



mocha shape for After Effects v1.0.2 Release Notes

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Introduction

This is the second bugfix release of our new plug-in for After Effects which allows seamless copy-and-paste of **mocha** shape data from the **mocha for After Effects** application into After Effects itself.

This release fixes a bug whereby the **mocha shape** plugin would crash upon loading in After Effects on a PowerPC Mac.

Hardware requirements

The **mocha shape** plug-in requires a machine capable of running Adobe After Effects CS3 or CS4.

Software requirements

The plug-in requires a functional installation of Adobe After Effects CS3 or CS4.

Installation

The **mocha shape** plug-in is installed into After Effects as a standard effect plug-in. The exact process for doing this depends on the operating system.

Mac OS X

The plug-in directory is located underneath the top-level Adobe After Effects folder in `/Applications`, for example with a default AE CS4 installation the path should be:

```
/Applications/  
  Adobe After Effects CS4/  
    Plug-ins/  
      Effects/  
        Imagineer
```

Create the **Imagineer** directory inside **Effects**, then drag-and-drop the provided **MochaShape.plugin** package into the **Imagineer** directory, and restart After Effects to

load the plug-in.

Windows

The plug-ins directory is located within the Adobe After Effects installation directory within Program Files (or Program Files (x86) on 64-bit Windows). For example, in a default AE CS4 installation the plug-in should be installed in:

```
C:\Program Files\  
  Adobe\  
    Adobe After Effects CS4\  
      Support Files\  
        Plug-ins\  
          Effects\  
            Imagineer
```

To install the **mocha shape** plug-in, create the **Imagineer** directory inside **Effects**, then drag-and-drop the provided **MochaShape.aex** file into the **Imagineer** directory, and restart After Effects to load the plug-in.

Licensing

The **mocha shape** plug-in requires a FlexLM licence to run, which can be obtained from Imagineer Systems. On the Mac the licence file should be installed in:

```
/Library/Application Support/Imagineer Systems/FLEXlm/Licenses
```

while on Windows the location is:

```
C:\Program Files\Imagineer Systems Ltd\Licensing
```

This directory will be created automatically if it does not exist when the plug-in is first run. If the plug-in is unlicensed, an error message will appear in After Effects and the matte will be rendered with watermarks.