GifGun

# INTRODUCTION

GifGun is the tool for making GIF animations right in Adobe After Effects.
After Effects is a great tool, but it's impossible to render GIFs.

We are a small team of animators and programmers, and we decided to make a tool that we would use. That is how GifGun was born.

GifGun works for AE CS6 and up, both for macOS (10.10+) and PC.

# VERSION HISTORY

**1.7**
-Experimental HQ render engine
-Updated UI
-Bug fixes

**1.6**
-Render with alpha channel

**1.5**
-Batch render
-Increased render speed with Progressive Render (works for CC2015.3 and up)

*See full changelog on [GifGun page](#).*

# GOOD TO KNOW

GIFs get large when you increase duration, resolution, or color count (in any combination). We've added a Compression feature to help you keep the size low,

The GIF color palette is limited to 256 colors for the whole composition, so the more colors you have, the lower the final result quality.
We introduced the Experimental Render feature in 1.7 to help you get the best visual quality. It helps jam more than 256 colors in one GIF at the cost of the larger file size.

We put a lot of effort into making this GifGun a true One-Click tool and hope you will love it as much as we do.
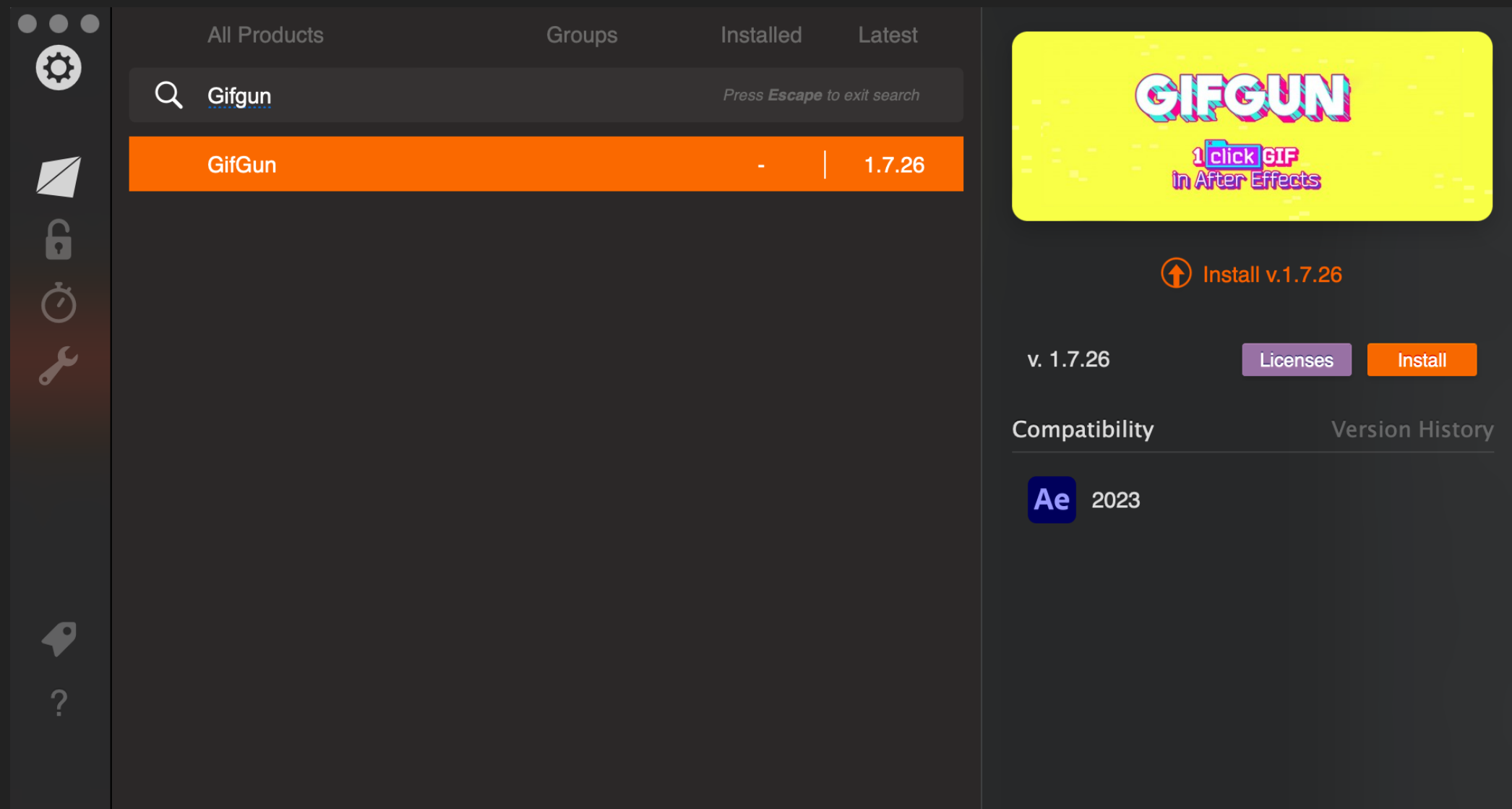
# INSTALLATION — BEFORE YOU BEGIN

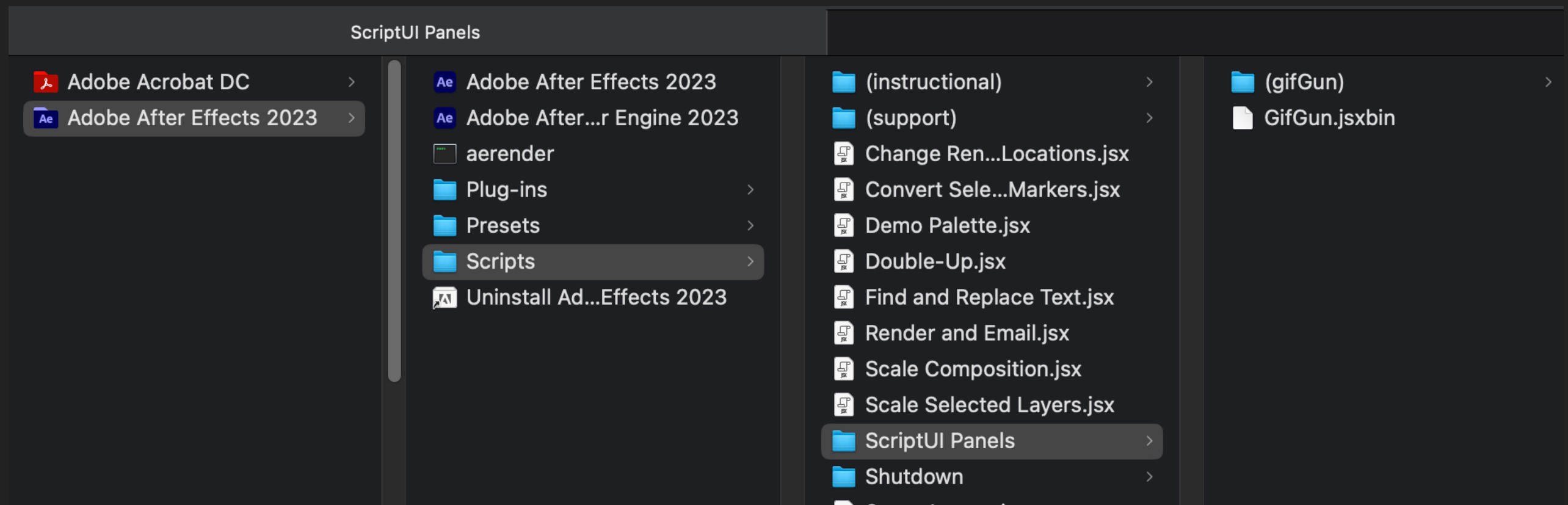Install the [aescripts+aeplugins Manager App](#)
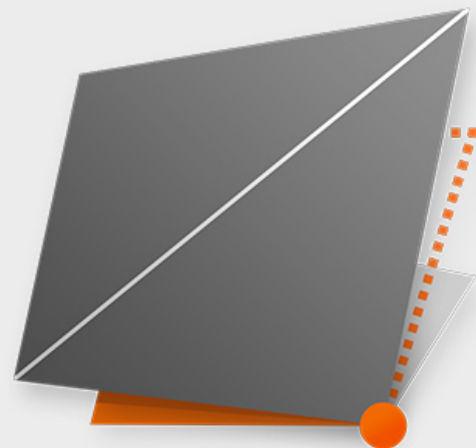
# INSTALLATION — MACOS AND WINDOWS

In the aescripts+aeplugins Manager app, find GifGun entry and click on the "Install" button. That's all.

