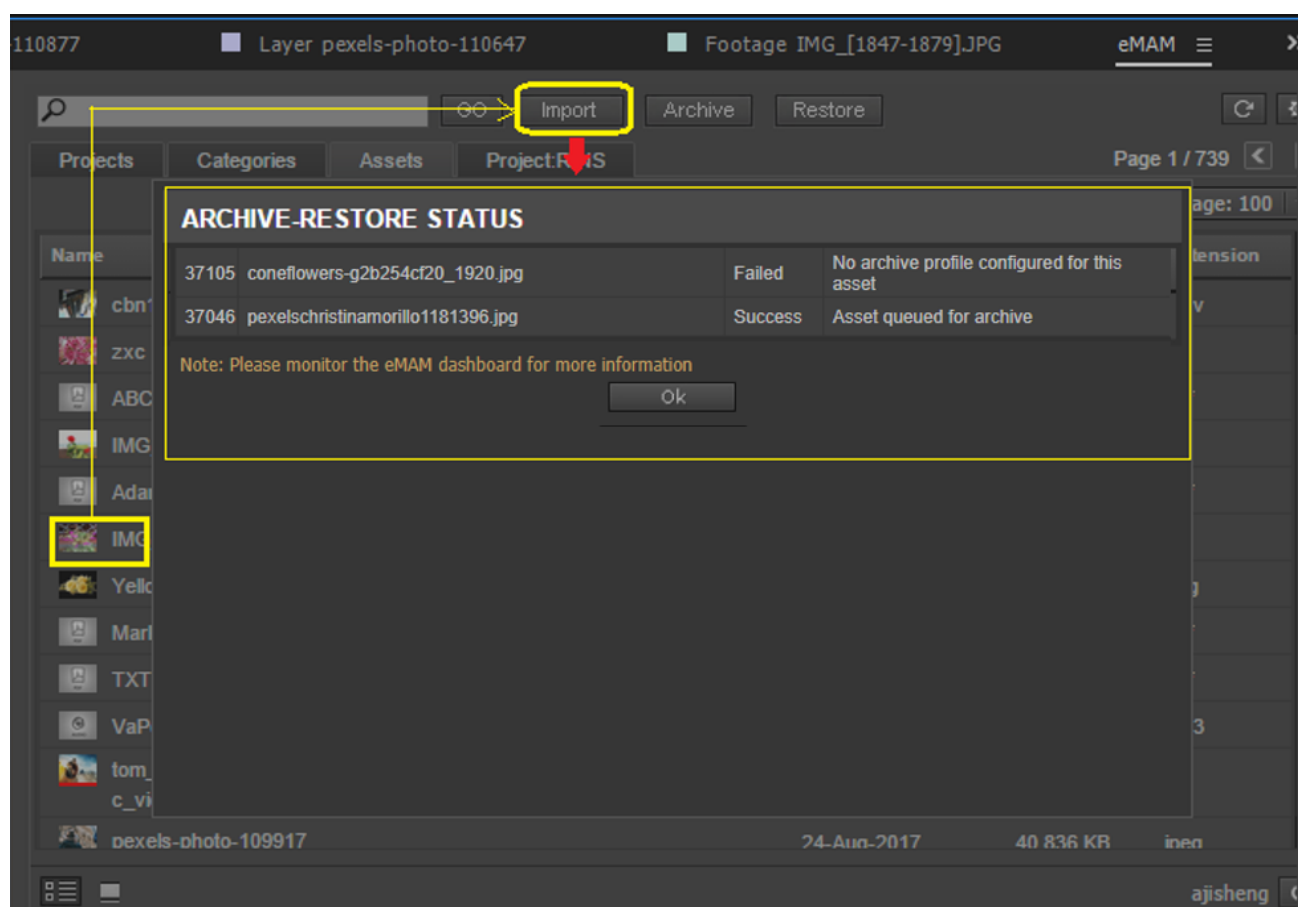
During import, if the *Localize* option is enabled, all the assets start to get downloaded to the local folder. Localized assets get downloaded in 'Local path for media'. A download progress bar is displayed.

Localization started...	
VideoFlow Test1	Localization started
WW_P1	7% completed
WW_P3	Localization started

Download of files in progress

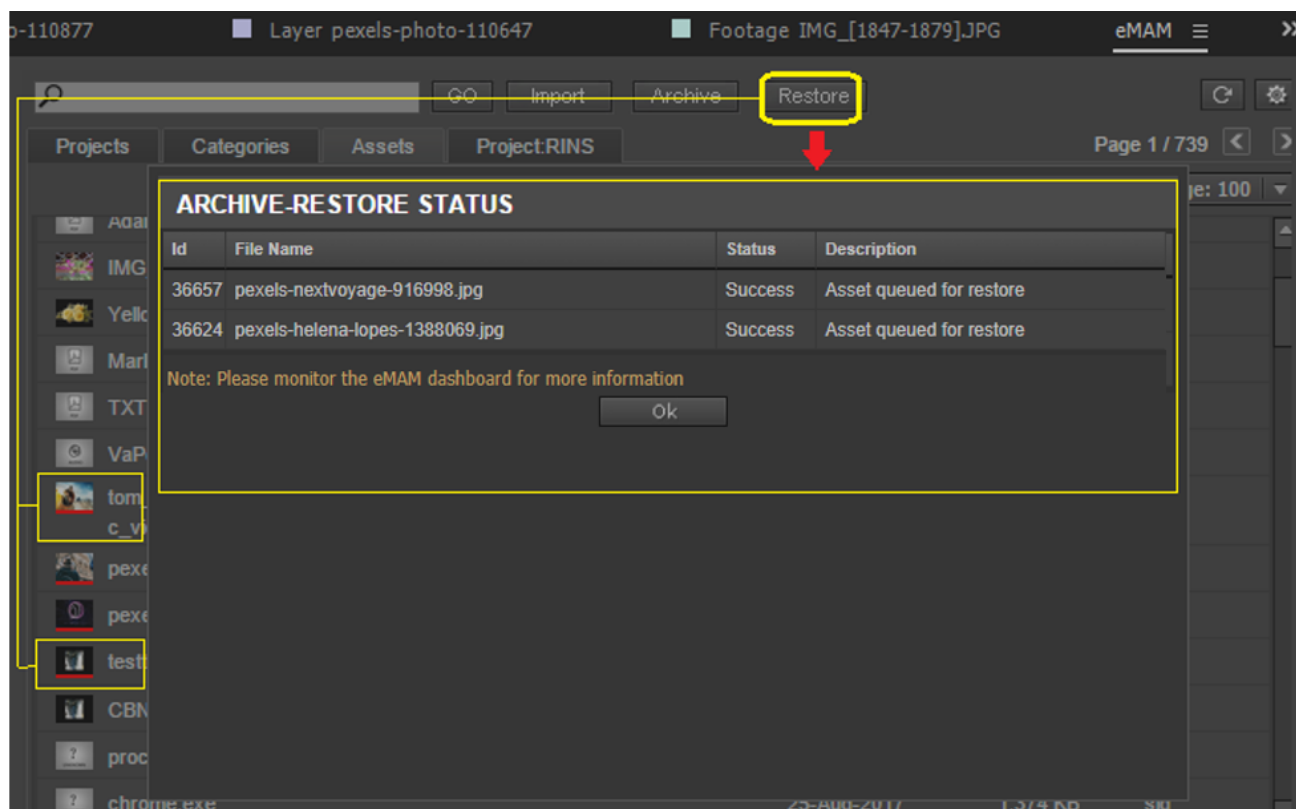
6. Archive

The *Archive* button moves the selected assets to the pre-defined archive location. The archive location and other details are pre-set using eMAM archive profiles. To use this option, simply select the asset(s) and click on the *Archive* button. *Archive Restore status* window appears displaying status of archive action. The eMAM dashboard can be used to monitor the progress and status if needed. *Note: Archived assets are displayed with a red line.*

*Asset archive process*

7. Restore

The *Restore* button helps to restore assets from the archive location. Select needed assets and click on the *Restore* button. *Archive Restore status* window appears displaying the status of restore action. Monitor eMAM dashboard to see the progress of restore action. *Note: Archived assets are displayed with a red line.*



Restoring archived assets

8. Search

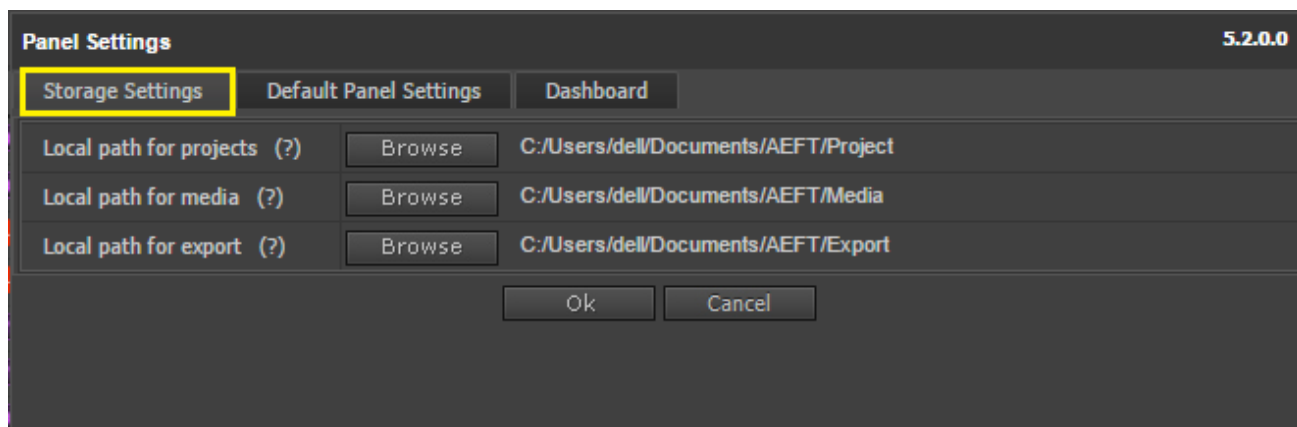
Use this *Search* box to search for assets, projects or categories under each tab.



9. Settings

The eMAM After Effects Panel settings window helps to control storage and default panel settings. Click on the *Settings* icon to open the *Settings* window with the following tabs:

1. **Storage Settings:** Using this option, you can define where the After Effects Project files (*project, media & export*) need to be stored when it is exported back to eMAM.

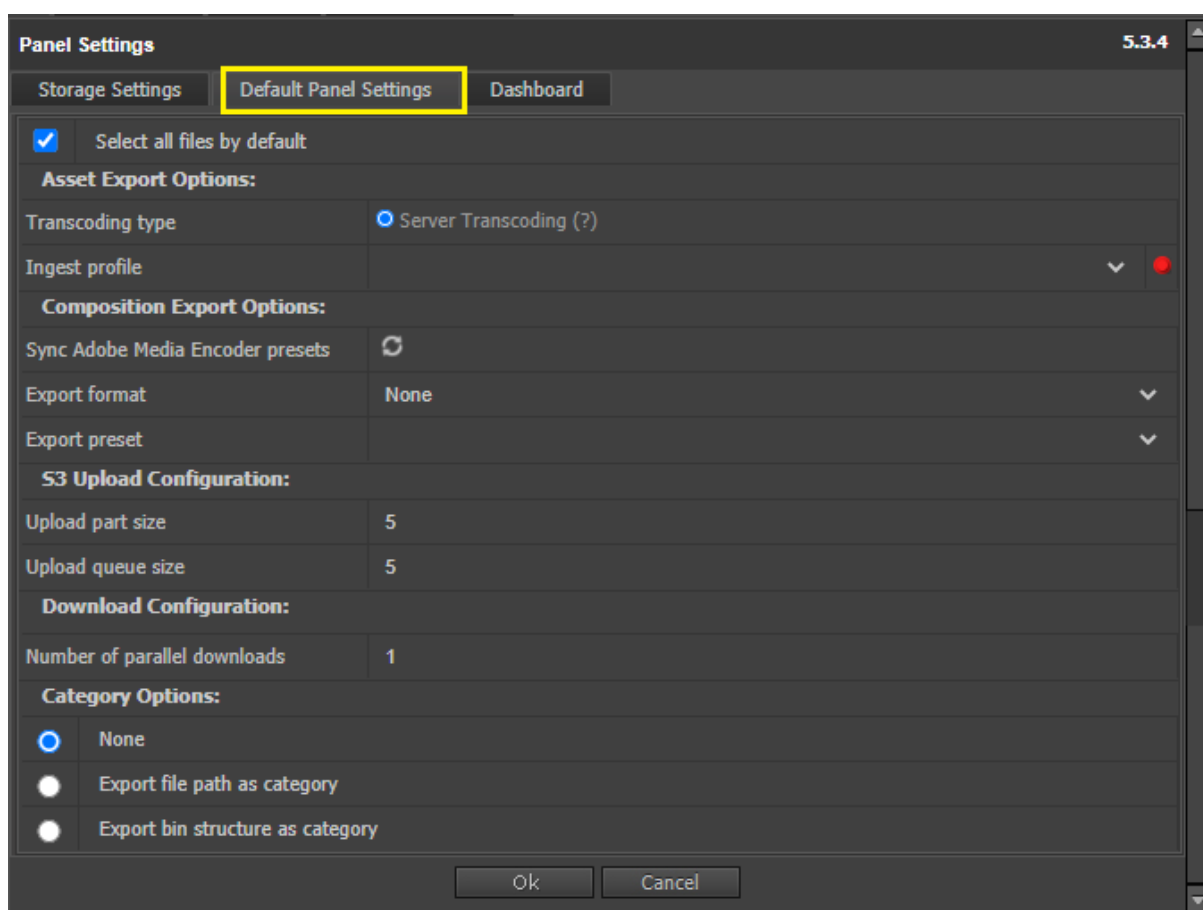


Settings window-Project storage settings tab

Using the *Localize* option, eMAM users can work in an environment without direct connection to the eMAM central storage by localizing the assets to local machine. *Refer to the [Check Out](#)*: When you import any project to AE, it gets automatically checked out which means at a time only you will be able to work on that particular project in Premiere. Your name be reflected as the user who has checked out the project. Other users will NOT be able to import the same version of the project. You/ Admin will have to *Check In* this project at any point for other users to use this project.




Localize section for more details. This requires some changes in *Default panel settings*:

- **Local path for projects** – Path to store the importing project locally.
 - **Local path for media** – Path to store the assets in the importing project locally. Multiple users can point to the same 'Local path for media' assets, so that they don't need to localize the asset which are already localized by another user.
 - **Local path for export** – Path to store the exporting project file and its contents before uploading to cloud.
2. **Default Panel Settings**: Here you can set the default values for asset export, composition export and S3 upload configurations which gets displayed in the *Metadata* popup window during export. These proxy settings will determine how the files and compositions will be transcoded and ingested into eMAM.



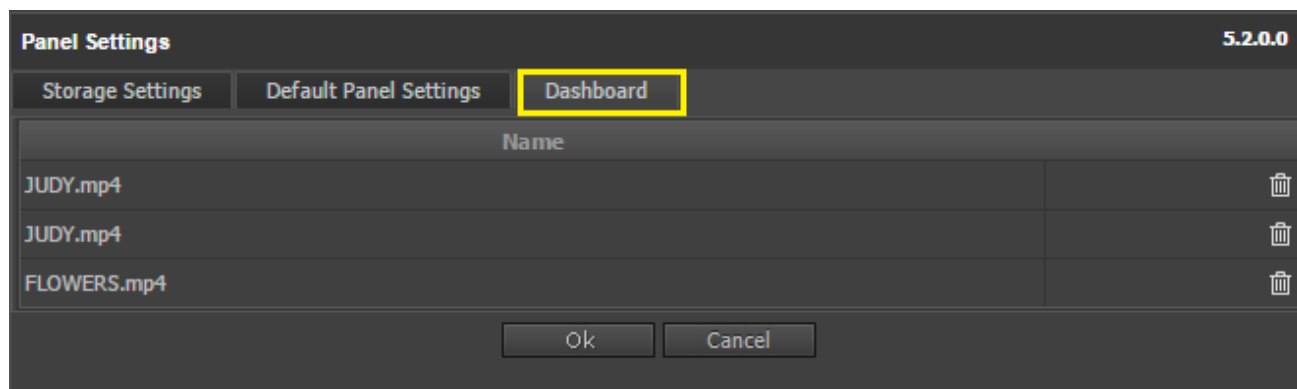
Settings window-Default Panel settings tab

You can set default values for below and click **OK**:

- a. **Select all files by default** (checkbox)
- b. **Asset Export Options:** You can also set your preferred ingest below options as default:
 - *Transcoding type:* Server Transcoding (*Sends the files to eMAM server for proxy creation and thumbnail extraction*).
 - *Ingest Profile:* Displays a list of ingest profiles. Select any option from dropdown list.
 : Red icon indicates no connection to the mentioned UNC path.
 : Green icon indicates connection established with the mentioned UNC path.
- c. **Composition Export Options:** You can set the below values as default for compositions exported to eMAM.
 - *Sync Adobe Media Encoder pre-sets:* Click on the  icon to sync pre-sets with AME pre-sets.
 - *Export Format:* Choose an export format from the drop-down list.
 - *Export pre-set:* Choose an export pre-set from the dropdown list.
- d. **S3 Upload Configuration:**
 - *Upload part size:* Define the part/chunk size of each part during multi part upload (Minimum 5MB)
 - *Upload queue size:* Define the no. of threads/files that can be parallely uploaded.
- e. **Download Configuration:**
 - *Number of parallel downloads:* Here you can define the no. of import threads or no. of parallel downloads. By default, it is configured as 1.
- f. **Category Options:**
 - *None* (Selected by default)
 - *Export file path as category* (radio button): Enable this button to keep source folder structure same as category. You can set the Category name as the export path name. When assets are exported from premiere, the file path will be converted to category and it can be seen in eMAM Director.
 - *Export bin structure as category* (radio button): Enabling this button will add bin structure as categories in eMAM under the selected category on export from After Effects.

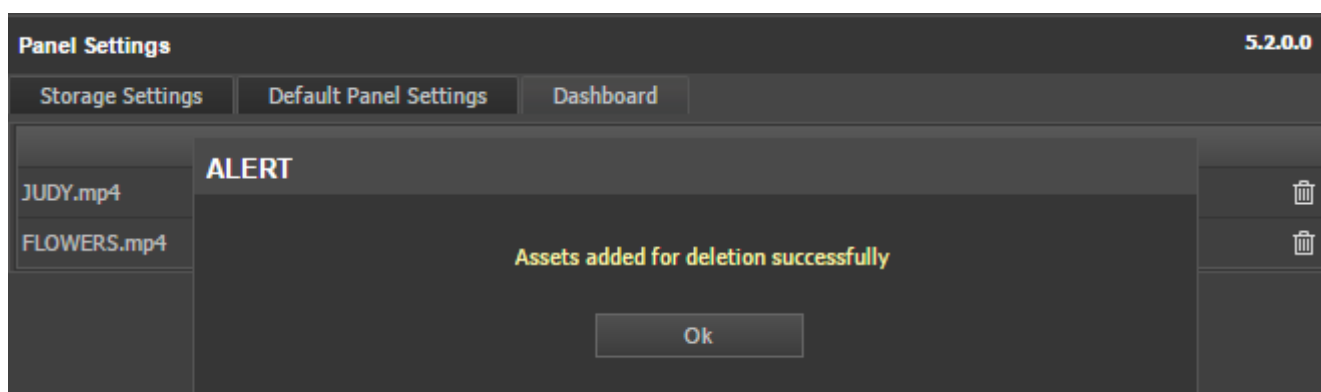
3. [Dashboard](#)

All the assets that get stuck in ingest queue during export to eMAM from AEFT panel are displayed here.



Settings window-Dashboard

You can select the stuck files and delete them using the *Delete* icon on top. Below message gets displayed.



Message displayed after deleting files from the dashboard.

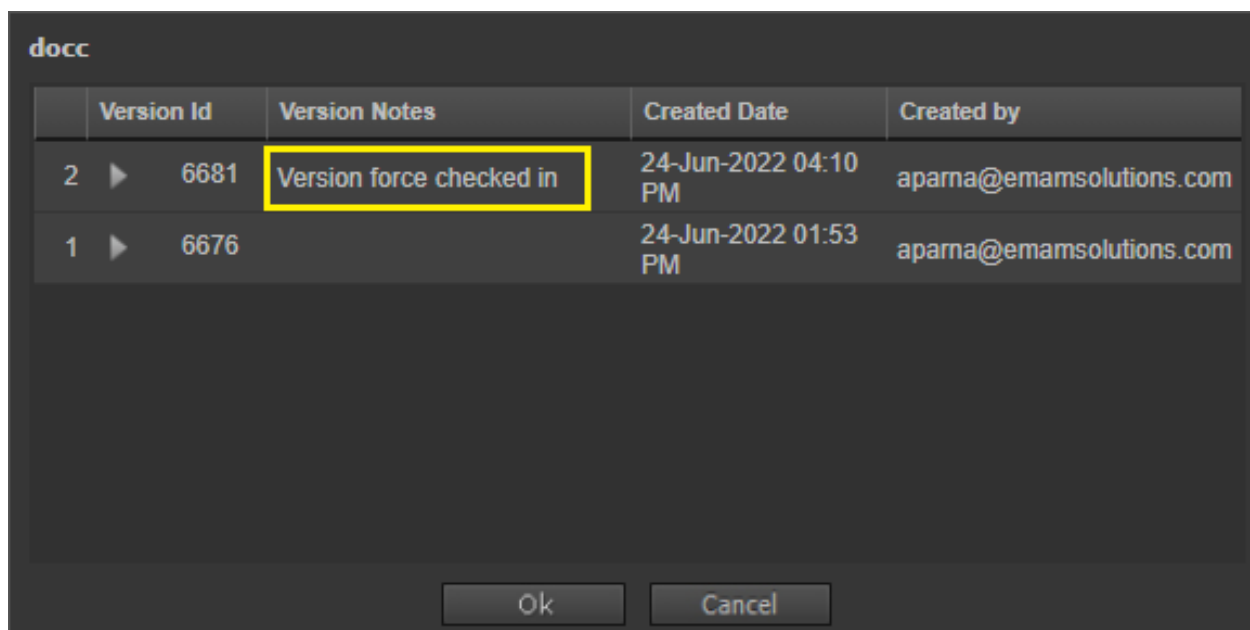
10. Refresh

The *Refresh* icon helps to refresh the Panel to reflect the latest changes made in eMAM.

