



DEHANCER

ADOBE Ae/Pr PLUGIN SETUP GUIDE



Dehancer plugin for After Effects / Adobe Premiere Pro

Setup Guide for macOS

2023-12-13

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System Requirements

Hardware requirements:

- Apple Macintosh, starting from middle 2012
- Metal-enabled, OpenCL compatible GPU
- Optimised for Apple Silicon. The appropriate distributive is installed automatically.
- External and multi-GPU are supported (on Intel macs)

Known issues:

Intel Iris and **Intel HD Graphics GPUs** may produce unexpected plugin crashes, visual glitches and artefacts. This is a system bug, the only solution is using an external GPU where possible (since Apple Silicon doesn't support EGPUs).

Software compatibility:

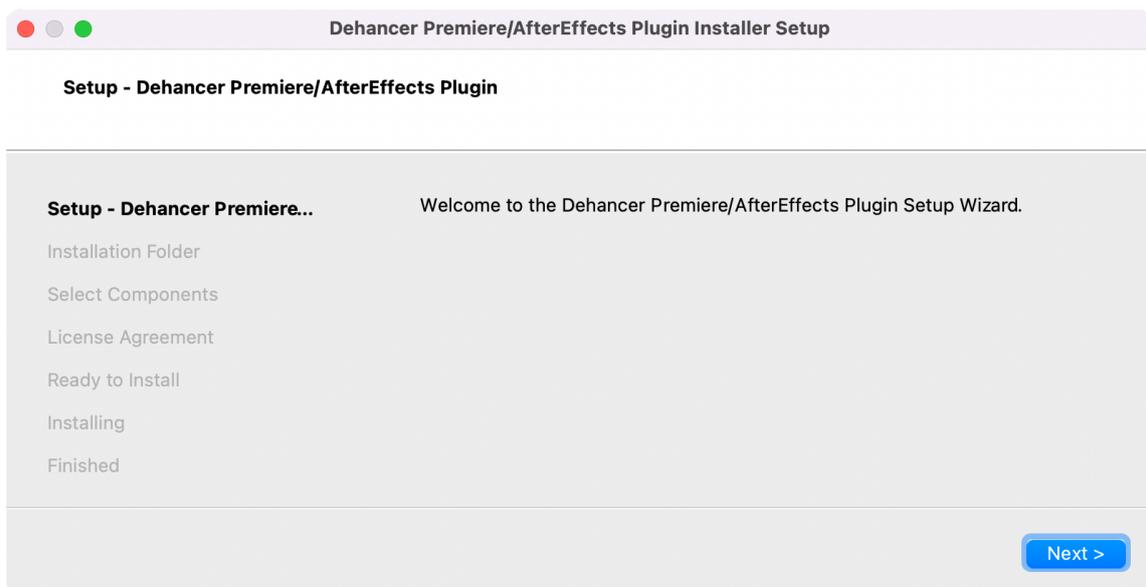
- MacOS Mojave 10.14.5 or later
- Adobe Premiere Pro 2022 or later
- Adobe After Effects 2021 or later

The plugin should work on earlier Adobe product versions but not guaranteed.

Note: We do not officially support 'hackintosh,' virtual machines and other home-brew systems, while it could worth a try. Also, operation with hacked or modified host applications and OS is not guaranteed.

Downloading and installing the plugin

1. Make sure that your computer meets the **system requirements** for the plugin to work correctly.
2. Download the latest version of the plugin from **www.dehancer.com**
 - 2.1. Press the button **Download and Get FREE Trial**.
 - 2.2. Select **Ae / Pr** as the Host Application.
 - 2.3. Select the desired Dehancer plugin.
 - 2.4. Select **macOS** as your **Operating System**.
 - 2.5. Hit **Download** button. Your download will start automatically.
3. Unzip the downloaded zip file, if your system didn't do it automatically.
4. Run the installation file and follow the installation steps.



