ANIMATOR

Instructions to install FFmpeg on Windows

FREDO6 – V1.0 – 31 MAR 2016

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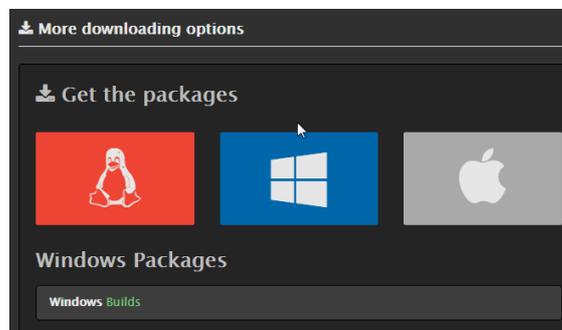
All you need to do is to install FFmpeg <u>once</u> on your computer, following carefully the instructions below.
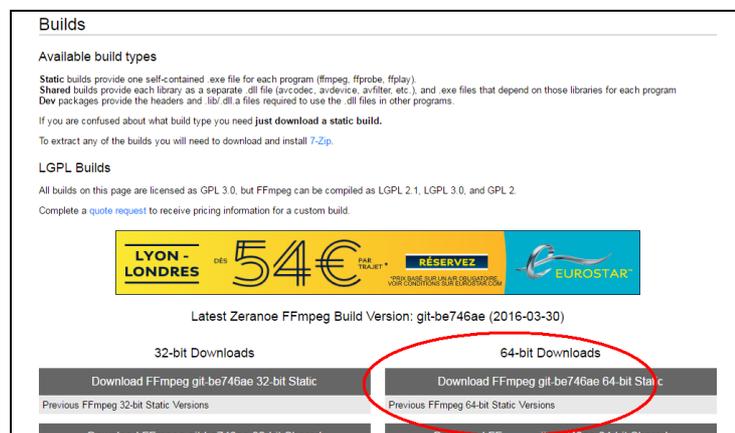
2. Downloading and installing FFmpeg

1) **Go to the download page of FFmpeg.org**: https://www.ffmpeg.org/download.html

2) **Click on the Windows tile** and then on the *Windows Builds* link

3) **Click on the Windows Builds link**. The page below should be displayed:

4) **Click on the grey bar** *"Download FFmpeg git-be746ae 64 bit Static"*. You should always select Sᴛᴀᴛɪᴄ versions. Use the 32 bits versions if you have Windows 32 bits (Windows XP). On Windows 7, 8 and 10, use the 64-bits version. Clicking on the link will download a zip file in your browser, with a name like:

<p align="center">ffmpeg-20160330-git-be746ae-win64-static.7z</p>

5) **Open the Zip file** (with 7-Zip program or equivalent). You will find a hierarchy of subfolders in the zip file

Name	Size	Packed Size	Modified
bin	124 515 328	14 803 430	2016-03-31 06:46
doc	5 391 184	358 583	2016-03-31 06:46
licenses	389 818	0	2016-03-31 06:46
presets	20 330	0	2016-03-31 06:46
ff-prompt.bat	652		2016-03-31 06:46
README.txt	3 684		2016-03-31 06:46

The <u>only</u> file you need is **ffmpeg.exe**, which is the subfolder *bin*.

Name	Size	Packed Size	Modified
ffmpeg.exe	41 569 792	14 803 430	2016-03-31 06:46
ffplay.exe	41 463 808		2016-03-31 06:46
ffprobe.exe	41 481 728		2016-03-31 06:46

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

6) **Copy the file** *ffmpeg.exe* **to one of the following directory** on your computer

   a. **C:\Program File\ffmpeg**: you may have to create this directory under *C:\Program Files*. The benefit is that ffmpeg will be accessible from all Sketchup versions. The limitation is that you may not have administrator rights to create a folder under *C:\Program Files*.

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

   On Windows, Sketchup 7.1 and 8.0

   C:\Program Files (x86)\Google\Google SketchUp 7\plugins
   C:\Program Files (x86)\Google\Google SketchUp 8\plugins

   On Windows, Sketchup 2013

   C:\Program Files (x86)\SketchUp\SketchUp 2013\Plugins

   On Windows, Sketchup 2014 and above *(Sketchup 20xx)*

   C:\Users*username*\AppData\Roaming\SketchUp\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.exe, 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: