AfterCodecs

AfterCodecs plugins for Adobe CC, giving you the best and missing codecs for faster exports !

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[FREE Trial included!](#)

AfterCodecs for Premiere Pro, Media Encoder and After Effects

▶

Filling the codec gap

AfterCodecs brings you with consistency all the codecs & features you need, without Quicktime and in `.MP4` and `.MOV` :

- ProRes, yes even on Windows and older versions of Adobe
- H264 8K (not limited to 4K) and a fast, easy-to-use, YouTube Upload profile
- All 4 HAP codecs from Vidvox but with faster algorithms
- Special Premiere Pro / Media Encoder features : Export all Audio tracks separately, MultiRender feature to export multiple clips from the same timeline, Custom Framerate etc.
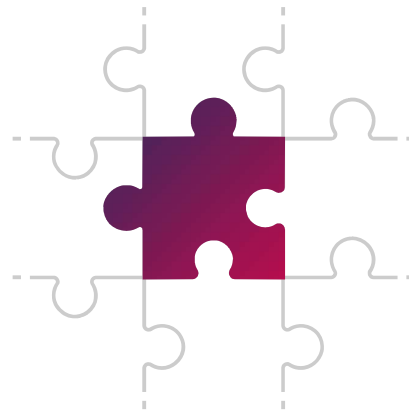
Better and faster compression

AfterCodecs uses ffkroma to encode H264 and H265 :

- Low bitrates videos are of better quality than before
- Choose the efficiency you need : fast encoding for your previews or low filesize for final delivery
- Save time directly in AE render queue without touching the command line and having huge temporary files
- New features : FileSize targetting, 10 bpc, Full Range, YUV 4:2:2 / 4:4:4, Tuning profiles etc.

More to come and ffkroma

AfterCodecs is regularly updated with new codecs, features or speed improvements, see our Changelog. Our latest feature is MultiRender : Batch Export Multiple Clips at Once in Premiere Pro and After Effects

Please give us your feedback, needs and ideas for AfterCodecs on this form !

Technical Specifications

Requirements

- Mac OSX : 10.12 (Sierra) / 10.13 (High Sierra) / 10.14 (Mojave)
- Microsoft Windows : version 7 / 8.1 / 10
- Adobe CC 2014 to 2020 included (update to latest 1.7.5 for CC2020!)
- One license is for the same user on up to two computers not used at the same time

Codecs and containers

- [MOV] **ProRes** : 6 official profiles (422 LT / Proxy / Normal / HQ / 4444 / XQ) and two unofficial profiles (422 Ultra and 4444 Light). ProRes 4444 Light / 4444 / XQ supports the Alpha Channel.
- [MOV] **HAP GPU accelerated codecs** : 4 codecs (Hap, Hap Alpha, Hap Q and Hap Q Alpha), you can choose disable Snappy compression and change the number of CPU chunks, and for Hap and Hap Alpha you can choose your compression algorithm (each have their own tradeoff between speed and quality)
- [MOV] [MP4] **x264 : best H264 / AVC implementation**, outperforming both Adobe Media Encoder and QuickTime H264. A special Youtube Upload profile is provided, very easy to use!
- [MOV] [MP4] x265 : files are ~25% lighter than x264 for the same quality, but slower encoding
- [MOV] [MP4] x264 RGB : same as x264 but avoids YUV colorspace, best for storing separate channels in one video like UV maps, alpha, 3D passes etc.

Known Limitations

- AfterCodes for After Effects on OSX : rendering multiple output modules in parallel for the same queue item doesn't work
- **Don't use the ProRes for broadcast. Always test your hardware and software.** It's not an official version of ProRes; for example ProRes 4444's Alpha channel doesn't seem to be accepted by Blackmagic Hyperdeck Studio Mini.
- For H264 and H265, dimensions of the video must be even (i.e. odd resolutions will fail), except if you choose YUV 4:2:2 / YUV 4:4:4
- Interlacing : lower field first in H264 recognized as top field first by Adobe