5. Normally, **older plugin versions will be removed during the installation procedure automatically**. If the update does not technically allow to maintain settings compatibility, new version will be installed as a separate, independent plugin.

Note: After Effects and Premiere Pro share the same plugin installation, so if you are using both Adobe products, one Setup and Activation procedure is just enough.

GPU render selection [Pr]

In Adobe Premiere, you need to select the correct GPU engine when you create the New Project to make rendering and preview run at high performance. Otherwise, the system will automatically switch to software renderer, making performance extremely poor.

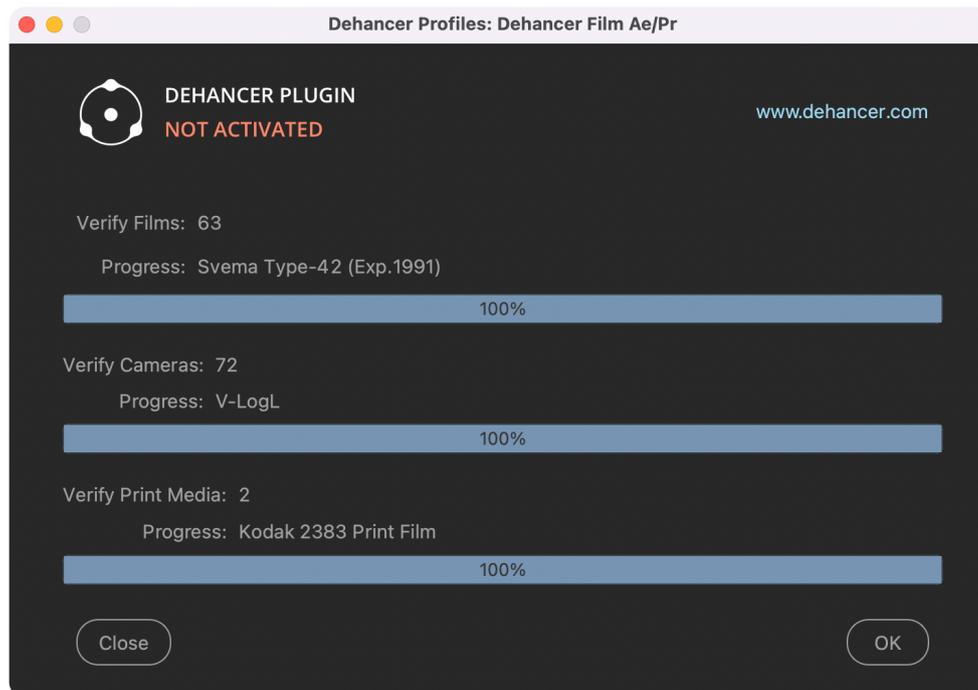
Notice that this setting can only be changed when creating the project.

1. In the New Project window go to:
General → Video Rendering and Playback → Renderer
2. Select the **Metal** rendering engine.

Downloading Film and Camera Profiles

Before using Dehancer you have to **download film and camera profiles**.

1. At the final step of the installation procedure, the **Dehancer Profiles** widget will open and the profiles will be downloaded and installed automatically.



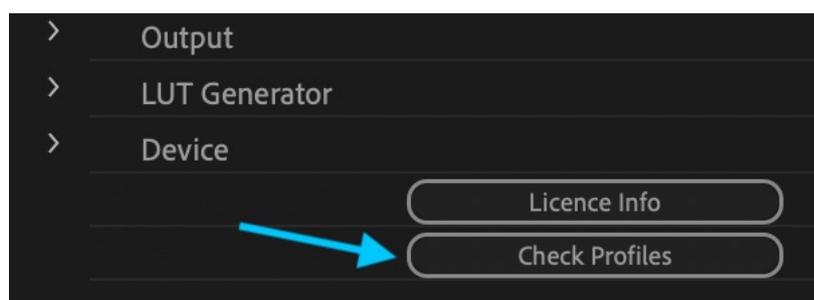
2. Once the profiles update is complete, close the widget. Now Dehancer is ready to use.

3. **If for some reason the profiles were not downloaded during the installation**, you will need to do it manually.

3.1. Apply Dehancer Plugin to any clip or Adjustment layer.

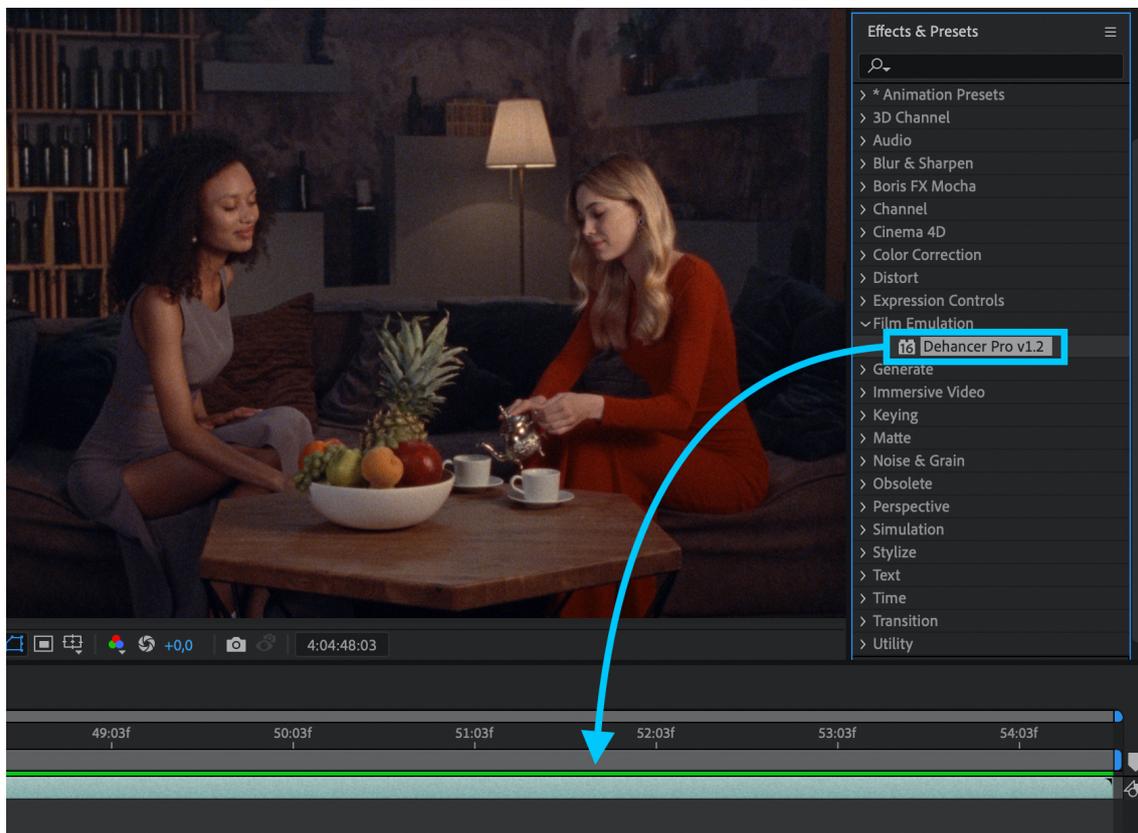
3.2. Go to **Effect Controls panel → Dehancer**, navigate to the bottom of the plugin settings and find the **Check Profiles** button.

This allows you to download or update the profiles at any time.



Adding Dehancer to the Project (After Effects)

1. After the plugin installation, restart **After Effects** if it was already running.
2. Open a Project.
3. Open the **Effects & Presets** panel (or press Cmd+5).
4. In the **Effects & Presets** tab, open the **Film Emulation** group and find **Dehancer**.
5. Select a clip on the timeline, then **drag and drop Dehancer to the clip**. Also, you can **double-click the effect** to apply it to the selected clip.