11. Force Check Out / Force Check in :

Force Check Out: Click on this icon to *Force Check Out* a selected project. Other users can still access the project and can only save changes to the project as a different version of the project. This symbol is only visible under Projects tab.

Force Check In: If the project is checked out by another user, and he/she is not available now to work on the project or you want to reassign the project to a different user, then you can force check-in the project, so that a different user can check-out the project and start work on it and can edit the current version. This will automatically add a version note "Version forced Checked-in".

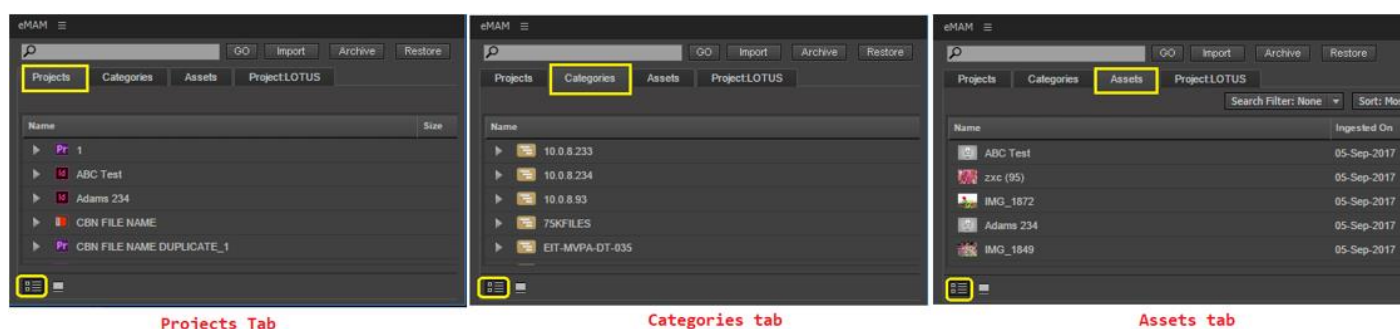


Check-in button is not available by default. Check-out and Check-in buttons are toggled according to the project status. Only when a project is selected, these buttons get activated. Selecting a checked-out project will activate the *Check-in* button and vice-versa. This symbol is only visible under Projects tab.

Lock/Unlock: You can lock/unlock any project by clicking on this symbol. A locked project cannot be imported or used by others. This symbol is only visible for Projects under *Projects* tab.

12. List view / Folder view

List view: Click on *List* view icon to display the elements under projects/categories and assets tab in list view. By default, each tab is displayed in list view.



Projects/Categories/Assets tab in list view

Thumbnail view: Click on folder icon to display all elements under projects/categories/assets tab in folder view.



Projects/Categories/Assets tab in folder view

13. Logout

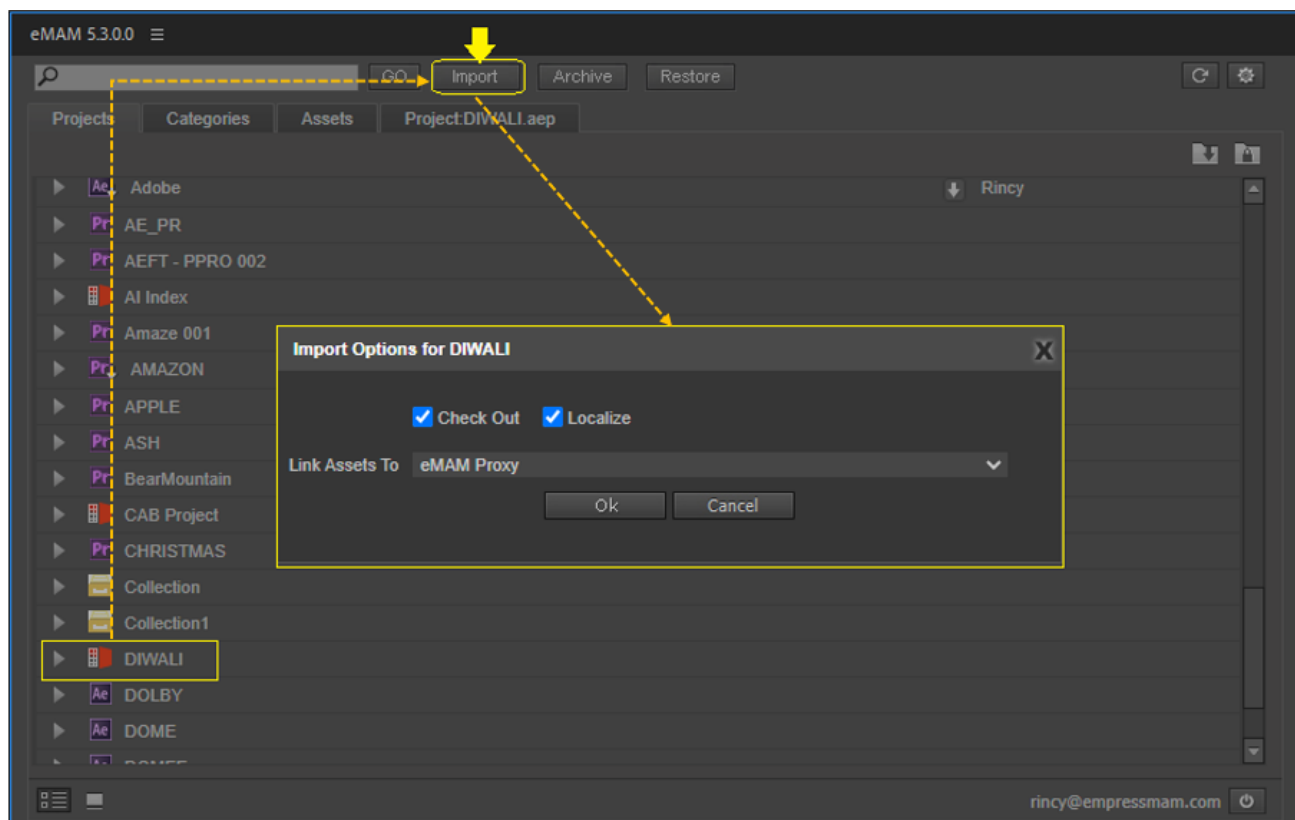
Click on the logout symbol to logout from your eMAM account.

Chapter 4: Import and Export Workflow

1. Project import and export workflow

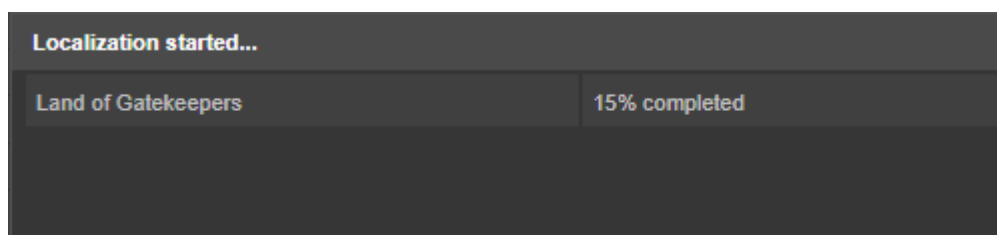
Projects and bins can be imported from eMAM to Adobe After Effects using eMAM panel.

- Select an AE project or eMAM project for import. Click on the *Import* button. In the *Import Options* window, *Link Assets To* option *Proxy* or *Mezzanine* or *Original media* and click *OK*. For offline editing, link assets to proxy and enable *Localize* checkbox.

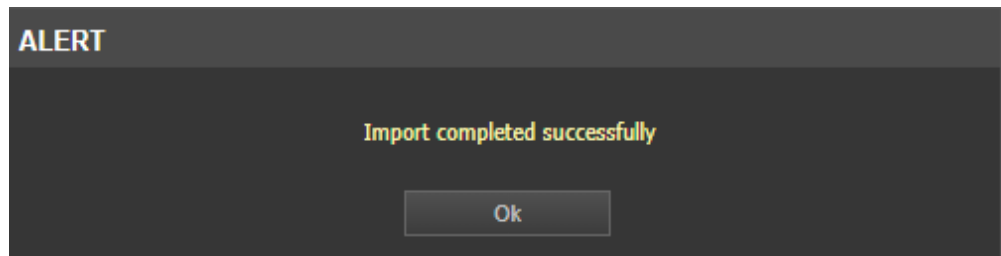


Select AE project and click import button

- If *Localize* is enabled, below screen appears displaying the progress of downloaded assets in the project.

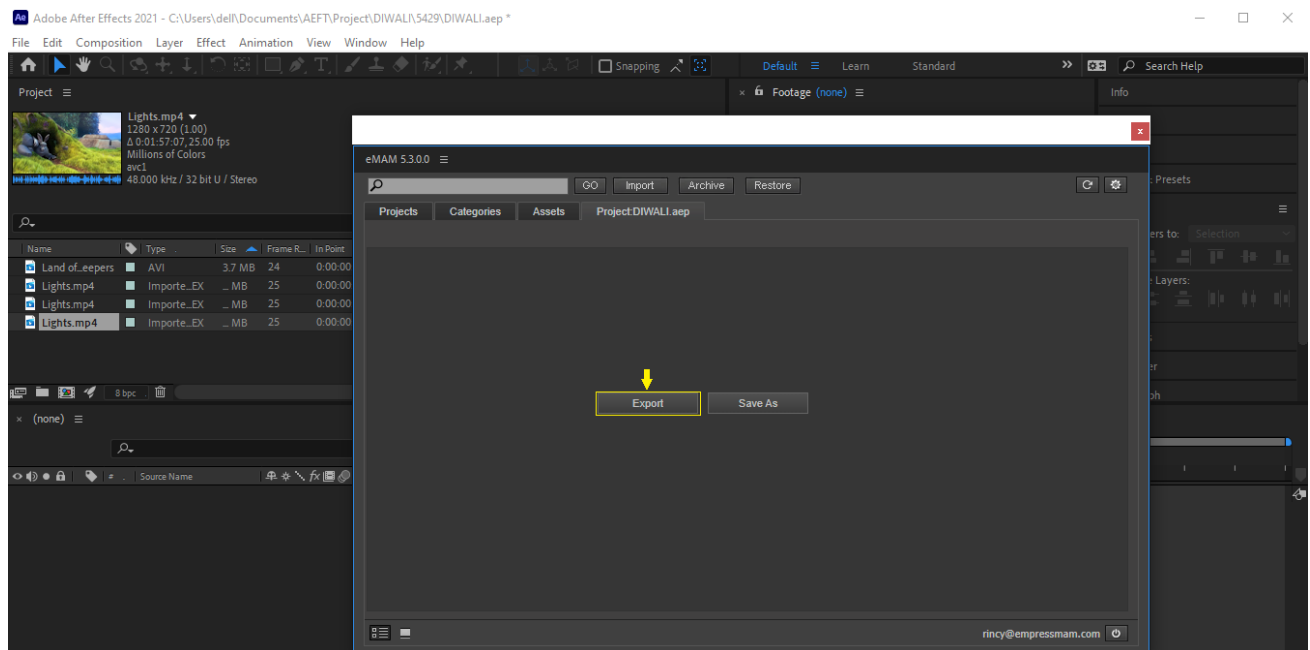


- After import is successfully imported, below message is displayed.



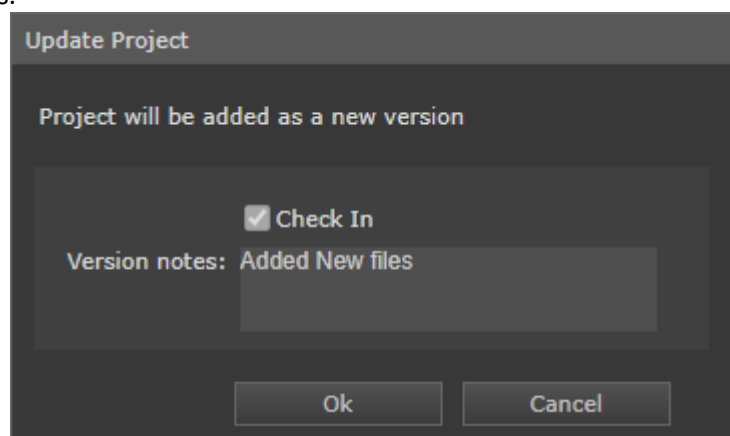
Import completed successfully message

- d. After the projects gets imported to the After Effects, create compositions and make desired changes. Once the project is ready for export, click the *Export* button.



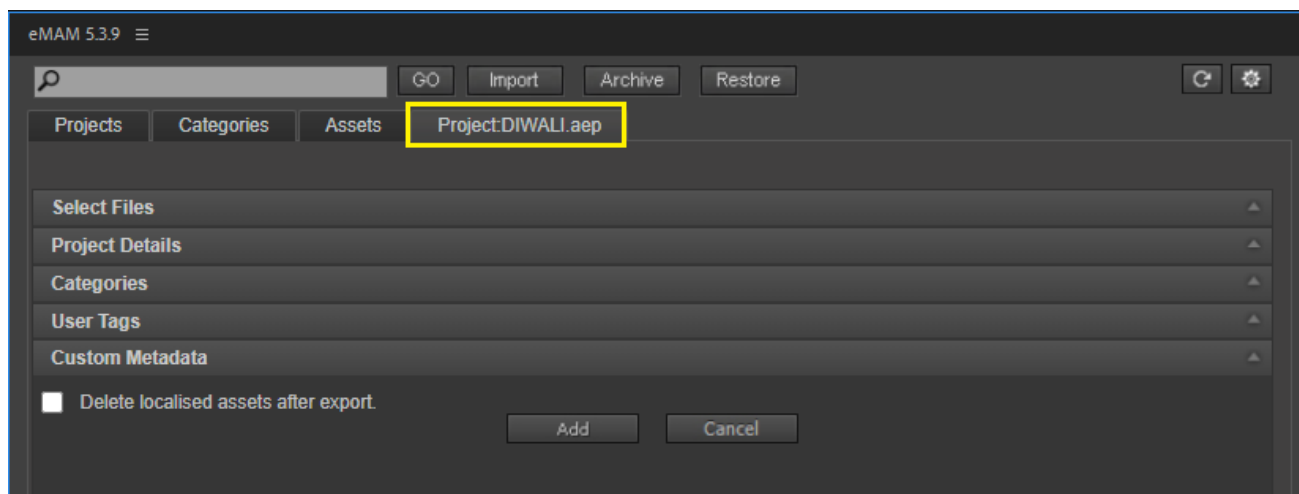
Click export after changes

- e. Changes made will be updated as new version of same project. The following window appears requesting project version details.



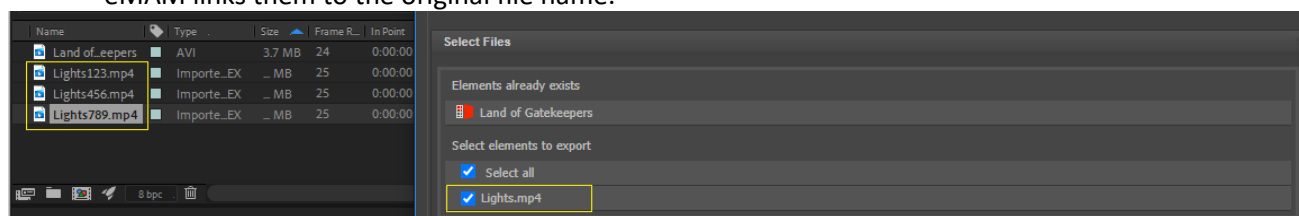
Update project version details

- f. In the *Export* window, choose/enter details under each tab.



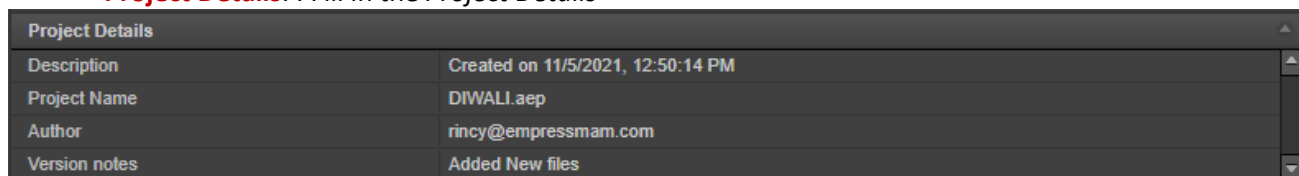
Export window

- **Select Files:** Select the listed files for export. If there are multiple elements in the project, on export eMAM links them to the original file name.

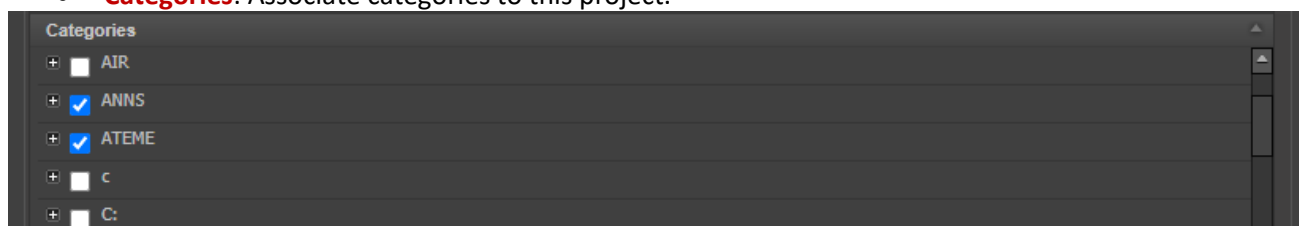


Export window

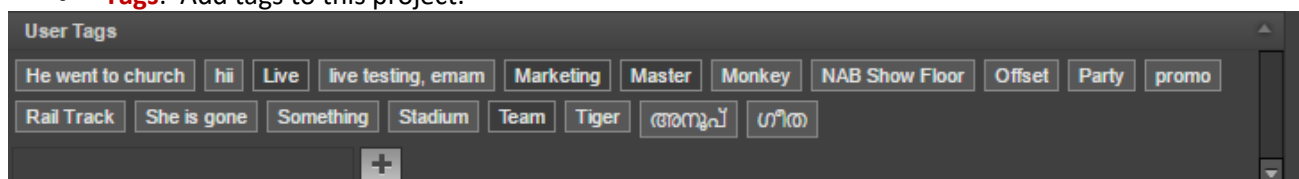
- **Project Details:** Fill in the *Project Details*



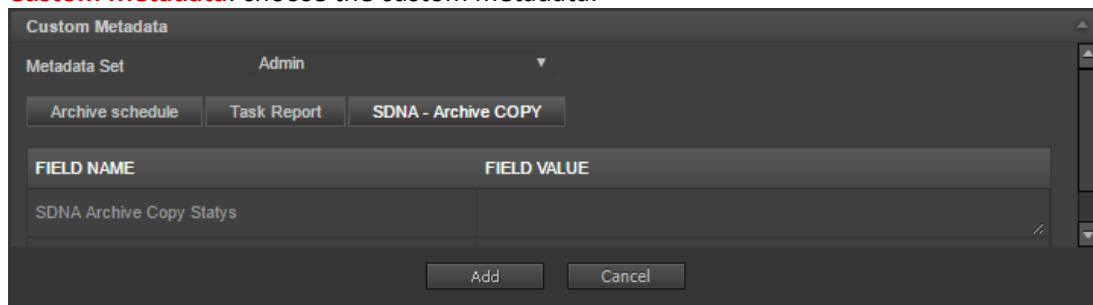
- **Categories:** Associate categories to this project.



- **Tags:** Add tags to this project.

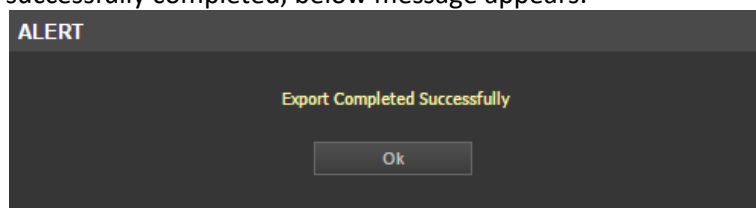


- **Custom Metadata:** choose the custom metadata.

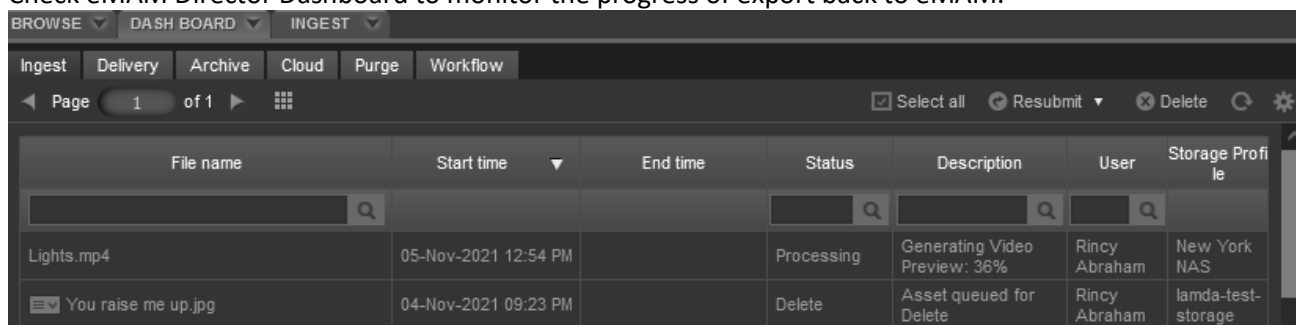


- g. **Delete localised assets after export:** You can enable this checkbox if you wish to delete the localised assets on export and click on the *Add* button.

