# ANIMATOR

## *Instructions to install FFmpeg on Mac OSX*

### FREDO6 – V1.1 – 03 NOV 2018

## 1. Why installing FFmpeg?

Animator uses **FFmpeg** to generate video files in various formats (MP4, MOV, AVI …). If you do not install FFmpeg, Animator will only generate the animation as a sequence of images.

**FFmpeg** is an open-source program (from **FFmpeg.org**), <u>completely free for any usage</u>.

**All you need to do is to install FFmpeg <u>once</u> on your computer, following carefully the instructions below.**
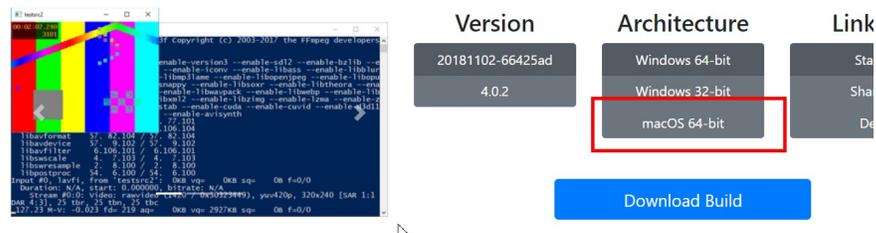
## 2. Downloading and installing FFmpeg

1) **Go to the download page for FFMPEG Mac**: https://www.ffmpeg.org/download.html
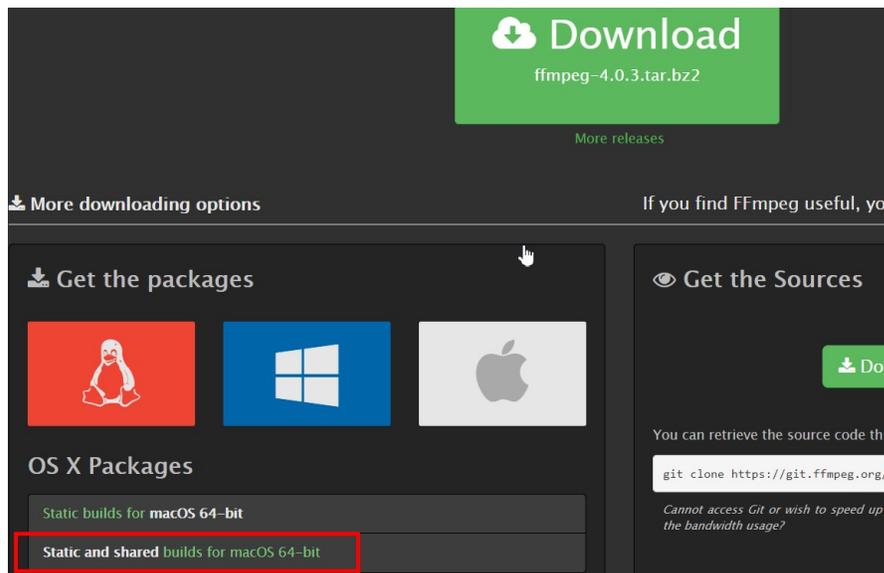


2) **Click on the *Static and shared build for macOS 64-bit* Button** (Zeranoe web site)



Then Select ***macOS 64-bit*** in the Architecture list and click on Download List. This will download a zip file, size around 62.6 Mb, with name like ***ffmpeg-20181102-66425ad-macos64-static.zip***