# MANUAL INSTALLATION

If you need to perform a manual installation without using the Manager app, unzip the archive and copy **GifGun.jsxbin** and **(gifGun)** folder to the following folders:



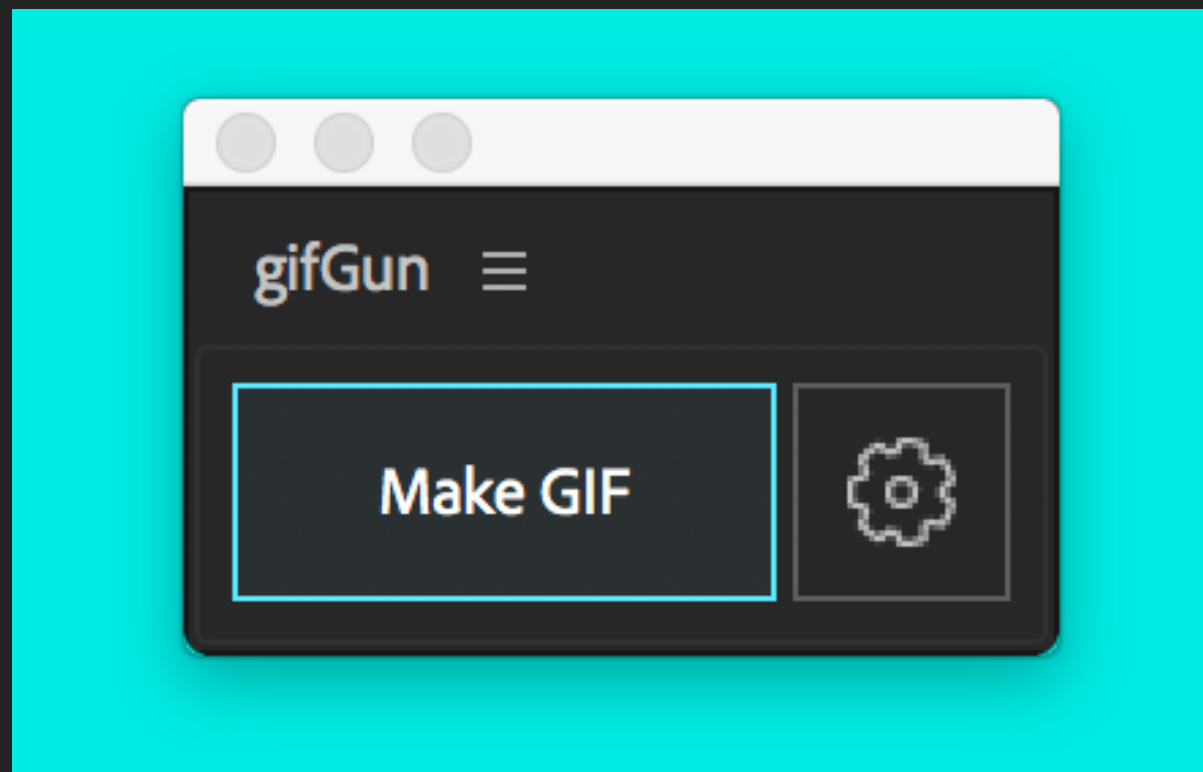macOS: **/Applications/Adobe After Effects {{VERSION}}/Scripts/ScriptUI Panels**