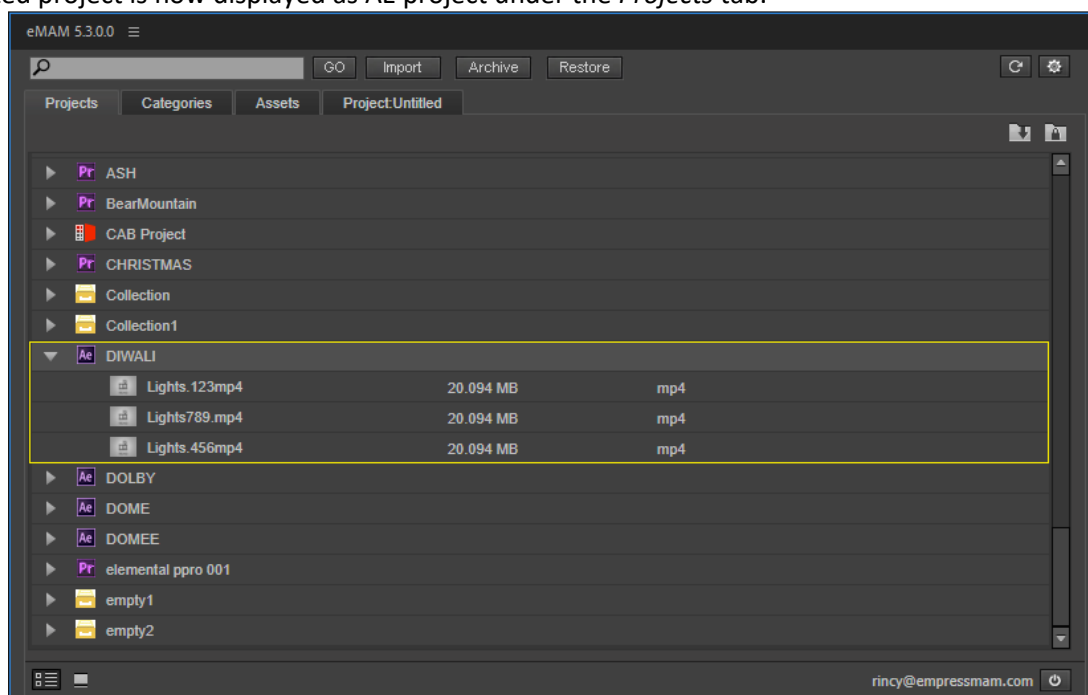
- h. After the export is successfully completed, below message appears:



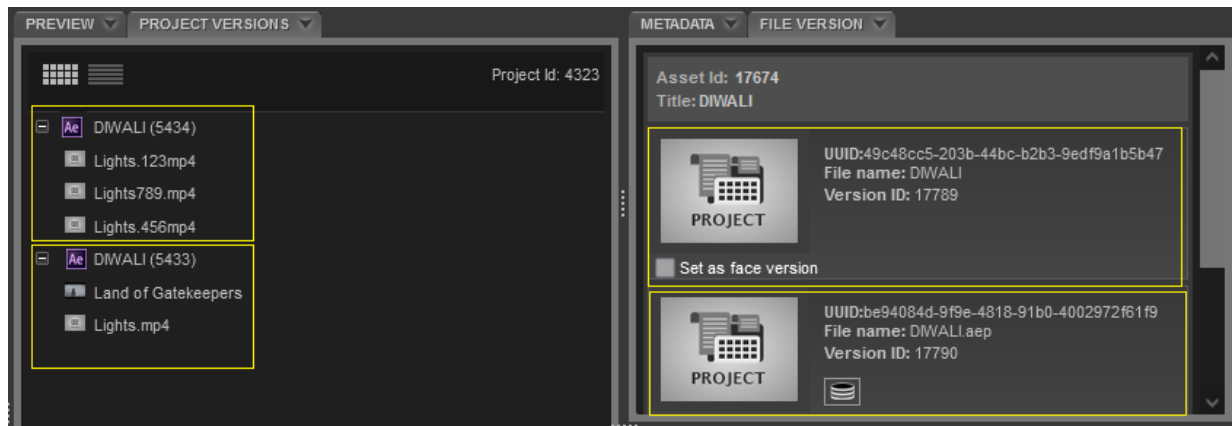
- i. Check eMAM Director Dashboard to monitor the progress of export back to eMAM.



- j. Exported project is now displayed as AE project under the *Projects* tab.

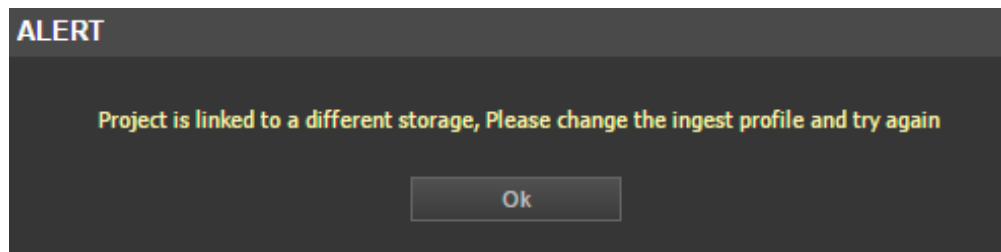


- k. In the eMAM Director interface, a new version is added to the project in the File Versions widget and Project Versions widget after export.



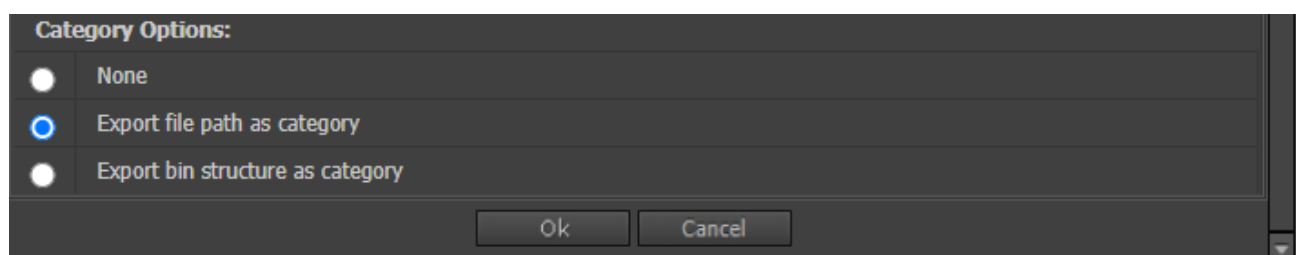
New project version gets added as AE project after export

Note: While importing and exporting eMAM project, please ensure project storage profile matches with the ingest profile storage during export.

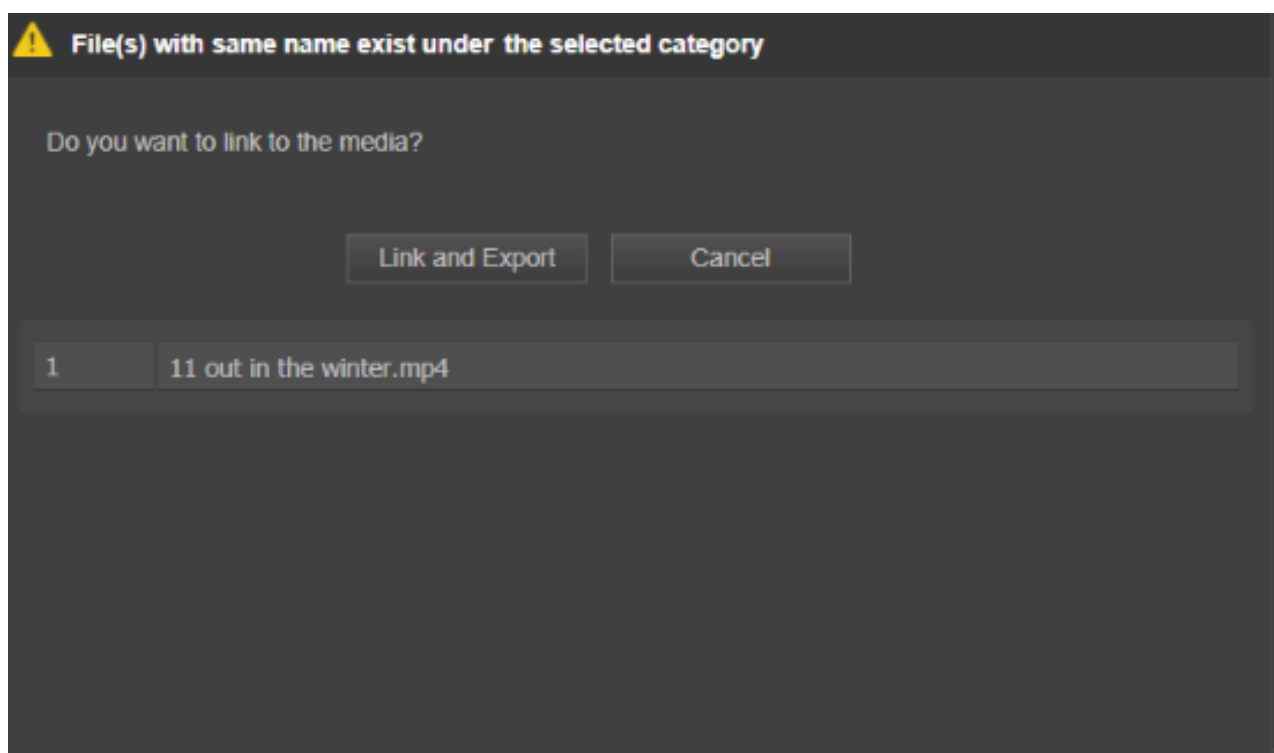


Link & export workflow: On export, instead of ingesting a duplicate new file from local as a new asset to the eMAM system, users now have option to link to the existing file in the same category in eMAM.

On export, eMAM panel detects the duplicate files (if any) at the destination category. This will be dependent on the category selected on export & the *Category options* settings configurations.



A popup window displays “File with same name already exists under the selected category. Do you want to link the media?”

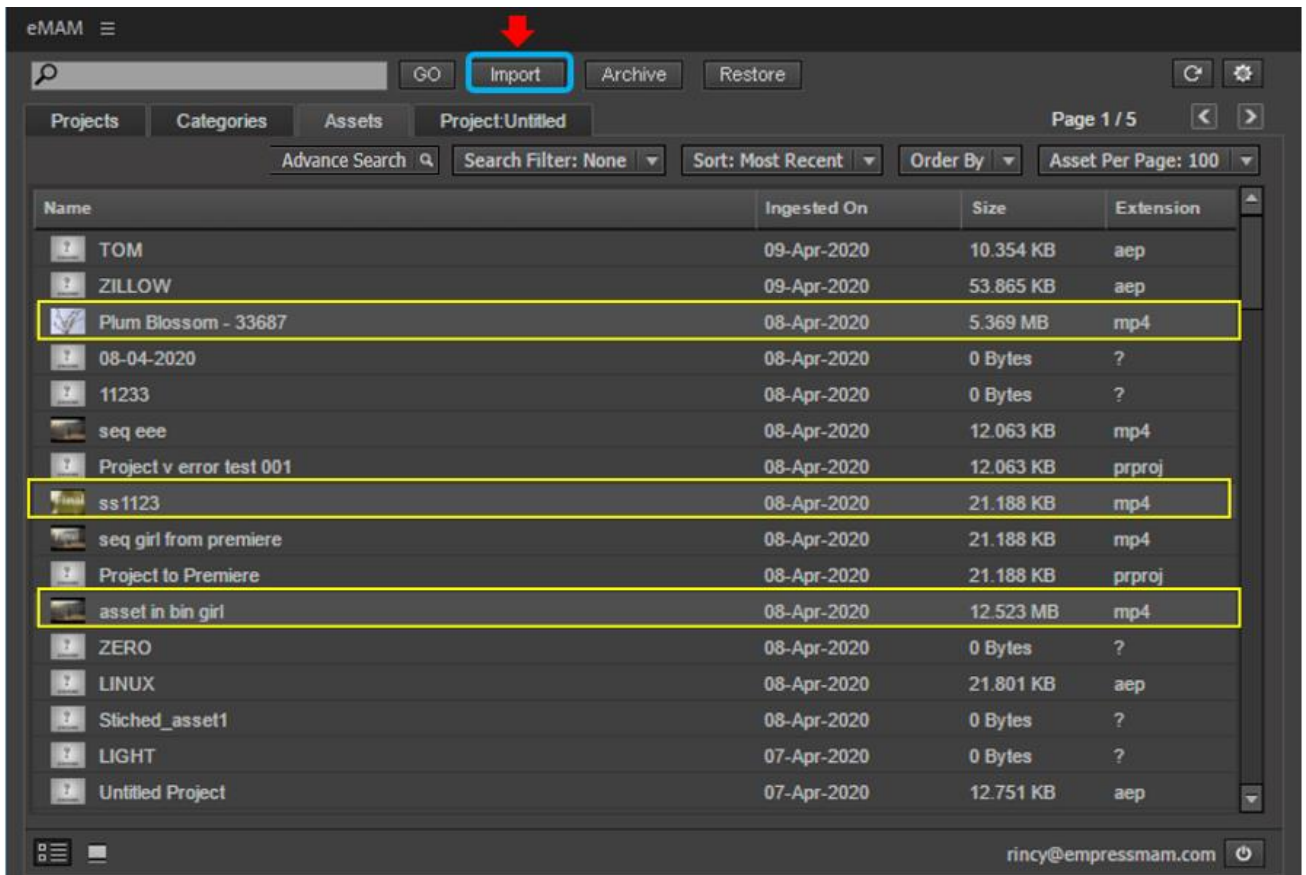


On click of *Link and Export*, instead of re ingesting the same file, it will link the eMAM *asset version id* and *asset id* to the new project version created on export. Note: *Only duplicate files will get linked. New files will be ingested to eMAM on export.*

2. Asset import and export workflow

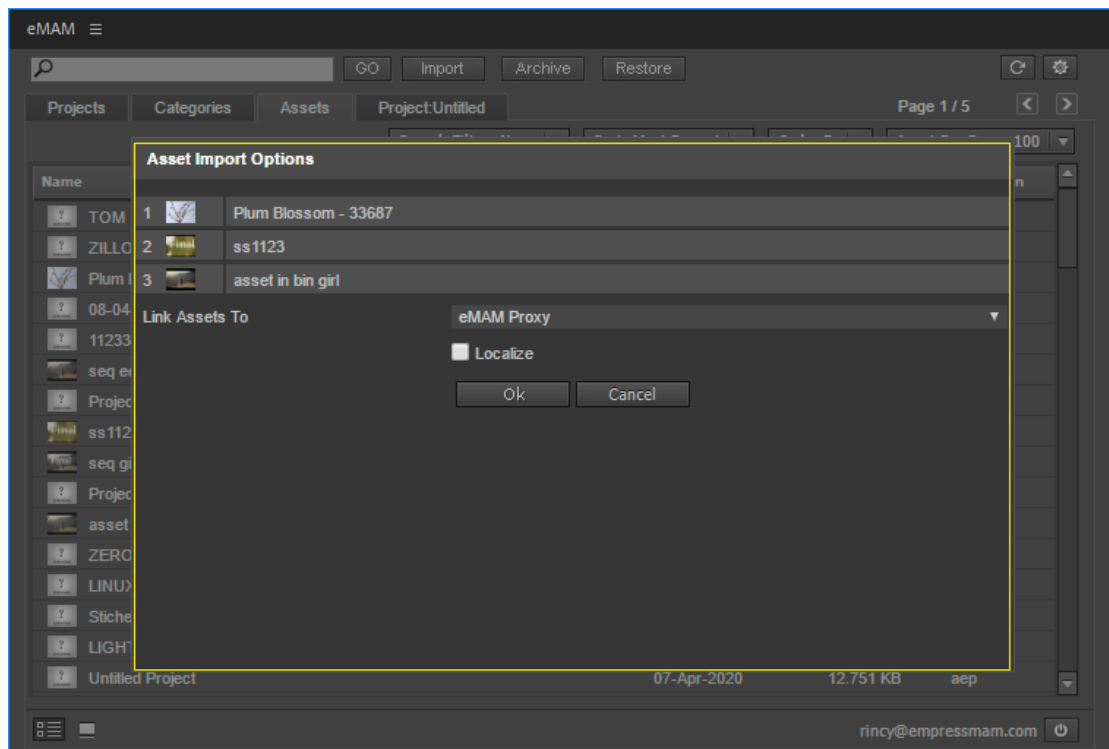
Assets can be imported from eMAM to AE and then exported back to eMAM with changes.

- a. Launch Adobe After Effects and then open eMAM Panel(*Windows>Extensions>eMAM*).
- b. Select the assets for import. Click on the **Import**.



Select assets and click on import

- c. Under the *Asset Import options* window, select *Link Assets to* (Proxy or Original Media). Enable *Localize* if you wish to store assets in the projects locally for offline editing.

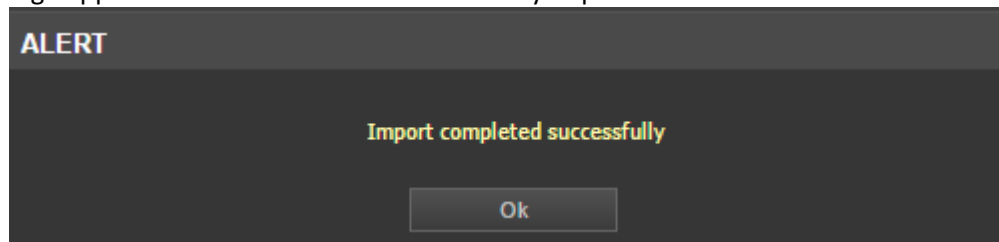


Asset Import Options window

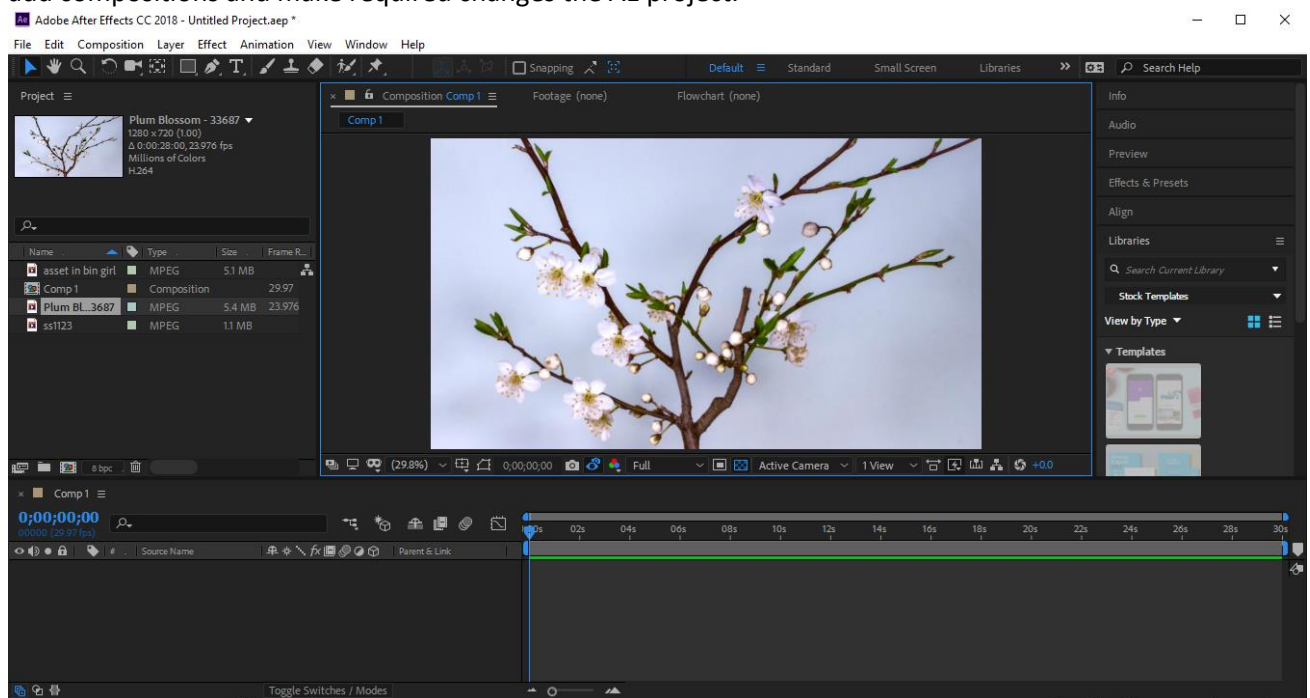
- c. If localization is enabled, below appears to display the progress of localization.

Localization started...	
Plum Blossom - 33687	Localization started
ss1123	Localization started
asset in bin girl	2% completed

- d. Below message appears after the assets are successfully imported to the Adobe After Effects.

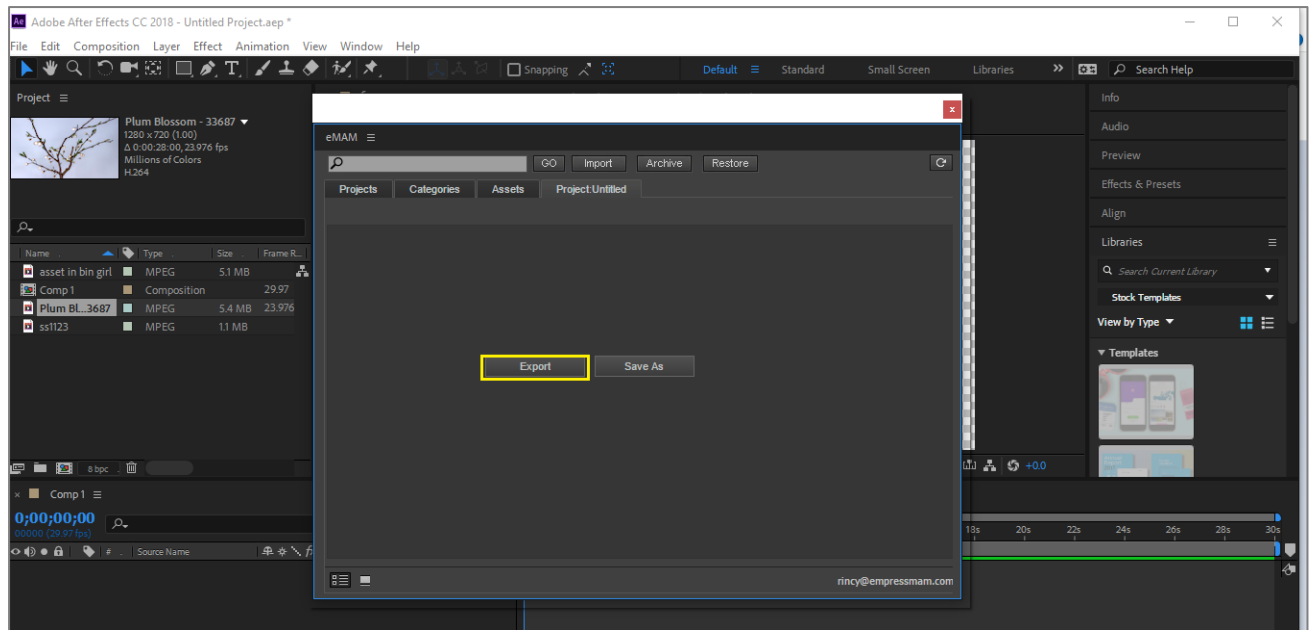


- e. You can see all the imported files in the Adobe After Effects. Now add new files from your local machine, add compositions and make required changes the AE project.