3) **Open the Zip file**. You will find 3 files in the zip file
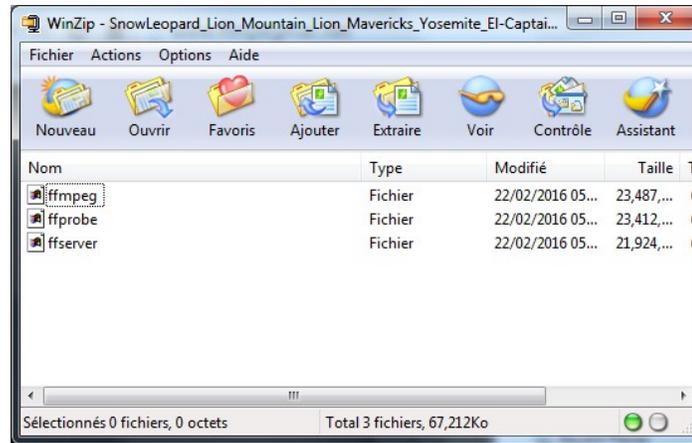


The <u>only</u> file you need is **ffmpeg**.

Depending on how you master the process, you may alternatively extract all files in a neutral directory, so that you can later copy ffmpeg elsewhere.

4) **Copy the file *ffmpeg* to one of the following directory** on your Mac computer:

   a. **~/Applications**: The benefit is that FFmpeg will be accessible from all Sketchup versions.

   b. **The SU Plugin Directory or the directory where you installed LibFredo6**. Typically:

   *On Mac OSX, Sketchup 7.1 and 8.0*

   **Macintosh HD/Library/Application Support/Google SketchUp 7/SketchUp/Plugins**
   **Macintosh HD/Library/Application Support/Google SketchUp 8/SketchUp/Plugins**

   *On Mac OSX, Sketchup 2013 and above* *(Sketchup 20xx)*

   **~/Library/Application Support/ SketchUp 20xx/SketchUp/Plugins**

   c. **Any other location, provided you keep track of where it is**. Once in Animator, you will prompted to locate ffmpeg, once for all.

## 3. Locating FFmpeg within Animator

If you did not install FFmpeg and you try to generate a video with Animator, you will get the following flavor of the dialog box for generating videos:
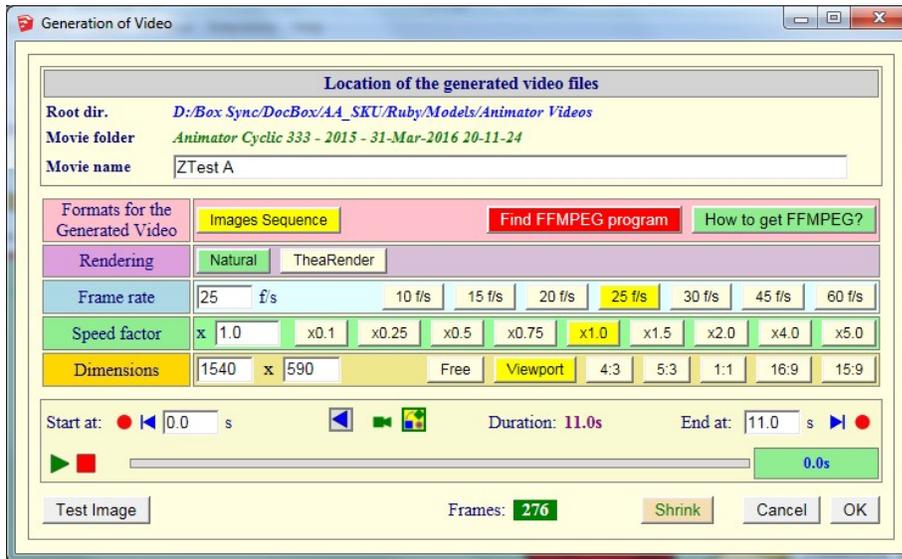


The button How to get FFmpeg? opens the present PDF file.

Once you have installed FFmpeg, click on the other button Find FFMPEG program. If you installed ffmpeg.exe in a standard directory, then the process is finished. If you put ffmpeg.exe in a custom place on your computer, then **you will be prompted with a file-open dialog box** in order to select the location of the file.

Once Animator knows where the FFmpeg program is located, then you will go directly to the normal flavor of the dialog box, allowing you to generate videos files in various formats: