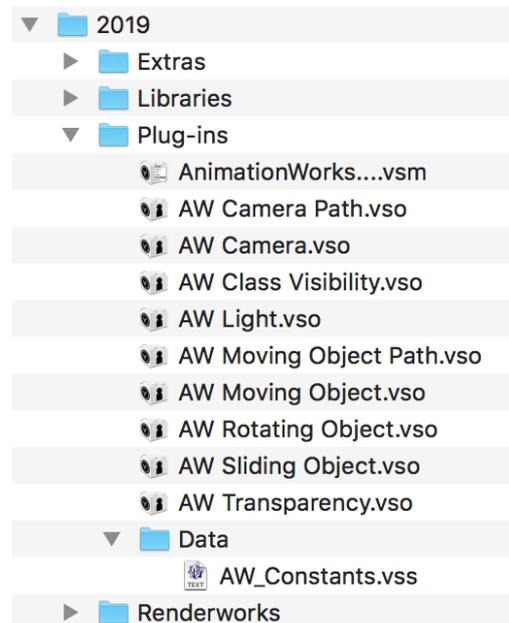


Installing AnimationWorks for Windows and Macintosh

1. Double click the downloaded AnimationWorks1312Mac.zip or AnimationWorks1312Win.zip self expanding Zip file and save the contents to a convenient location like the Desktop.
2. In Vectorworks 2019, go to the Tools menu/Options/Vectorworks Preferences, click on the User Folders tab, then click the Reveal in Finder button (Mac) or Explore button (Win) at the top of the dialogue. This will open your user folder titled "2019". Leave that folder open, then return to Vectorworks, close the preferences dialogue and quit.
3. Now return to the Finder (Mac) or Explorer (Win) and arrange the windows so you can see both the downloaded AnimationWorks folder and its contents, as well as the Vectorworks 2019 User Folder.
4. Expand the 2019 User Folder. and note that it has two folders with similar names (Plug-ins and Workspaces). Open the Workspaces folder in both locations, then copy the Fundamentals + AnimationWorks workspace into the user folder location. Close the two Workspaces folders.
5. Now open both the Plug-ins folders and copy all the plug-ins and Data folder across in the same way. Once the Plug-Ins are installed, the 2019 folder should look something like the screen shot to the right. Note that the Data folder is inside the Plug-Ins folder.



6. Launch Vectorworks then go to the Tools/Workspaces sub-menu and choose Fundamentals + AnimationWorks. The tools will appear on the AnimationWorks tools set in the Tool Sets palette and the menu item will appear in the Model menu. Alternatively, use the Workspace Editor to add the nine tools and one menu command to your favourite workspace.
7. You are now ready use the AnimationWorks. The trial version will add a watermark to any exported movie.

Registering AnimationWorks

After installing AnimationWorks, launching Vectorworks and switching to the Fundamentals + AnimationWorks workspace, take the following steps to register the software.

1. Use the Camera Path tool to draw a short path. The name doesn't matter. Skip this step if your drawing already contains a camera path.
2. Choose AnimationWorks from the Model menu.
3. Click the Save QuickTime Movie radio button, enter your registration code into the dialogue that appears then click OK.
4. Click the Exit button to clear the AnimationWorks dialogue. The software is now registered.