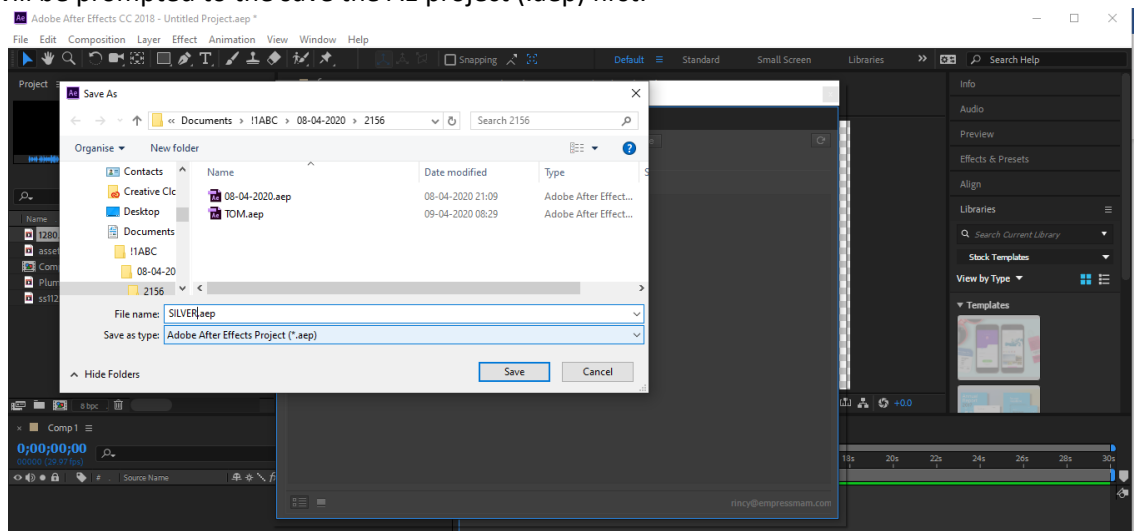
Files added to Adobe After Effects

- f. After all changes are made, click on the *Export* button to export the assets back to eMAM.

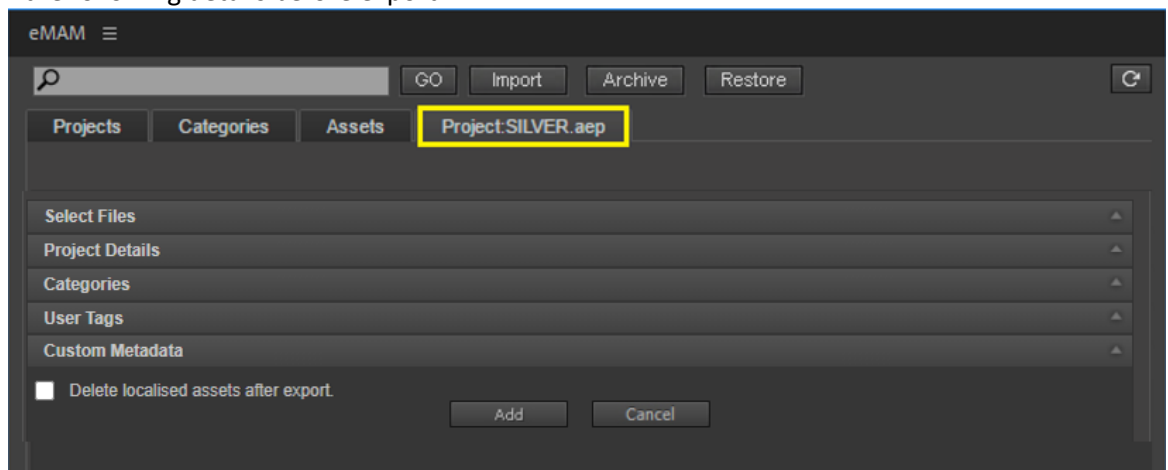


Click on Export button when AE project is ready for export to eMAM

- g. You will be prompted to save the AE project (.aep) first.

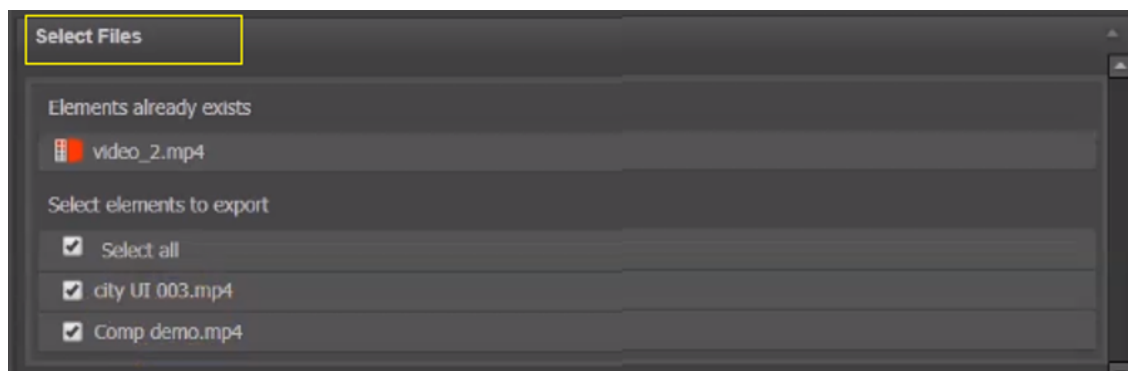


- h. Fill in the following details before export.



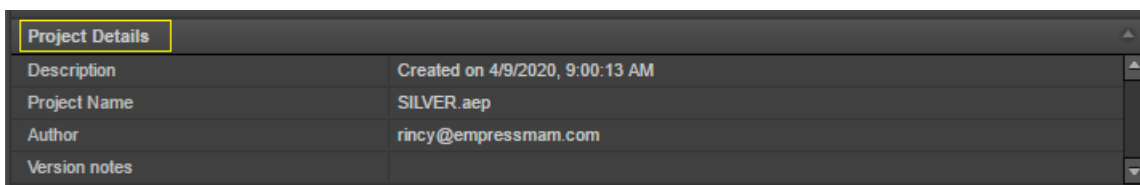
Export window

- **Select Files:** Select all the files that you need to export back to eMAM. Duplicate files get highlighted as *Elements already exist in eMAM*. Select the new files added from the local machine.



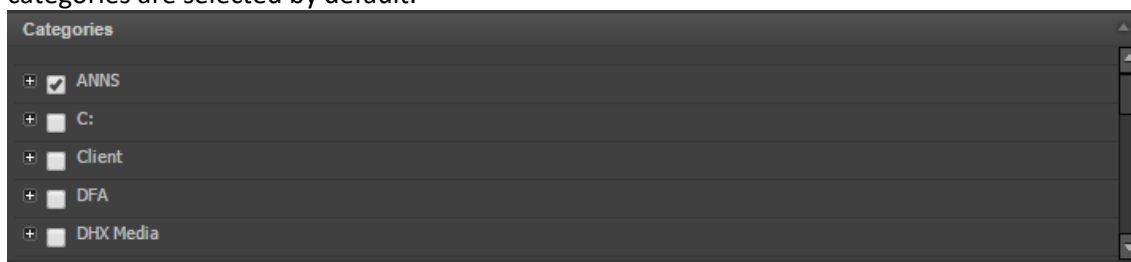
Export window- Select files tab

- I. **Project Details:** Enter project details like description, name of project, author and version notes.

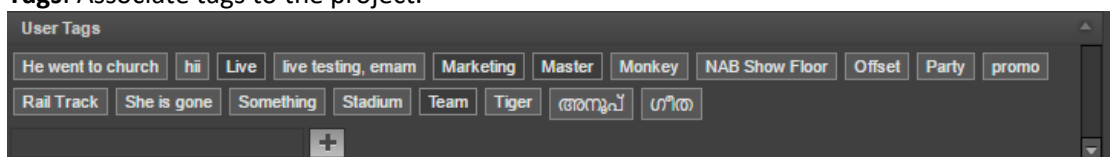


Export window- Project details tab

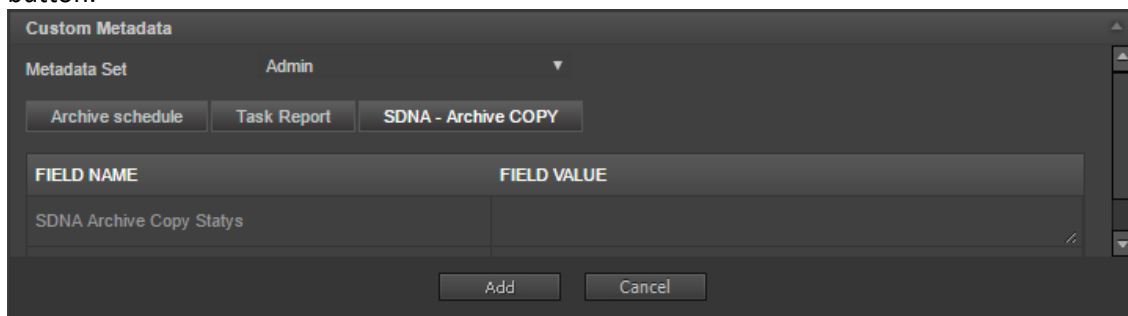
- II. **Categories:** Associate categories to this project. When a project is re-exported with new assets, the categories are selected by default.



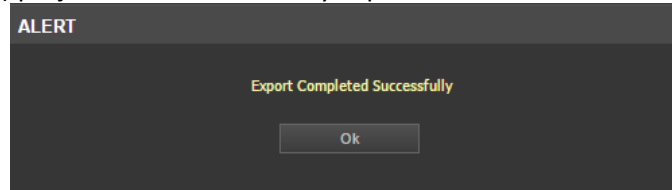
- III. **Tags:** Associate tags to the project.



- IV. **Custom Metadata:** Associate custom metadata- Metadata Set and custom fields and click on **Add** button.

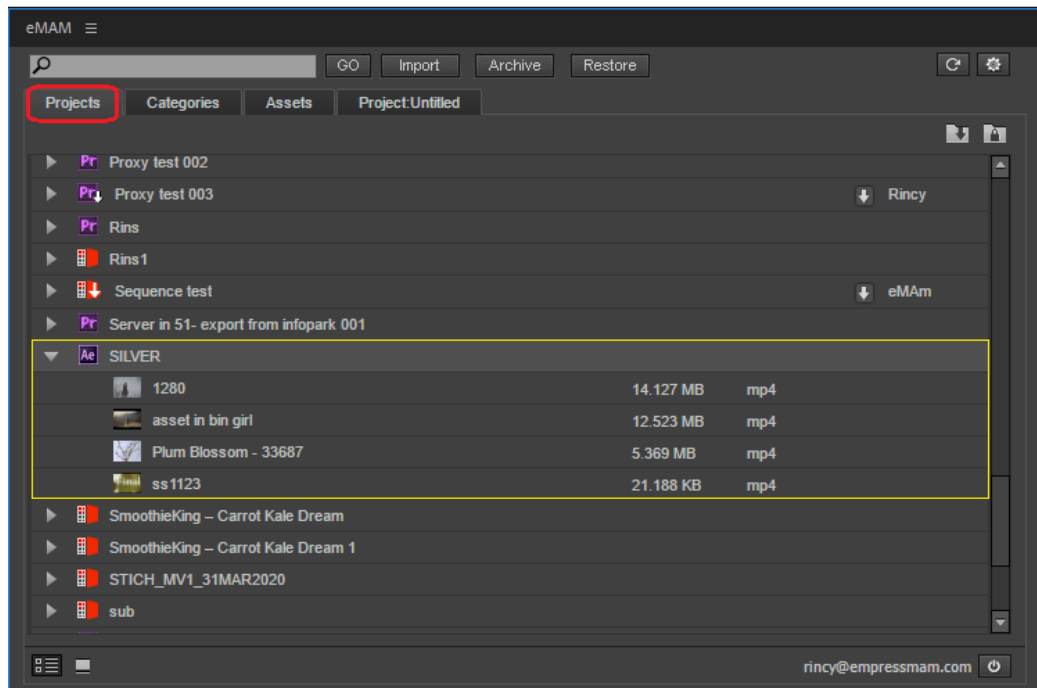


- i. The After Effects (LINUX) project is now successfully exported to eMAM below message is displayed.

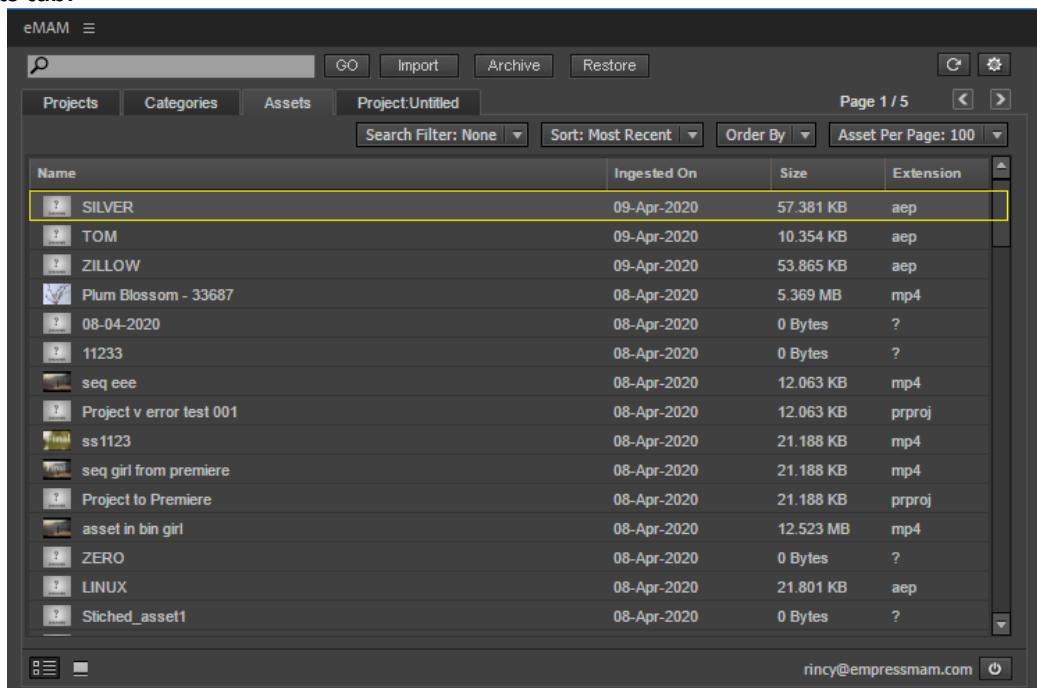


- j. The exported project and assets get displayed as project and asset respectively in the After Effects Panel as shown below:

- **Projects tab:**



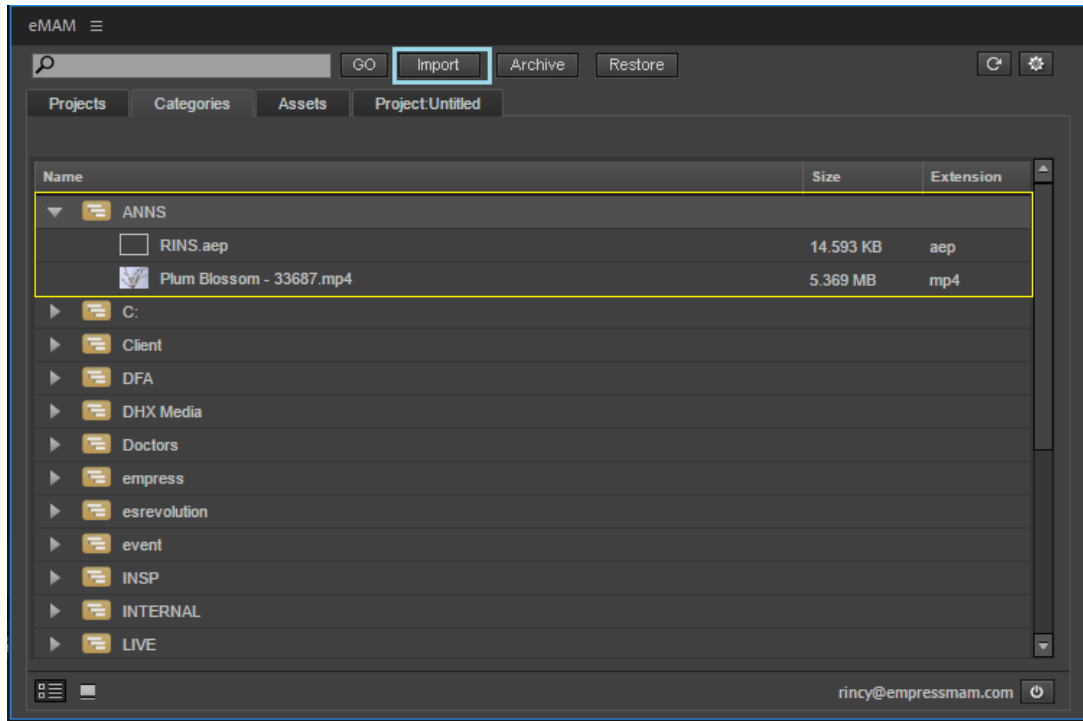
- **Assets tab:**



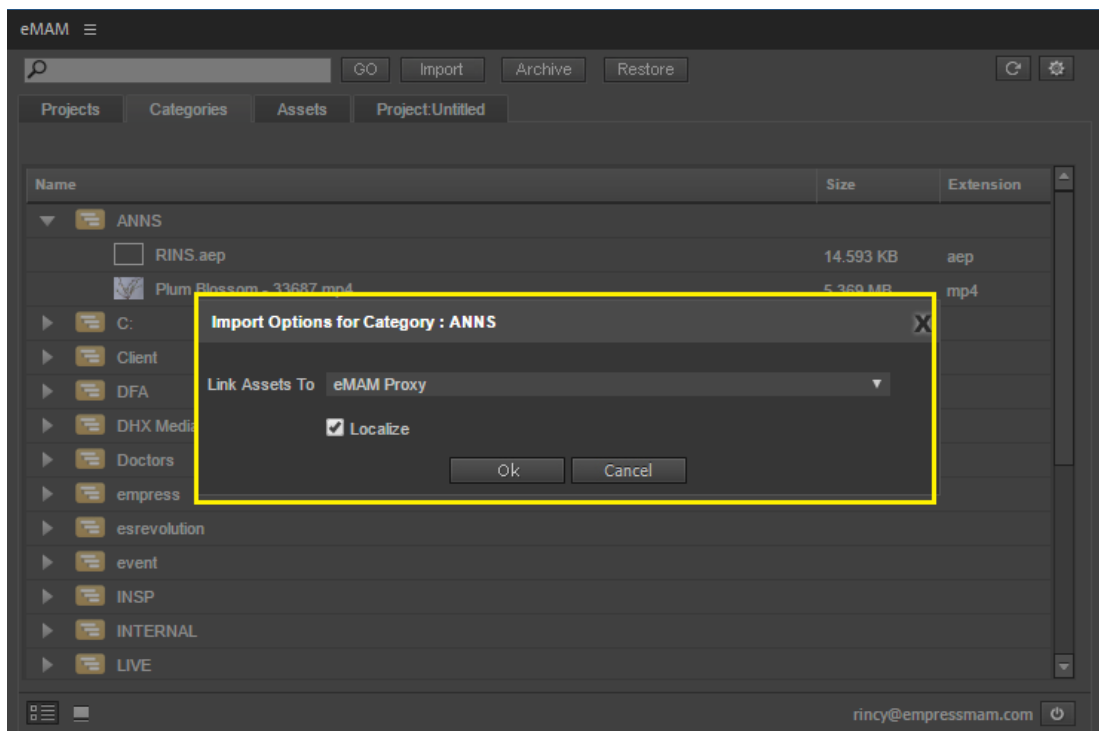
3. Category import and export workflow

A category with assets can be imported from eMAM to the After Effects using eMAM panel.

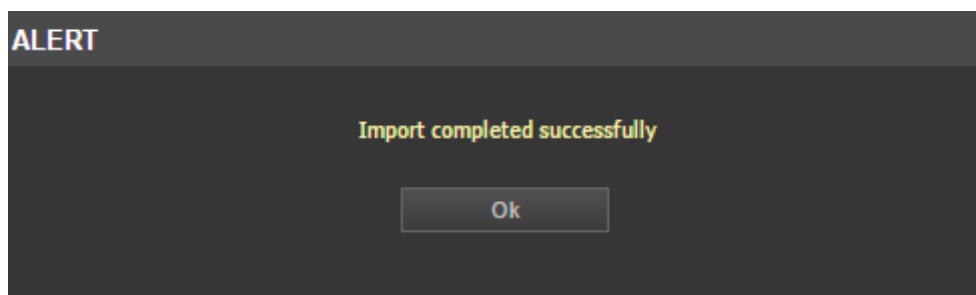
- a. Select the category with assets and click on **Import**.



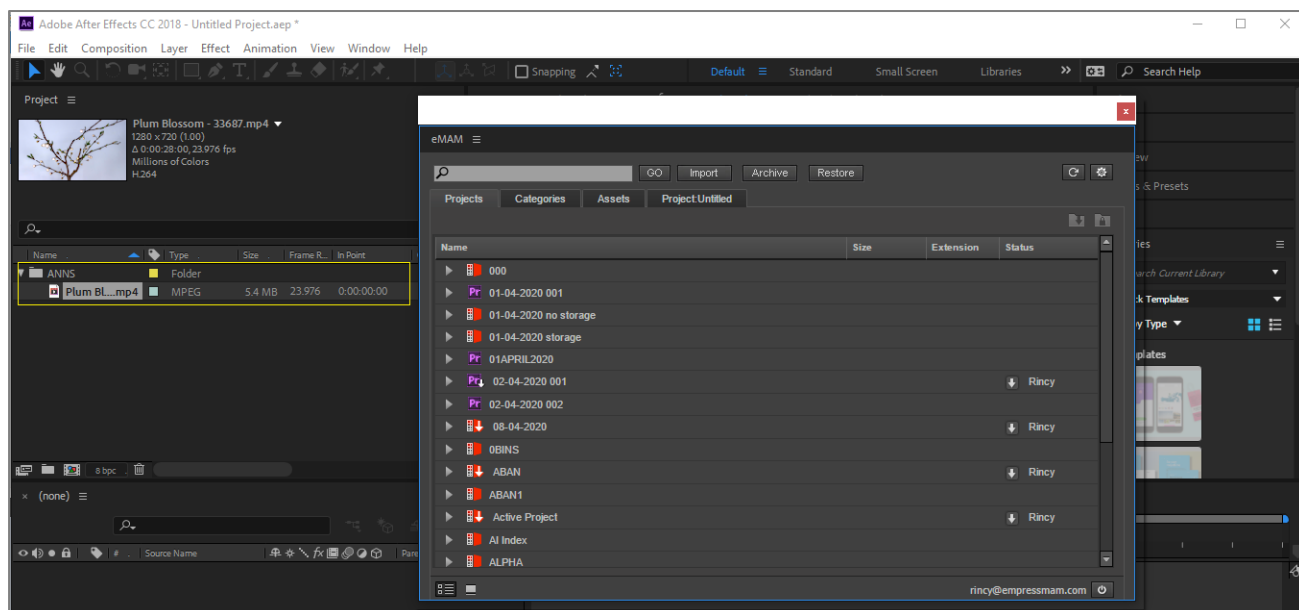
- b. In the **Import** Options window, link assets to the proxy and click on OK.