Windows: **C:\Program Files\Adobe\Adobe After Effects {{VERSION}}\Support Files\Scripts\ScriptUI Panels**
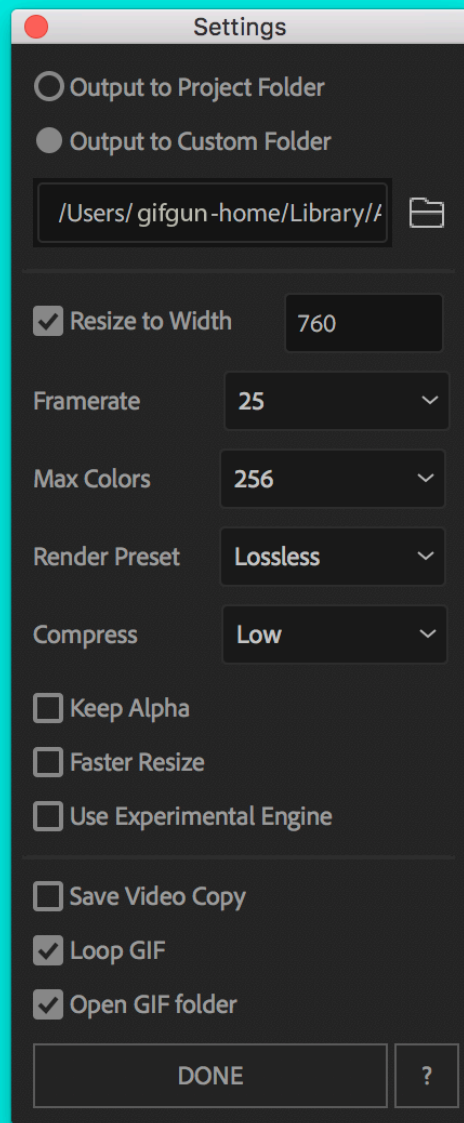
# INSTALLATION — WINDOWS 7

You should Install the [following update to C runtime library](#) prior to running the installer.

# USAGE

GifGun is a **one-click tool.** Really, just click **Make GIF** button.

# SETTINGS



**The settings are self-explanatory.**

Here are some that need a bit of explanation:

**Compression** – Select the level of post-render compression. The more compression – the more visual artifacts you are going to get

**Faster Resize** – This will render faster when you resize to a lower resolution. This will affect the quality of fine details in your composition, so you might want to uncheck it occasionally.

**Use Experimental Engine** – This will give you the best quality GIF, though the file size would be much more significant. You can still compress. Alpha won't work in this mode.

# TROUBLESHOOTING

GifGun is not a traditional script or plugin but a standalone application that communicates with After Effects. In rare cases, there may be issues with specific systems.

The GifGun team is committed to providing a seamless workflow and will continue to improve the application with user feedback.

Please review the next section before submitting a support ticket if you encounter any issues.

*If you are using a cracked version of After Effects on Windows, you would most definitely get issues with localhost that can be fixed by modifying hosts file.

# TROUBLESHOOTING — FIRST STEPS

**First**, render a **300 by 300 pixels 3-second** long composition with GifGun. Then, you need to give GifGun more time to compile the animation.

Long compositions with large resolutions take more time to compile.

Also, uncheck "Keep Alpha" or "Use Experimental Engine" and select [UPDATE PRESETS] option in the Render Preset dropdown.

That might help to get things running. If that does not work, don't hesitate to contact us, and we will help.

# SUBMITTING A SUPPORT TICKET

If you have issues that can't be fixed with suggestions above, please do the following:

1. Rename your GIF composition to **TEST** and try to render. If that doesn't work, proceed.
2. **Reload your machine** and try again. If that doesn't help, proceed.
3. Create a folder called **IDDQD** and save your project to it
4. Go to GifGun settings and check **Project folder** checkbox
5. Click **Make GIF**
6. **GifGun_log.txt** file will be created in a "renders" subfolder, where a gif should be

When you have the log file, do the following:

1. Go to **My orders** page at aescripts.com
2. Find GifGun entry and click **View Order**
3. Choose **Open Support Ticket** in the lower right part of the screen.
4. Describe your problem as specific as possible. Please include your AE and operating system versions. If you use a non english version of AE, please specify this as well.
5. Attach **GifGun_log.txt** file

We will be notified and set to solve the problem.

# FEEDBACK

GifGun is inherently designed to evolve, and that's when we need all your feedback: good, bad and ugly.

**Contact us via twitter**: [@extrabitesoft](@extrabitesoft)

Or [facebook page](facebook page)

# LICENSING INFORMATION

FFMPEG compiled under LGPL license ([license text](#), [source code](#))

ImageMagick under Apache 2.0 license ([license text](#))