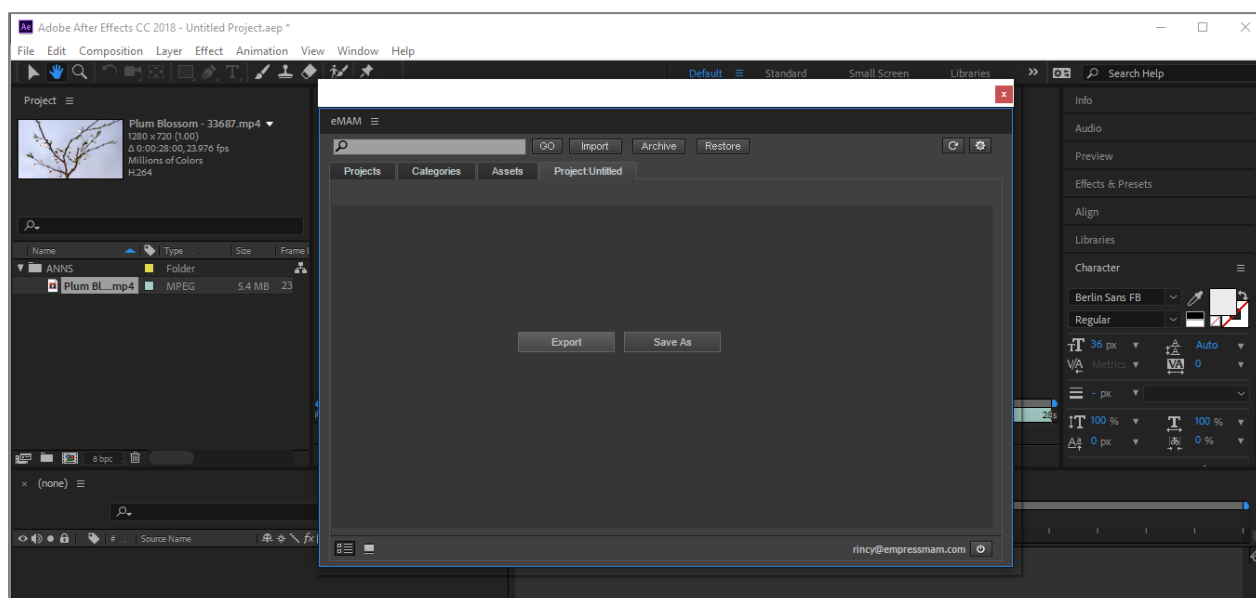
- c. Once import is successfully completed, below message appears.



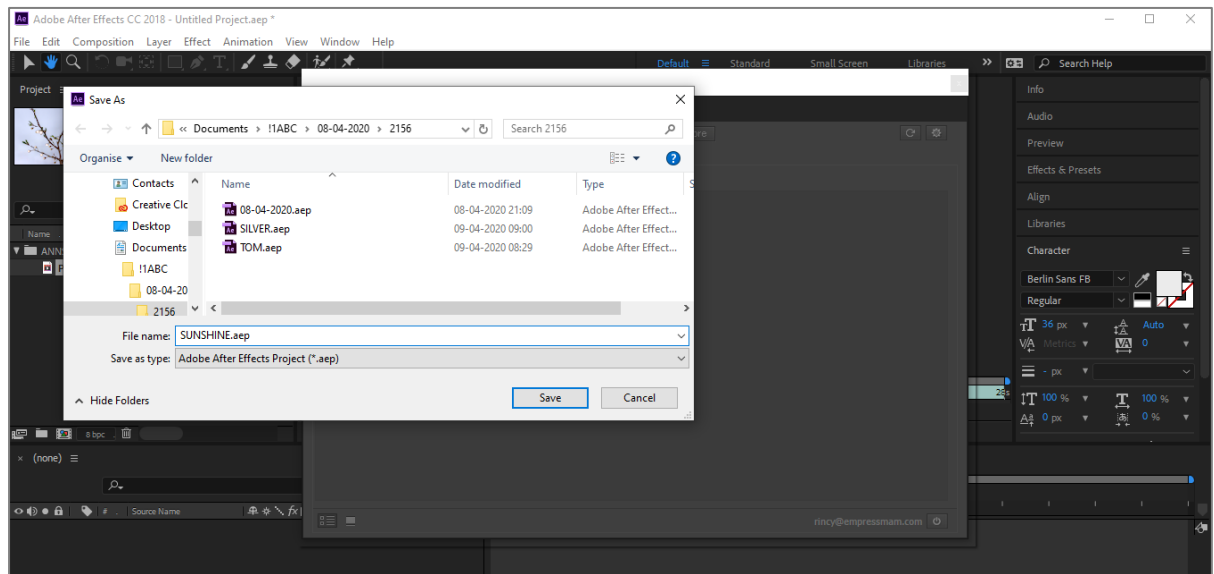
- d. Make edits to the imported files in the Adobe After Effects.



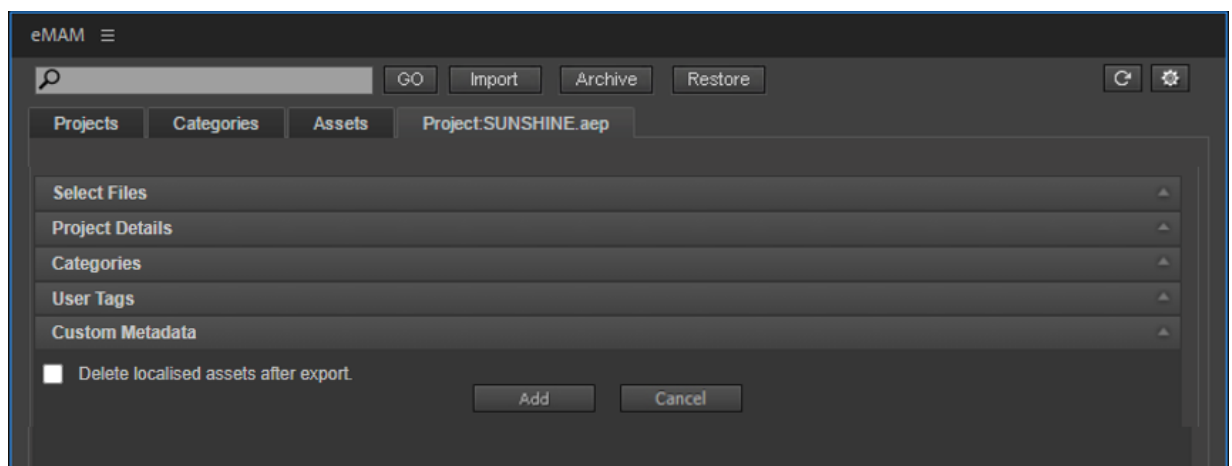
- e. Once your editing is complete, in the eMAM panel, under the Projects tab, click on **Export**.



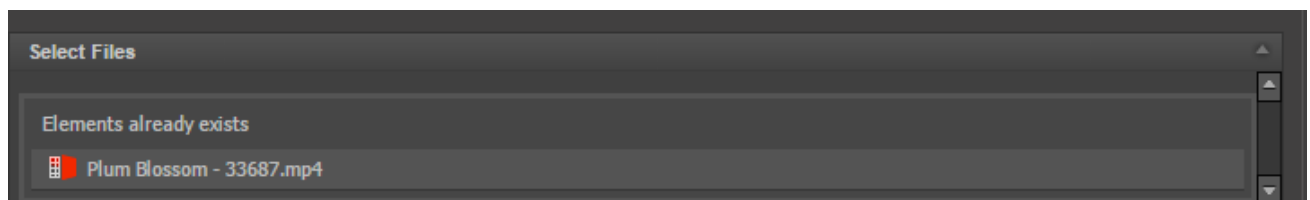
- f. You will be prompted to save this After Effects project first.



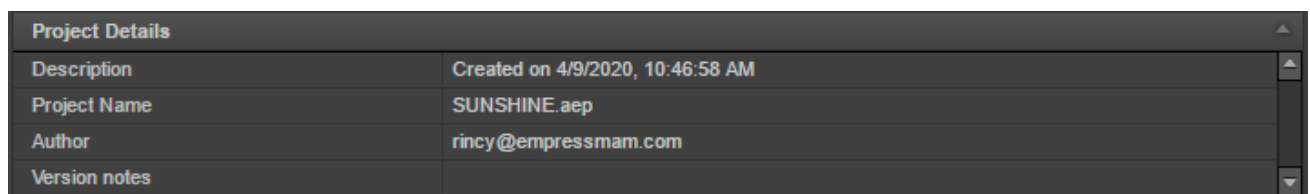
- g. After the project is saved, the export window appears to fill in the details



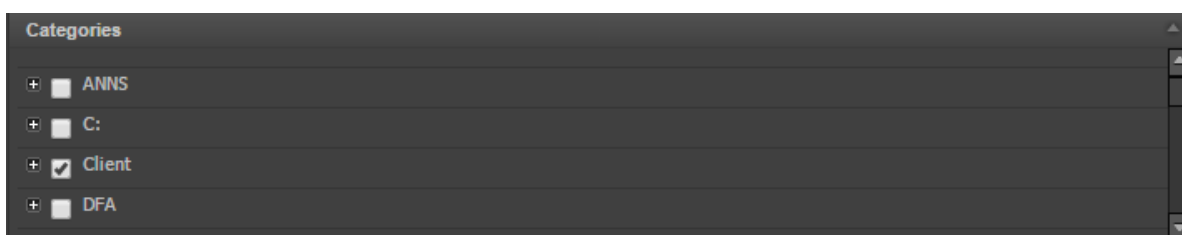
- **Select Files:** Under the Select files tab, choose the files for export. The existing files will be automatically selected however, choose the new files if required.



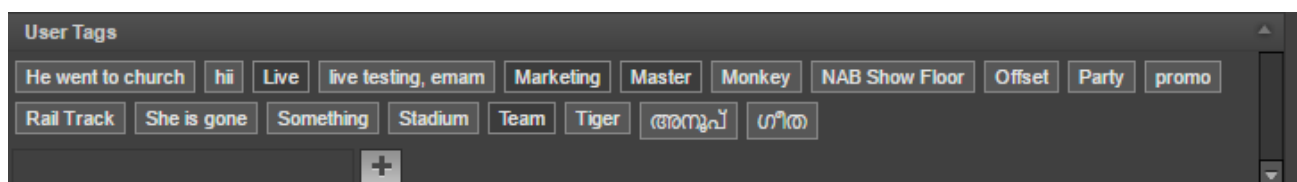
- **Project Details:** Enter project details.



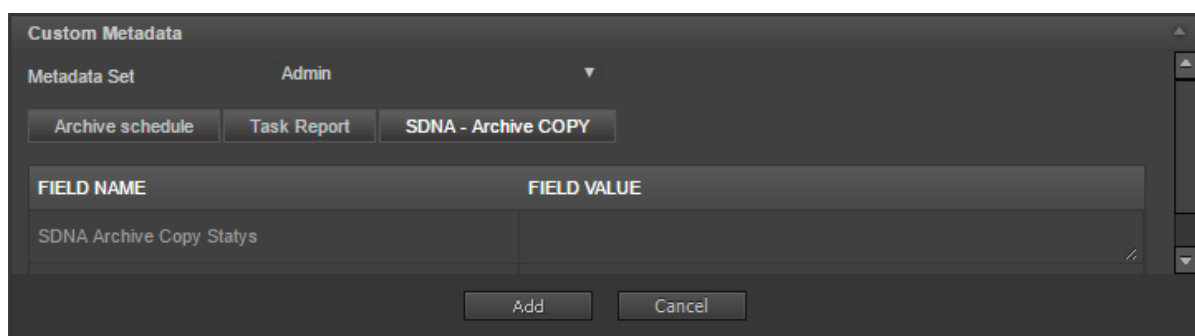
- **Categories:** Associate categories to project.



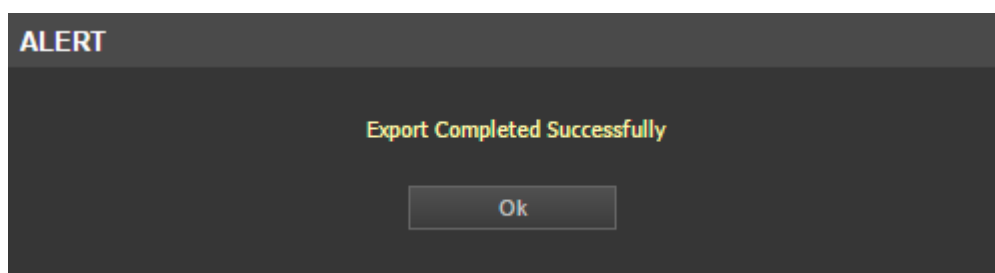
- **Tags:** Add tags to this project.



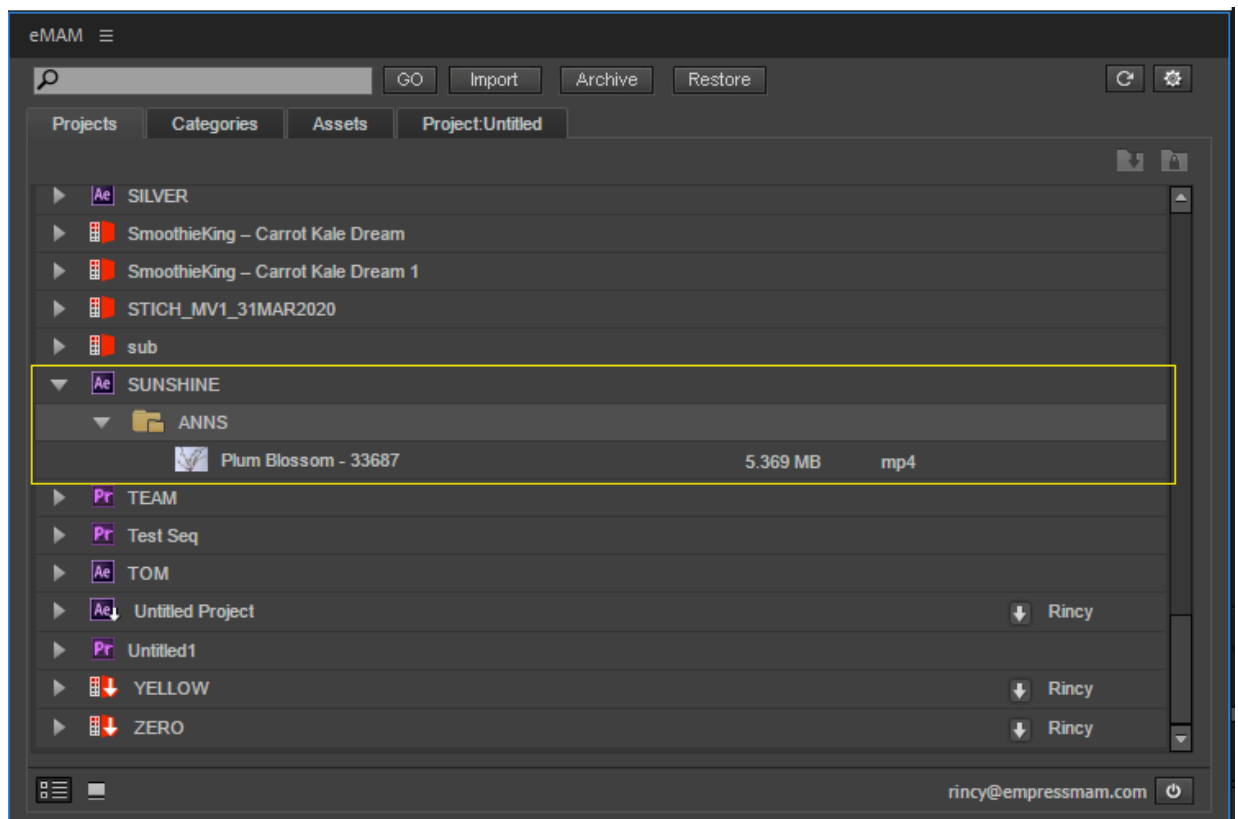
- **Custom Metadata:** choose custom metadata and click on the *Add* button.



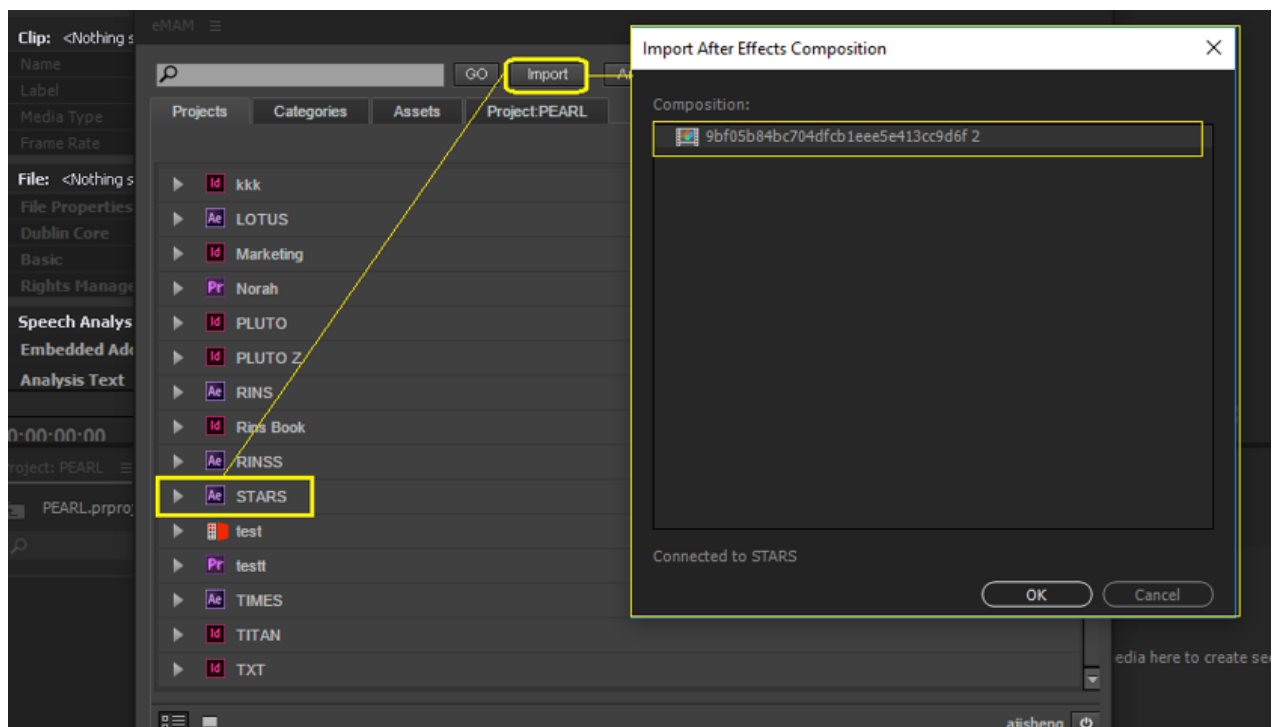
- l. After the export is successfully completed, below message appears:



- m. The exported project gets displayed under the *Projects* tab .

**Limitation:**

- AE projects with compositions can be imported to eMAM Premiere Panel which will display a composition as another asset.

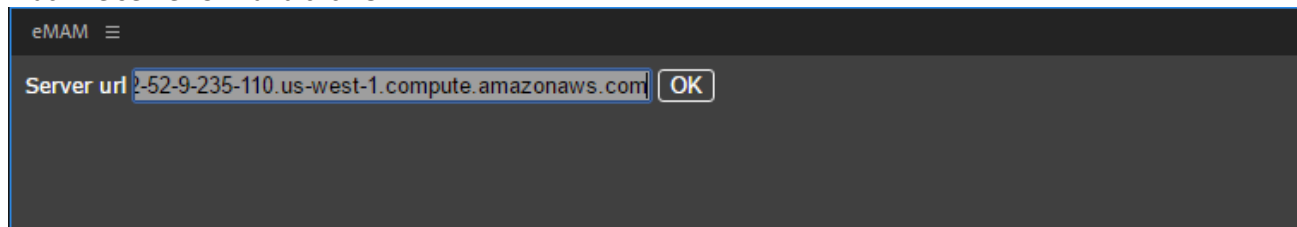


AE project with composition import to Premiere Panel

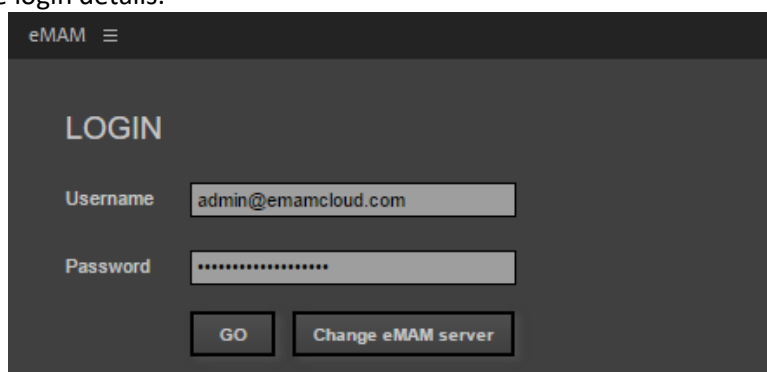
4. Cloud Workflow

eMAM users can also easily import assets stored in the S3 storage.

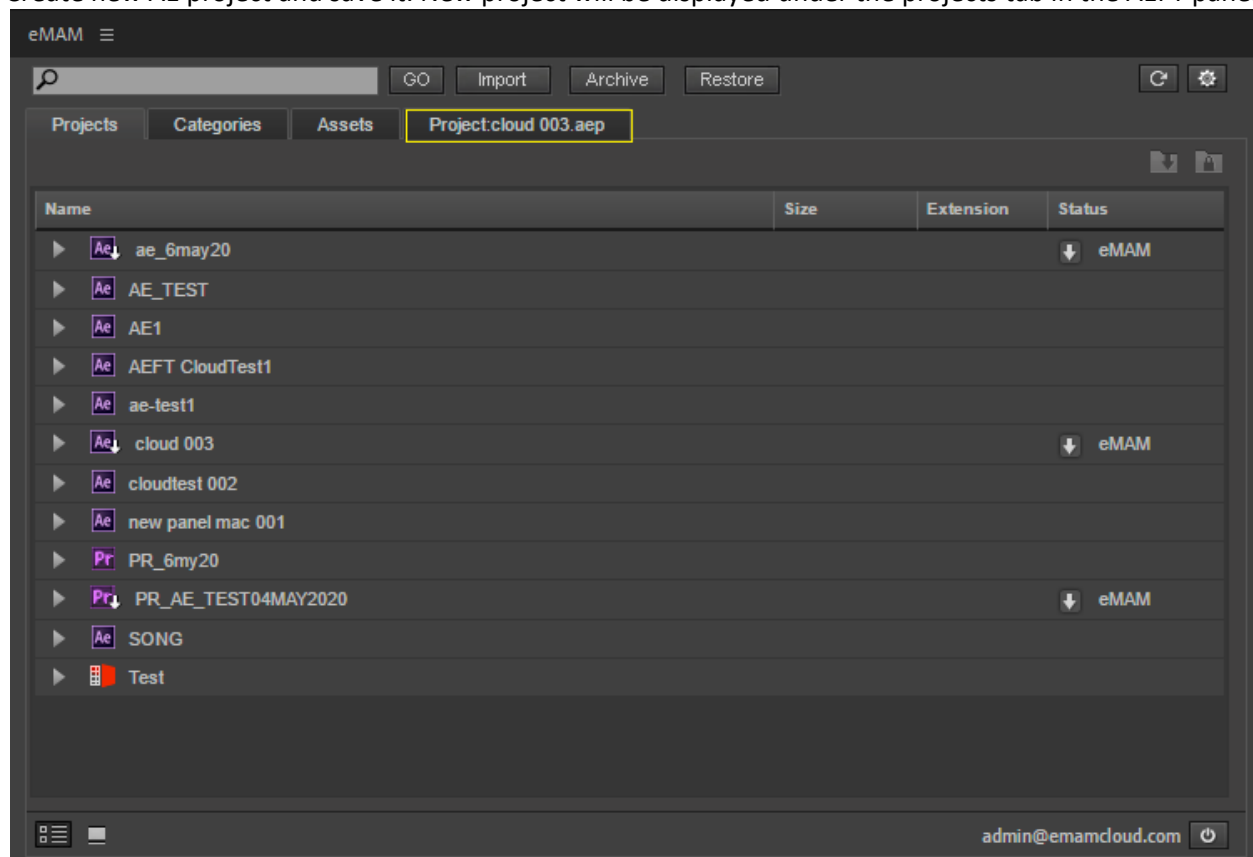
- i. Launch Adobe After Effects and open AEFT panel from **Windows>Extension>eMAM**. Enter your cloud machine server URL and click Ok.



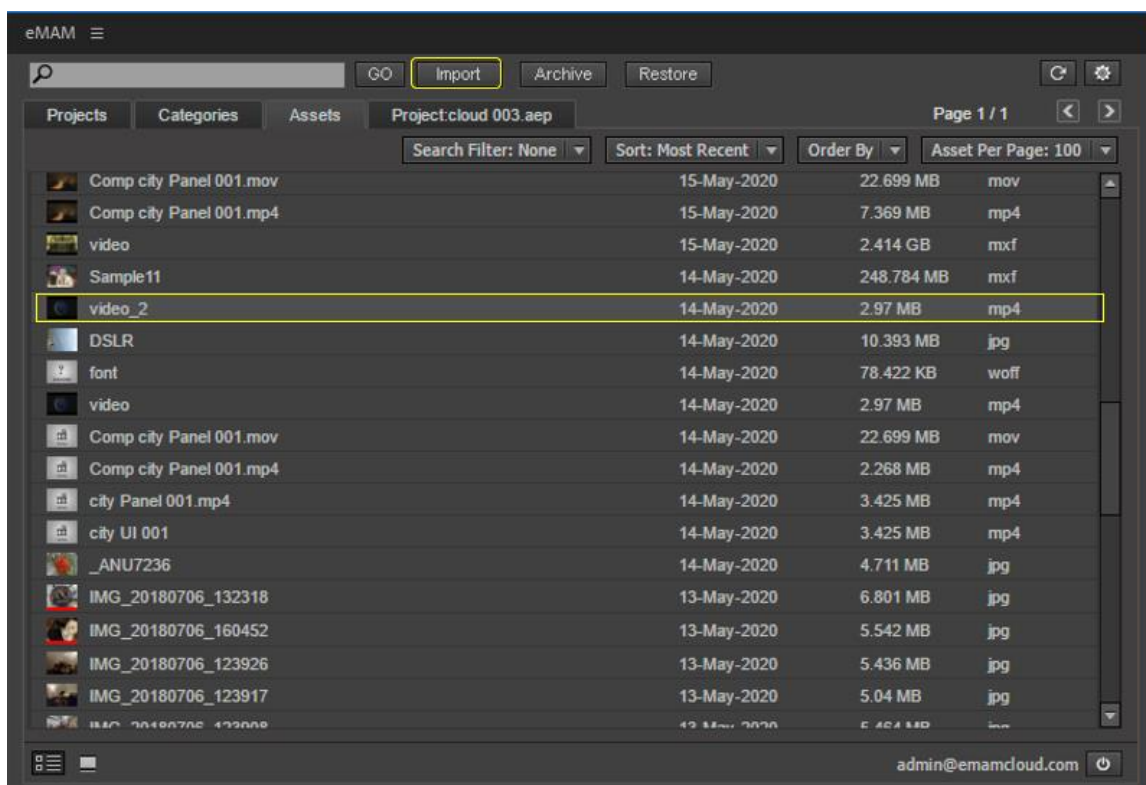
- ii. Enter cloud machine login details.



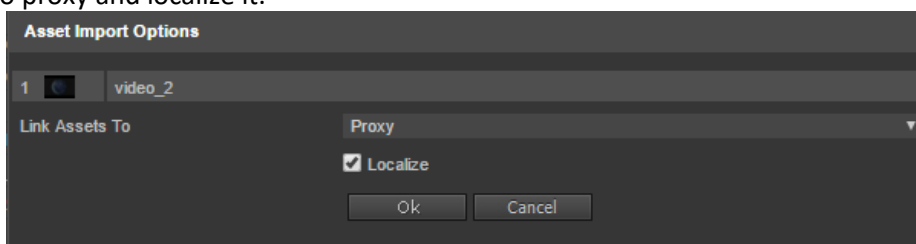
- iii. Create new AE project and save it. New project will be displayed under the projects tab in the AEFT panel.



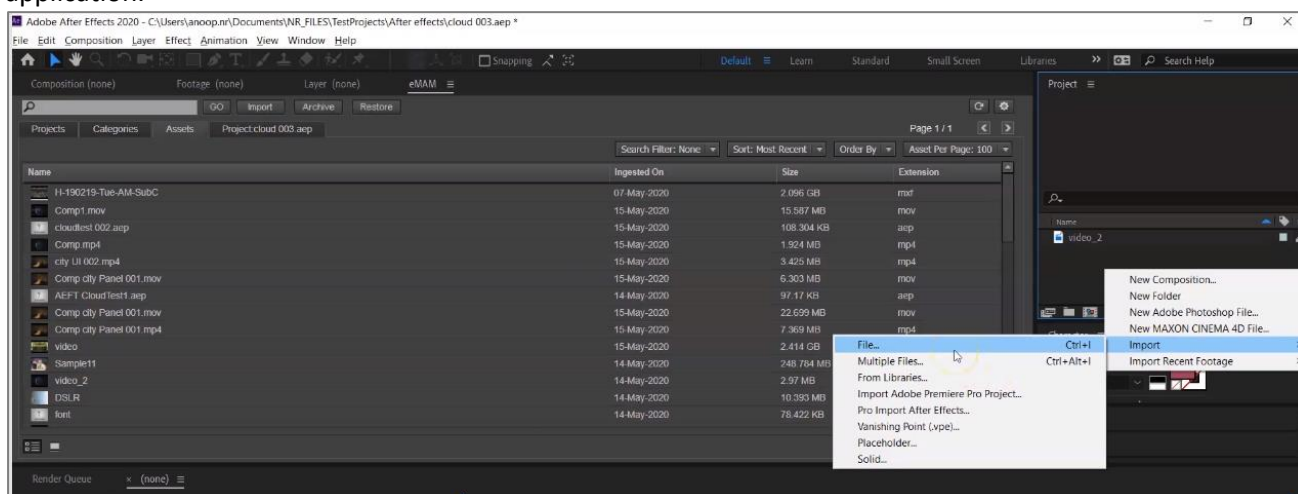
- iv. Import a video file under the Assets tab.



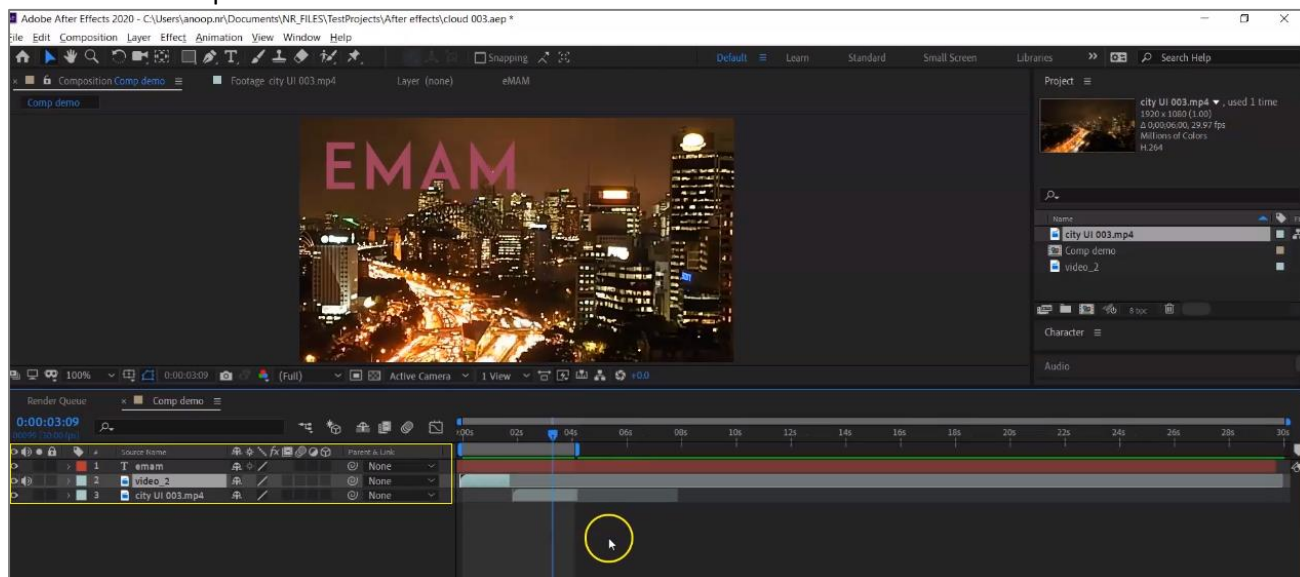
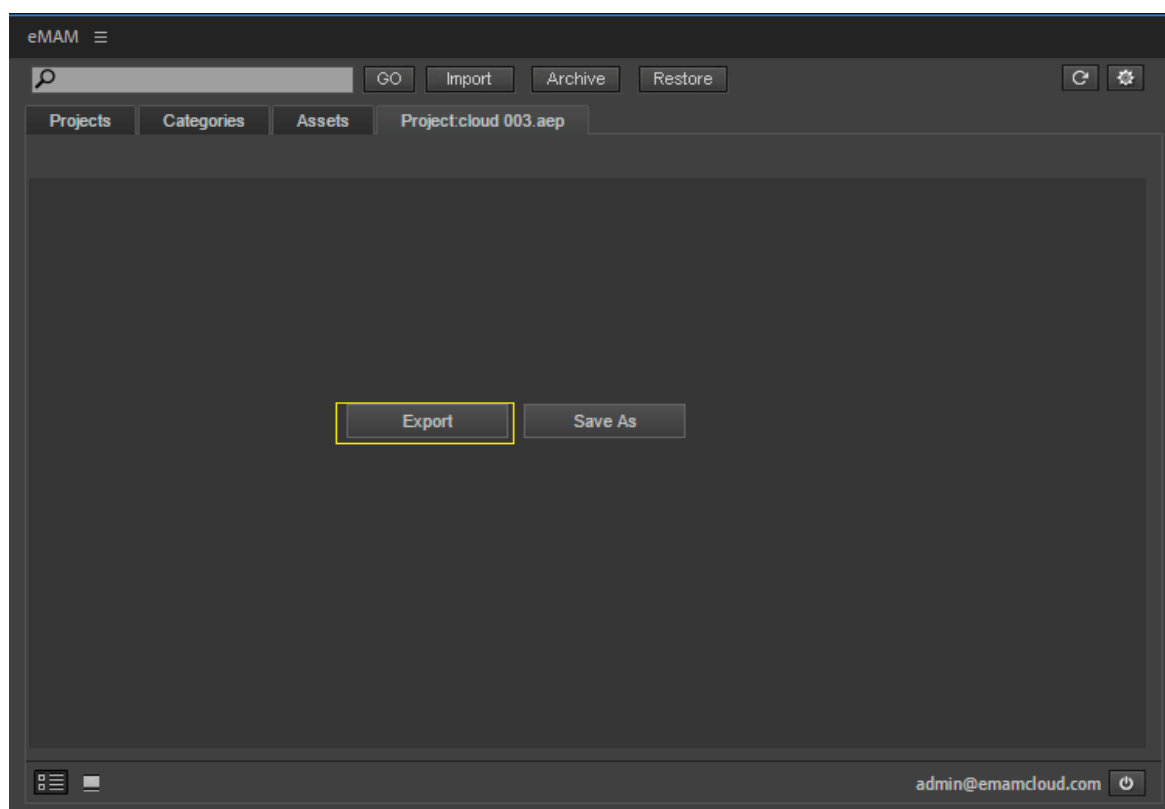
- v. Link asset to proxy and localize it.



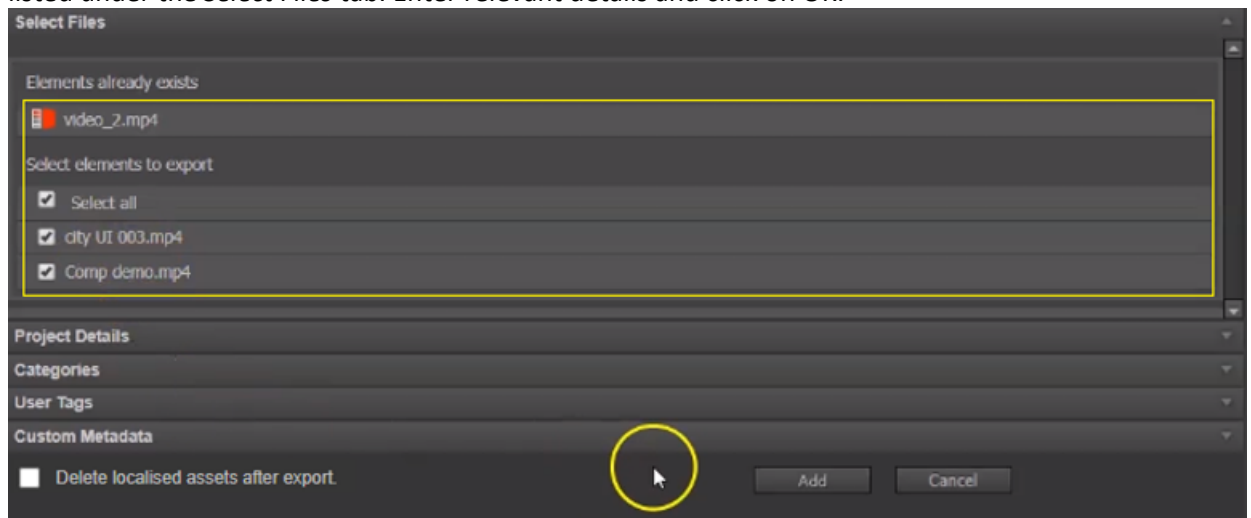
- vi. After the file from eMAM is successfully imported, import another file directly using After Effects application.



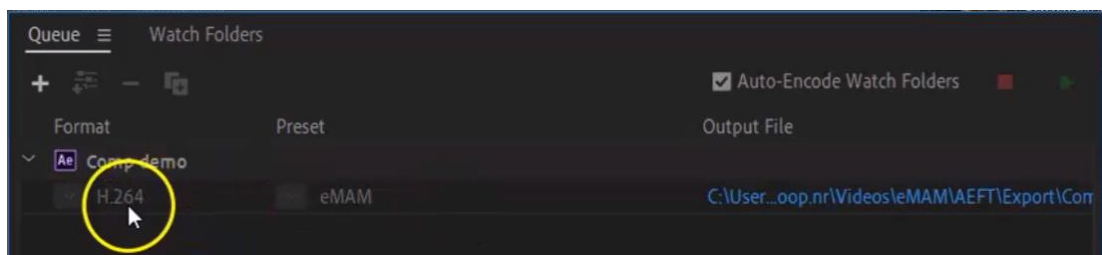
vii. Now make a composition.

viii. Once done, click on *Export* to export the project back to eMAM.

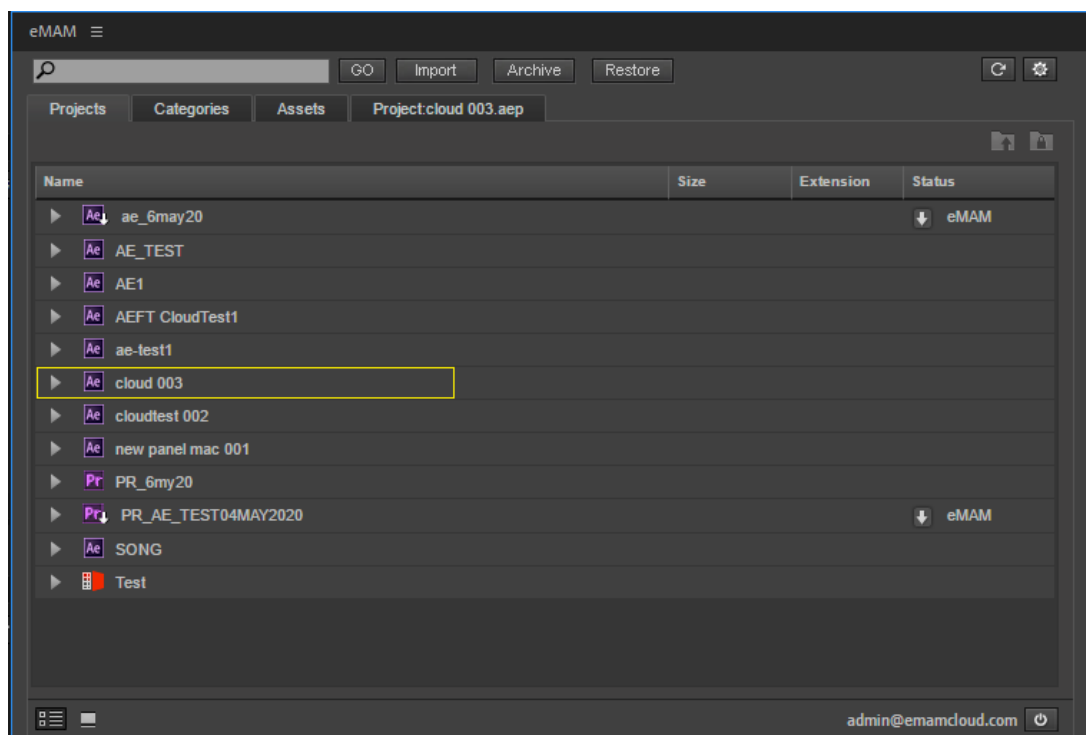
- ix. In the Asset export window, all the existing files & newly added files (*including compositions*) gets listed under the *Select Files* tab. Enter relevant details and click on OK.



- x. Files will be now moved to the high-res bucket and the job will be submitted to the Lambda function. Compositions will be encoded using Local Media Encoder to make a H.264 proxy file.



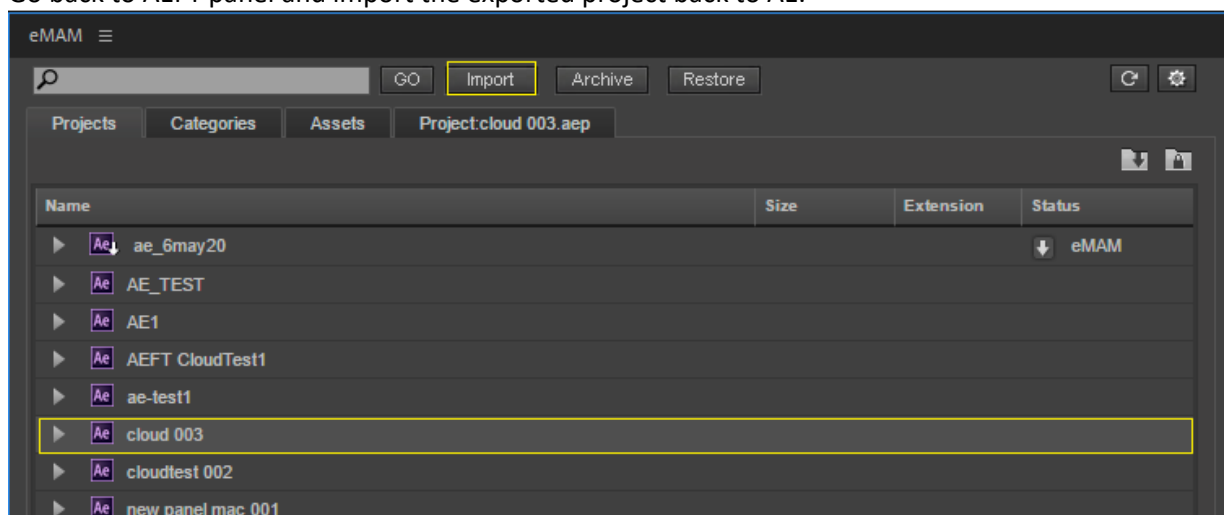
- xi. After the files are successfully exported to eMAM & uploaded to S3, you can find the export .aep project under the *Projects* tab.



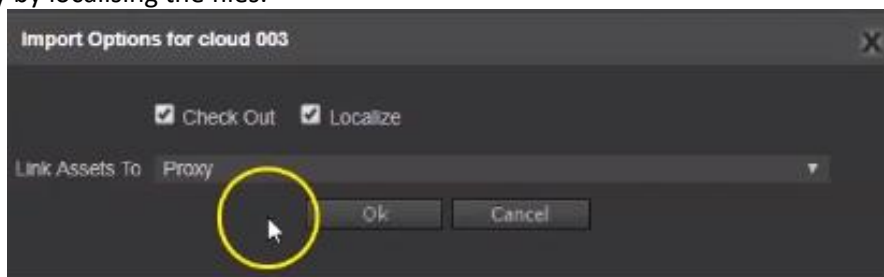
- xii. In the eMAM Director interface, you can see the 2 new files (*including composition*) exported from the AEFT panel



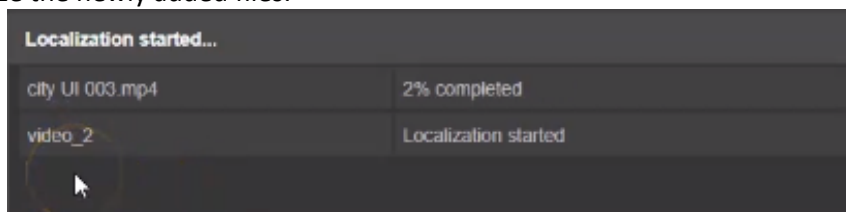
- xiii. Go back to AEFT panel and import the exported project back to AE.



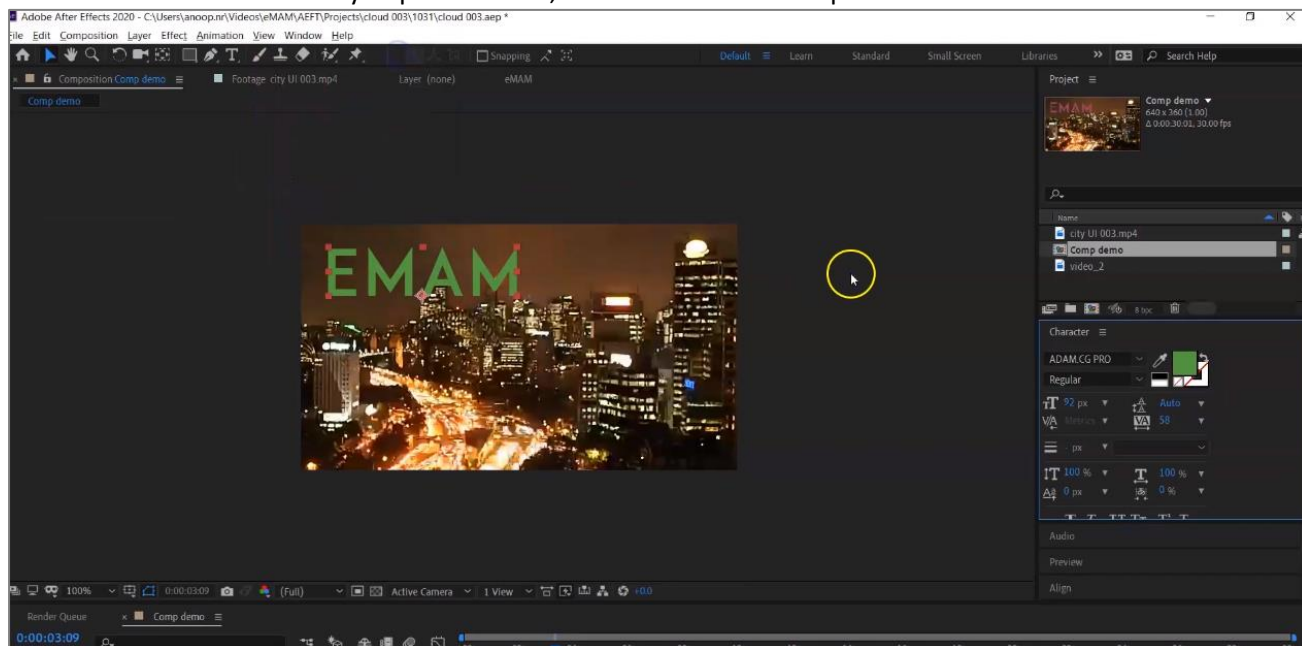
- xiv. Import proxy by localising the files.



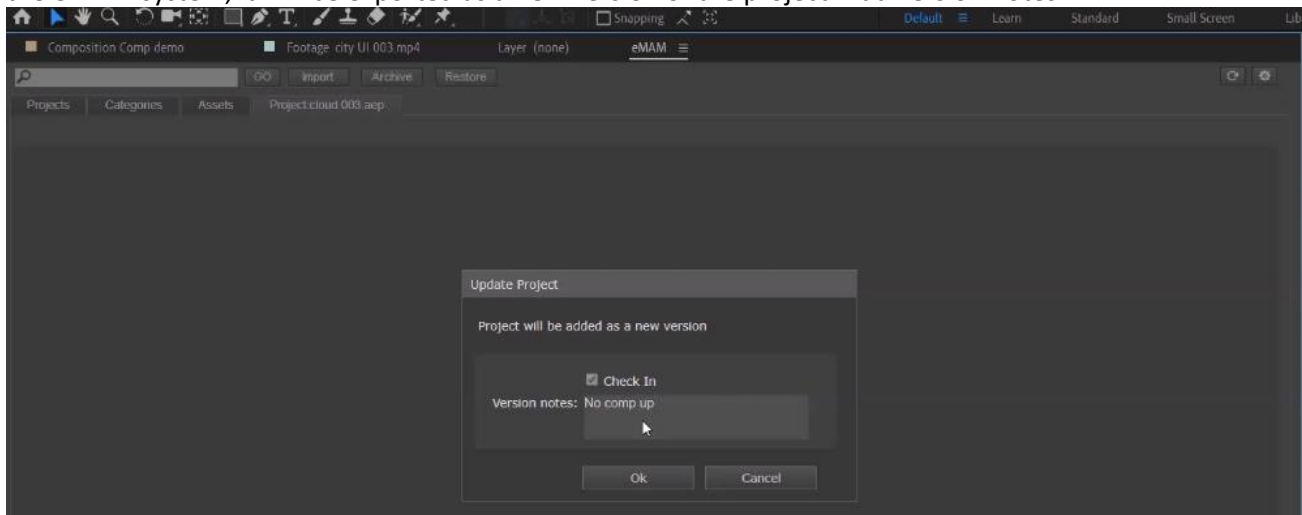
- xv. This will localize the newly added files.



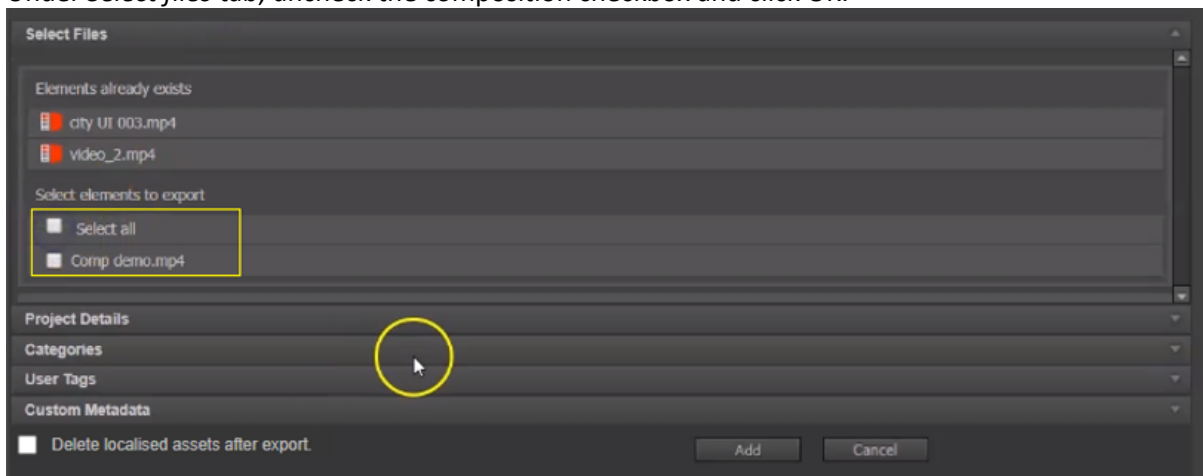
- xvi. Once the files are successfully imported to AE, make edits to the composition.



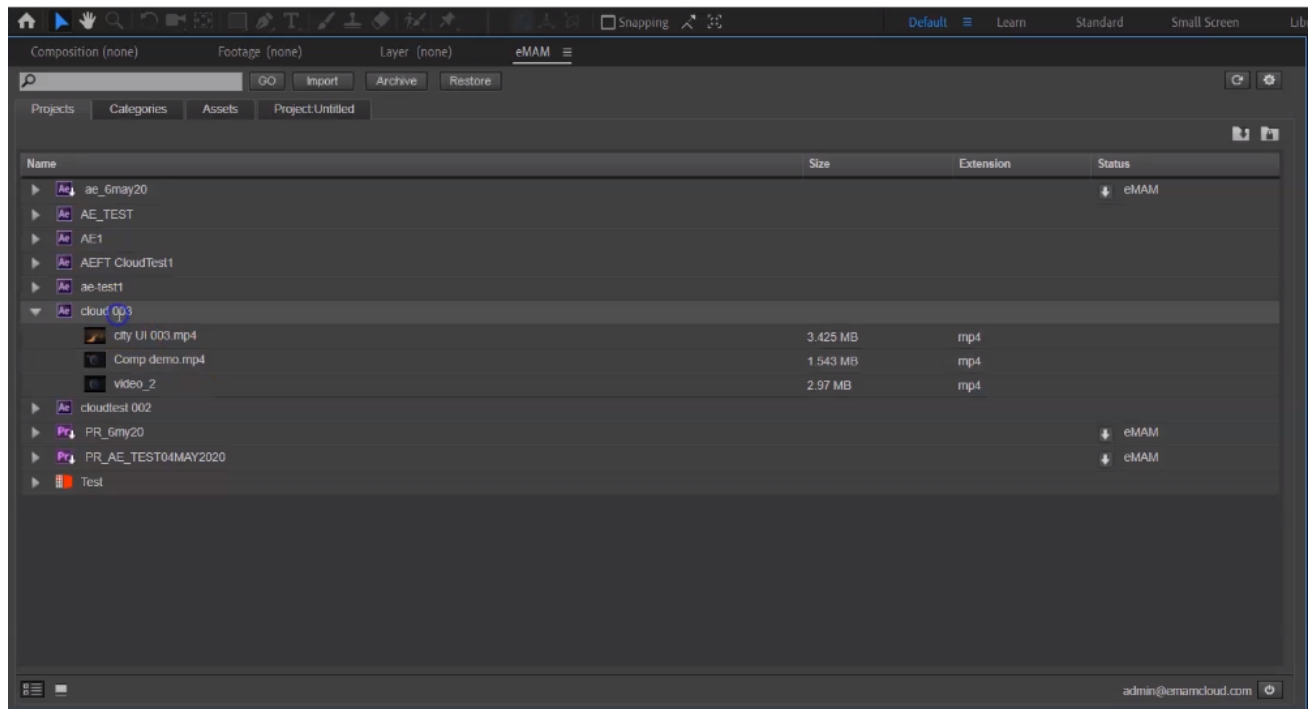
- xvii. Now export the project back to eMAM without composition. Since this project is already present in the eMAM system, it will be exported as a new version of the project. Add version notes.



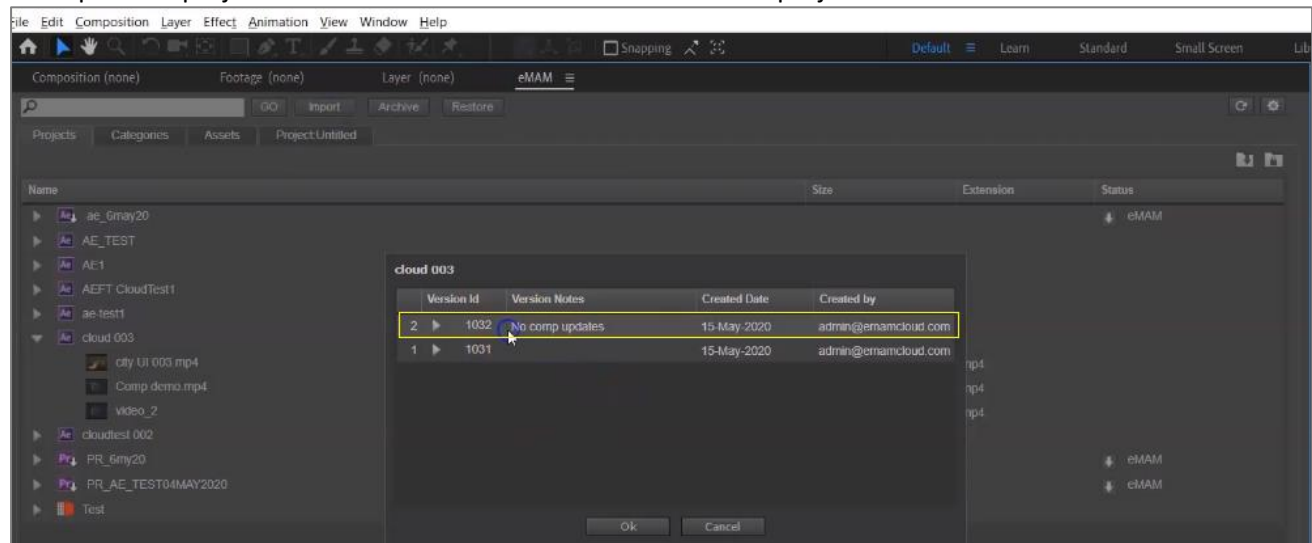
- xviii. Under *Select files* tab, uncheck the composition checkbox and click OK.



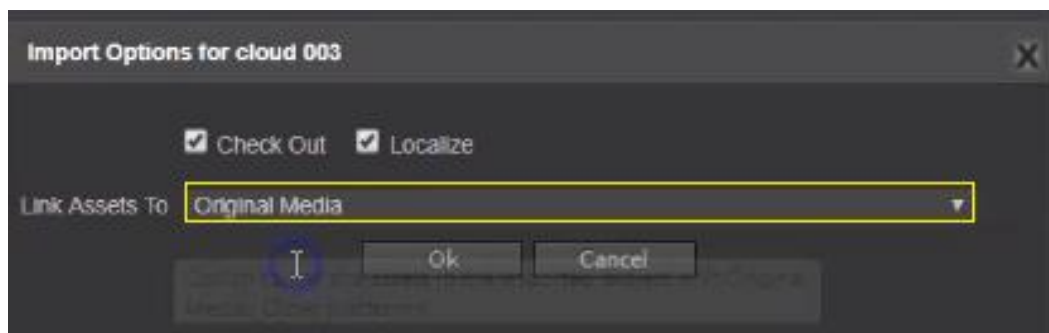
- xix. After successful export, you will find the exported project listing the old composition exported to eMAM.



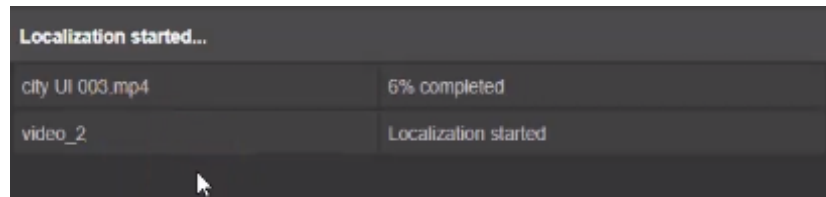
- xx. Re-import the project to AE and choose the latest version of the project.



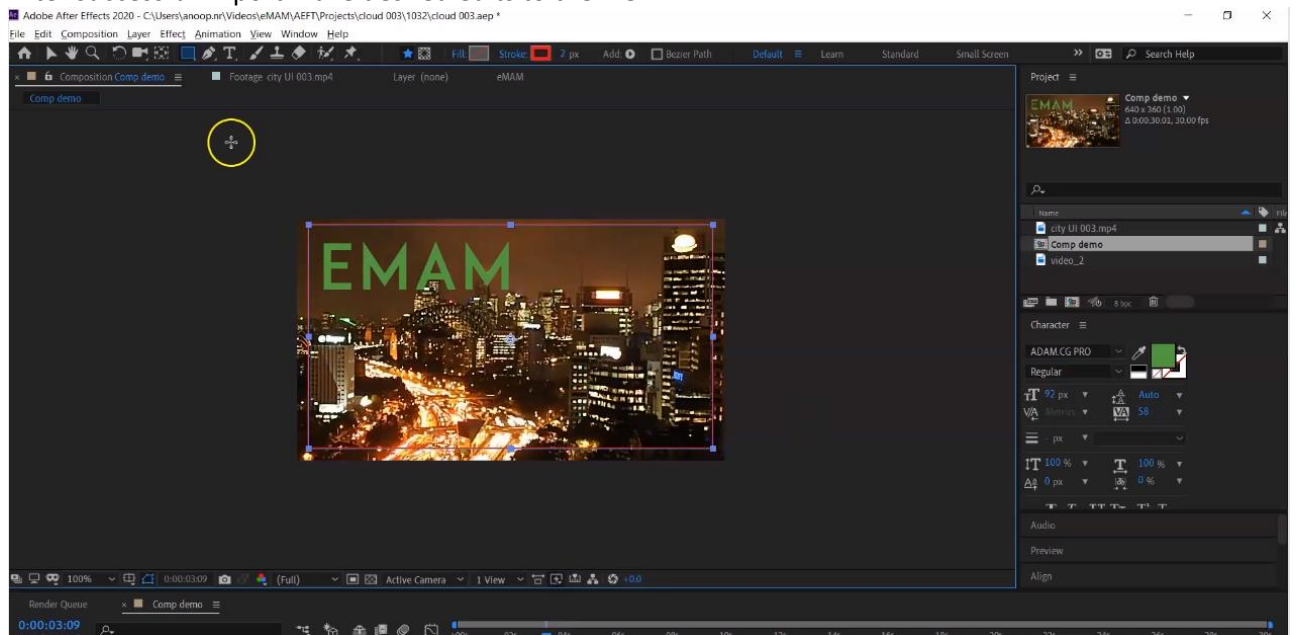
- xxi. Link the assets to the *Original media*.



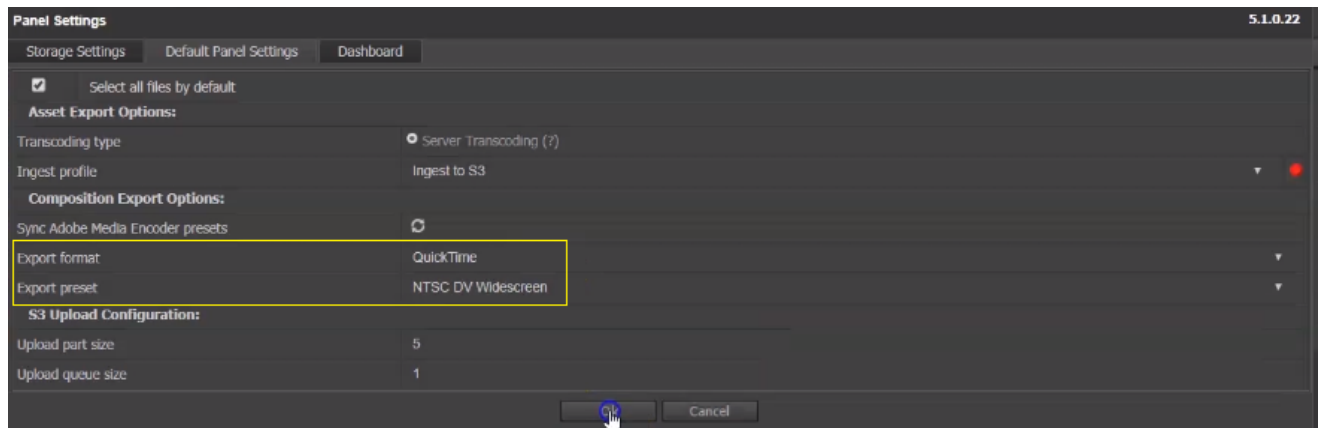
- xxii. Files start to get localised.



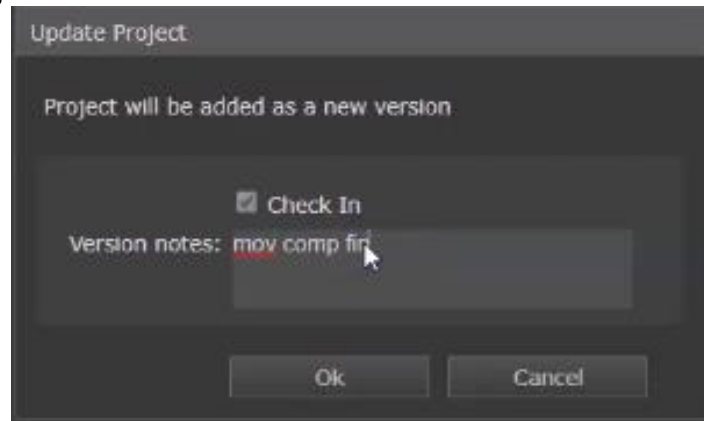
- xxiii. After successful import make desired edits to the file.



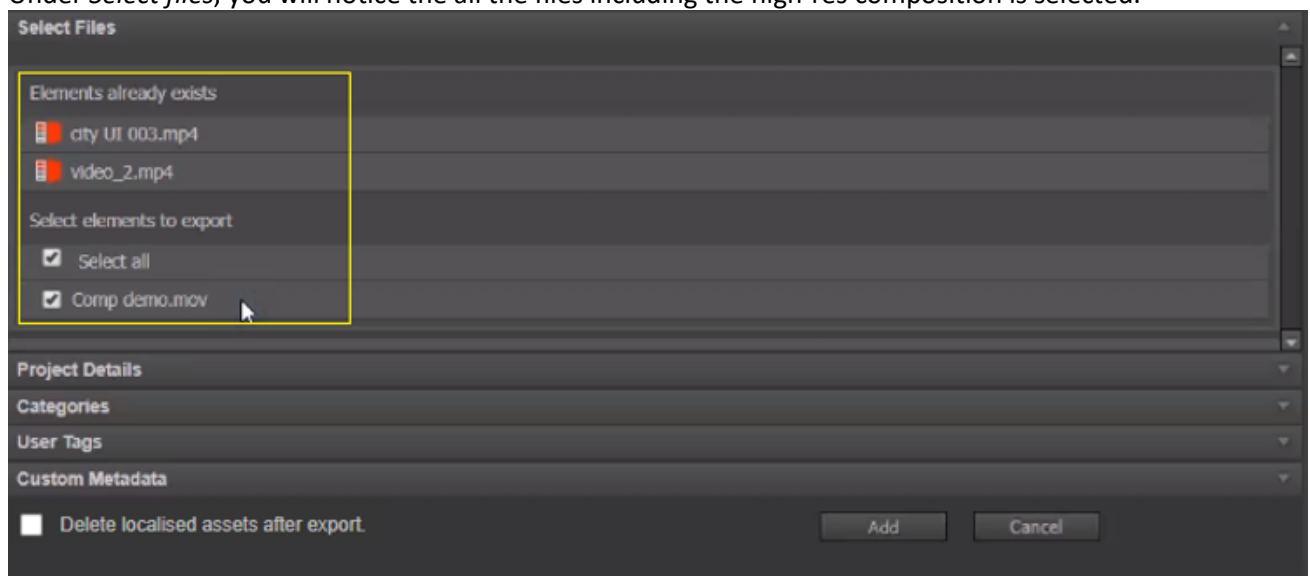
- xxiv. For high-res rendering, change the export format and the export pre-set in the *Settings* window.



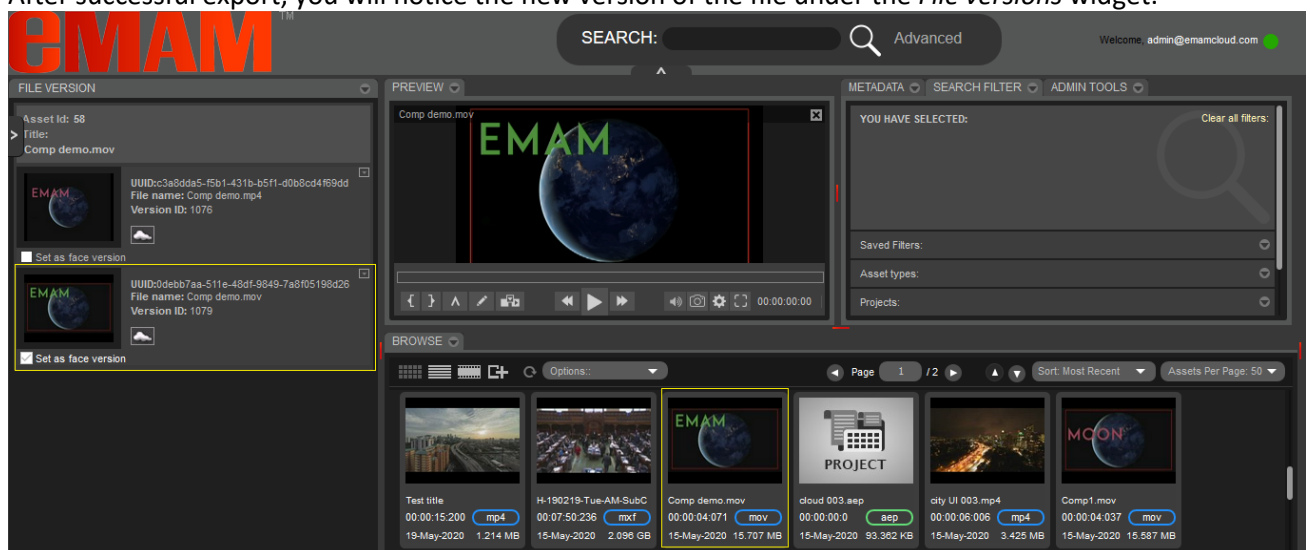
xxv. Now export the project and add version notes.



xxvi. Under *Select files*, you will notice the all the files including the high-res composition is selected.

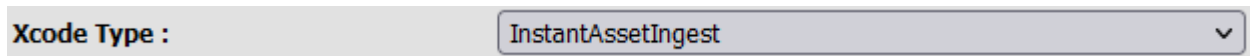


xxvii. After successful export, you will notice the new version of the file under the *File versions* widget.



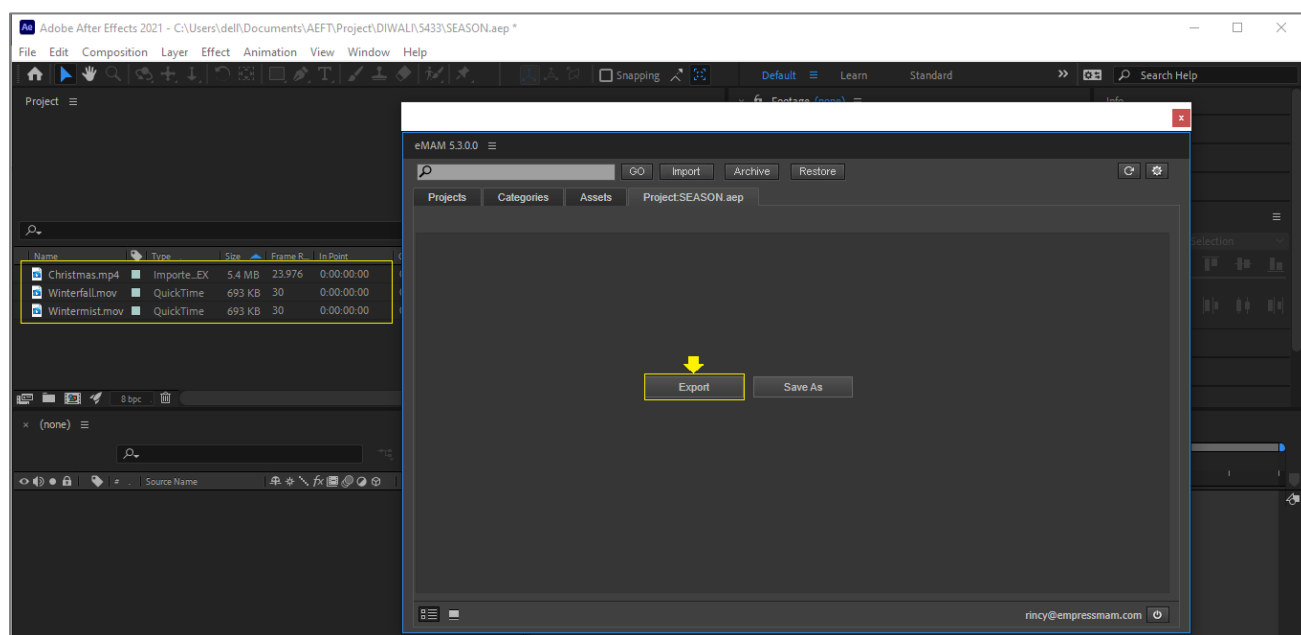
5. Instant Asset Workflow

For this workflow, you need *Instant asset* ingest profiles created using *InstantAssetIngest Xcode* type in the Super Admin interface.

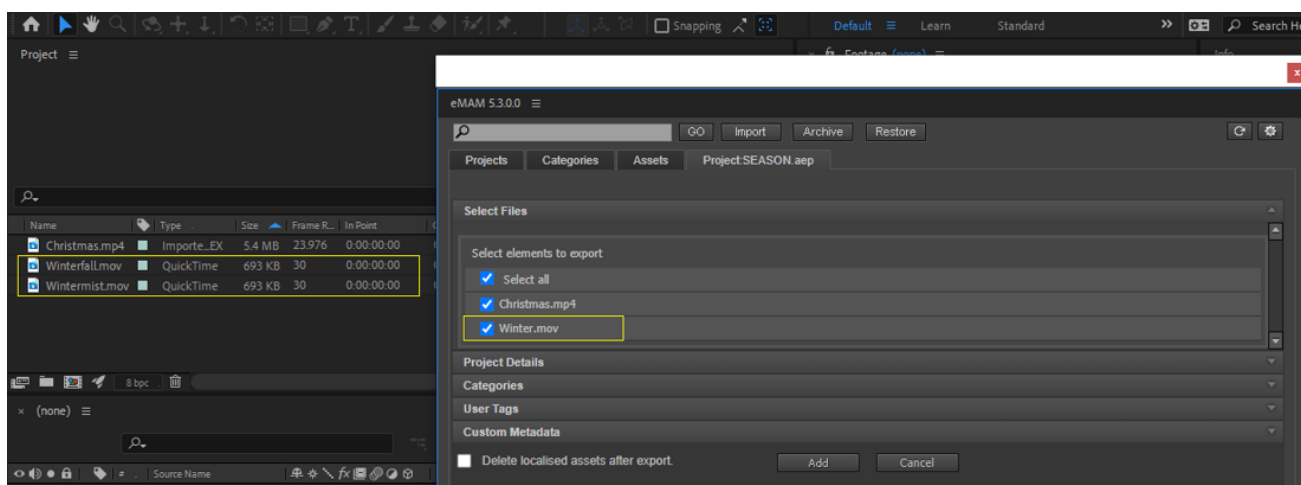


Assets exported from After Effects are uploaded to eMAM using “Instant asset” ingest profile.

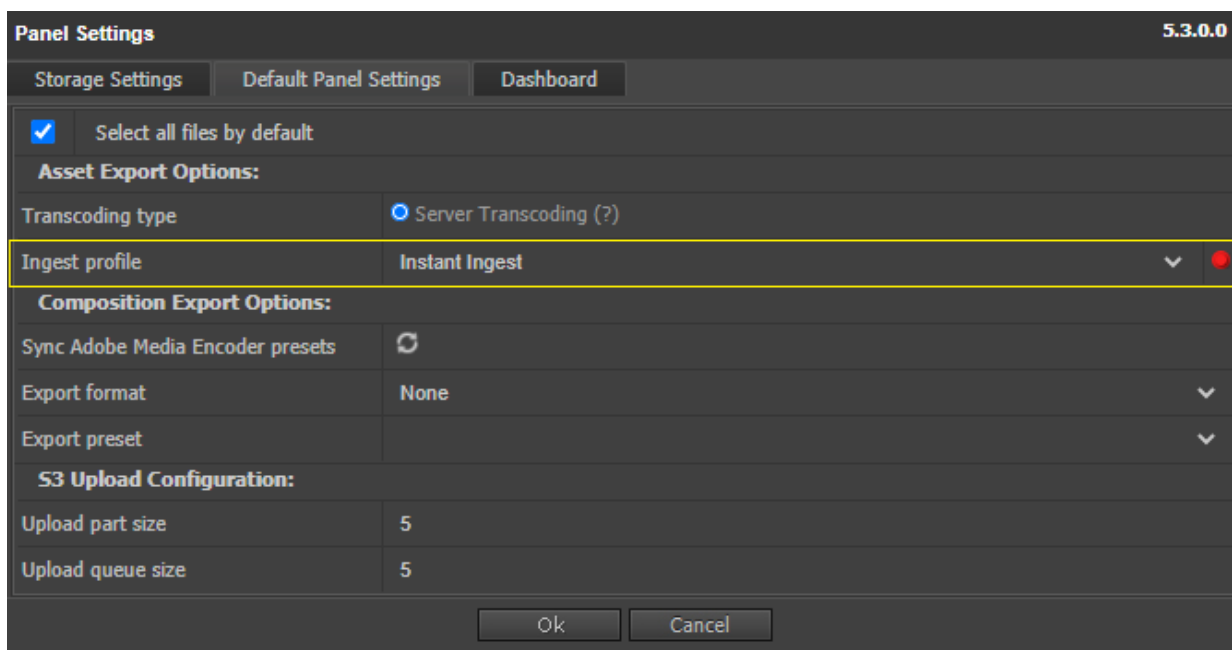
1. Create a project in After Effects, import and edit assets. Once edit is complete and the project is ready for export to eMAM, click on “Export” button.



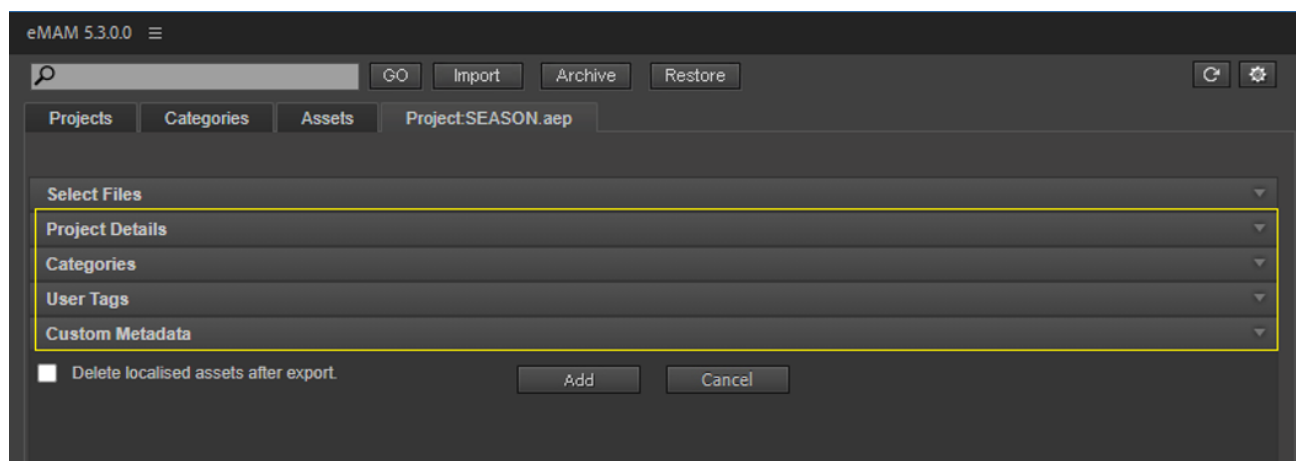
2. In the *Export* window, under *Select Files*, all the files added to After Effects are auto selected for export. However, since multiple elements (**Winterfall & Wintermist**) are linking to a single file and only the original file name (Winter) is displayed here.



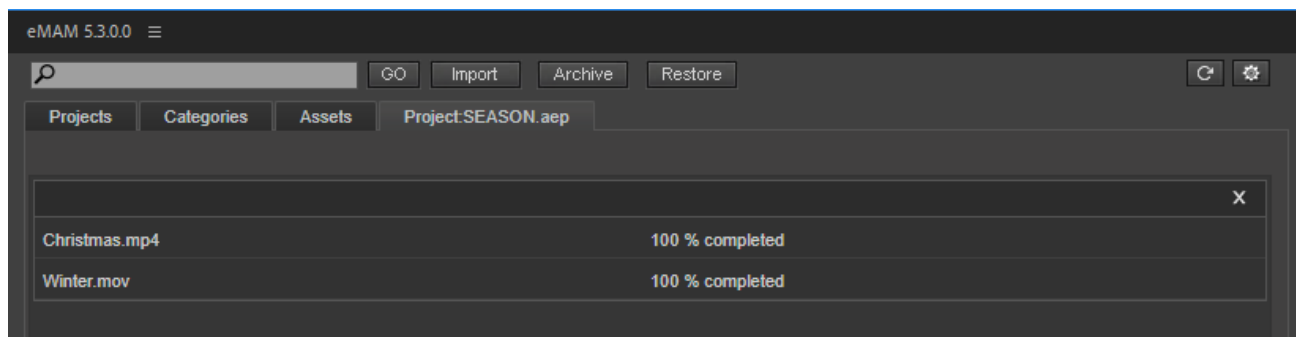
3. In the *Panel Settings*, make sure you have selected “Instant asset” as your ingest profile.



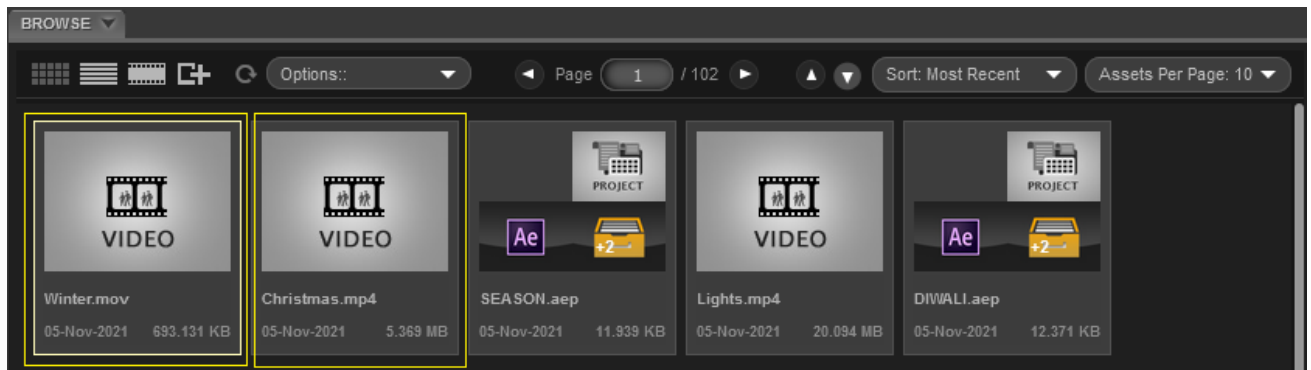
4. Fill in all the other tabs for export and click on *Add*.



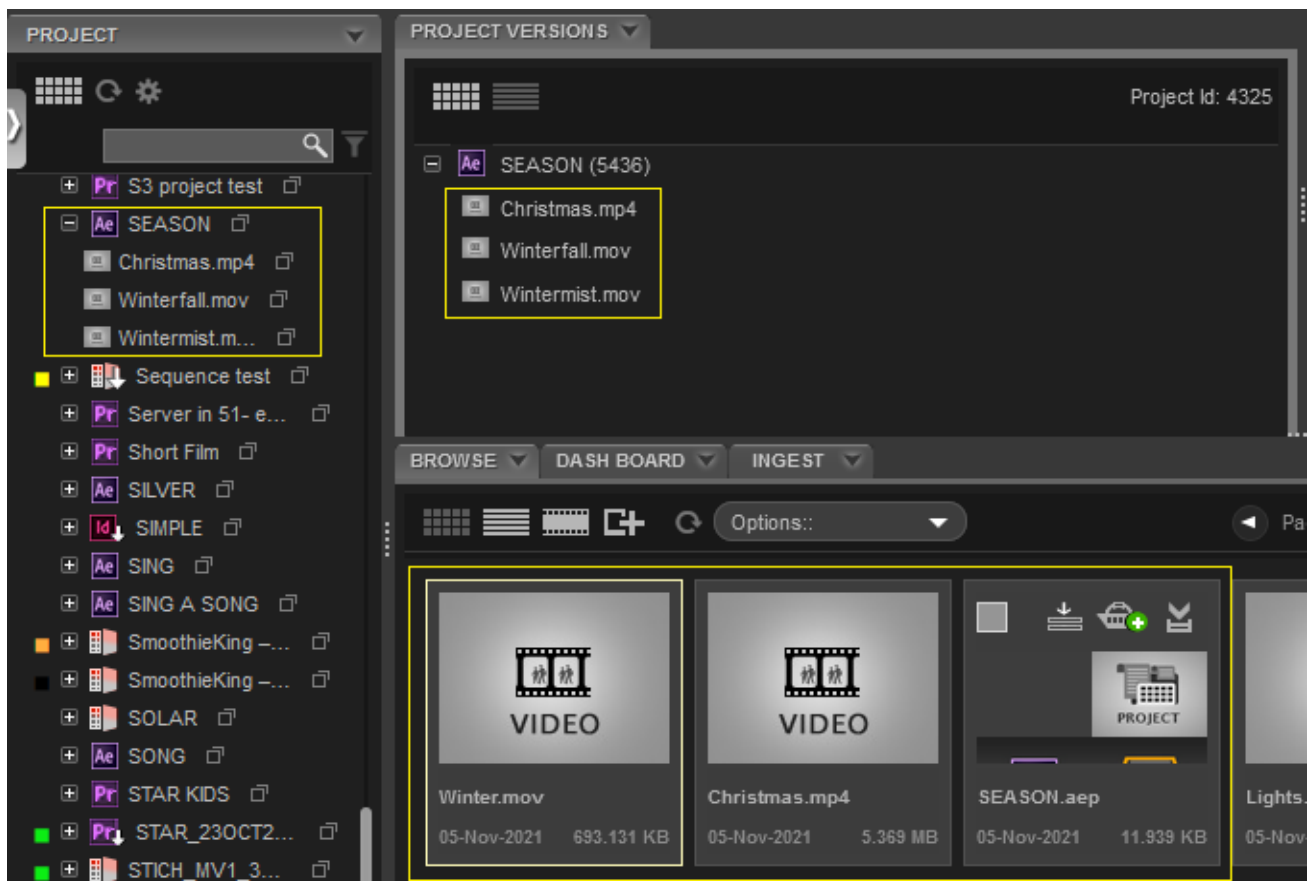
5. Export begins and file upload to eMAM starts.



6. As soon the file upload is complete, assets are instantly displayed in the *Browse* widget.



These assets do not have preview and proxies are not generated in this workflow. Original asset and embedded metadata are only available for this instant asset. These assets can now be downloaded, delivered or imported to After Effects for editing. If required, proxies for these assets can be generated by creating custom workflows to create proxies.



Chapter 5: Troubleshoot

1. How to remove assets stuck in Uploading Status from the After Effects Panel?

To know how to remove assets stuck in Uploading Status from the AE Panel, [Click Here](#)

2. How to solve eMAM Panel and eFeeder loading problem after latest Microsoft security patches?

To know ow to solve eMAM Panel loading problem after latest Microsoft security patches, [Click Here](#).

Chapter 5: Get Help

For any more information, please contact eMAM support at support@emamonline.com