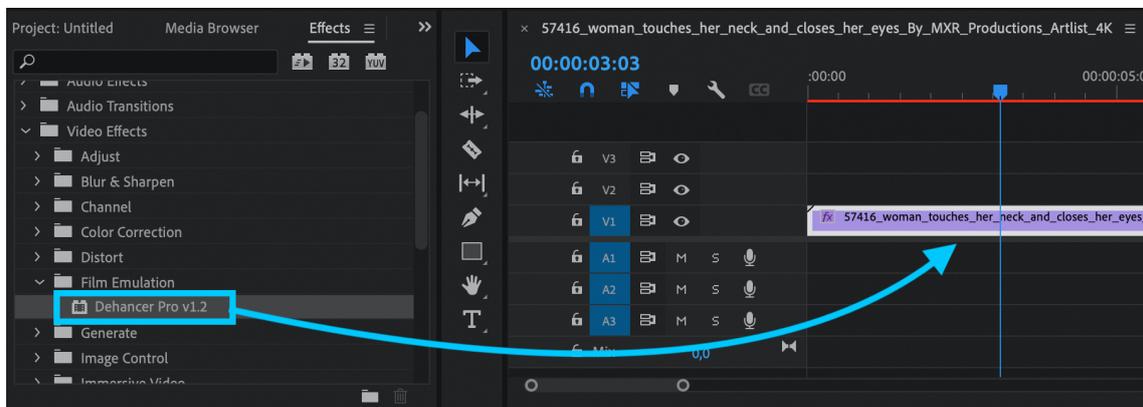


Tip:

In the same way, Dehancer can be applied not only to the individual clips, but also to the **Adjustment Layers**, thus allowing to grade the entire timeline with a single Dehancer instance.

Adding Dehancer to the Project (Premiere Pro)

1. After the plugin installation, restart **Premiere Pro** if it was already running.
2. Open a Project.
3. Open the **Effects** panel (or press Shift+7).
4. In the **Effects** tab, open the **Video Effects / Film Emulation** group and find **Dehancer**.
5. Select a clip on the timeline, then **drag and drop Dehancer to the clip**. Also, you can **double-click the effect** to apply it to the selected clip.



Tip:

In the same way, Dehancer can be applied not only to the individual clips, but also to the **Adjustment Layers**, thus allowing to grade the entire timeline with a single Dehancer instance.

License Activation (removing the watermark)

When the plugin is not activated:

- The watermark is applied to the preview and to the rendered footage
- The Lut Generator is disabled

To get rid of the watermark and to enable the Lut Generator tool, please activate the plugin. Notice that Lut Generator requires the FULL Dehancer Pro license and is not working with Trial License Keys or Dehancer Lite.

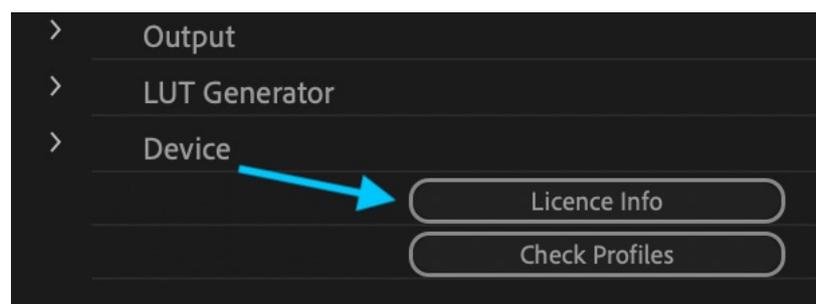
How to activate the plugin

1. Buy the License or **get the free 2-week trial on our website.**

The License will be automatically sent to your account email and displayed in your User Profile as well.

Each purchased License contains two Activation Keys for two 'Seats' that can be activated and deactivated independently.

2. Navigate to the bottom of Dehancer plugin interface in the After Effects or the Premiere Pro application, find the **Options** section and click the **License info** button.

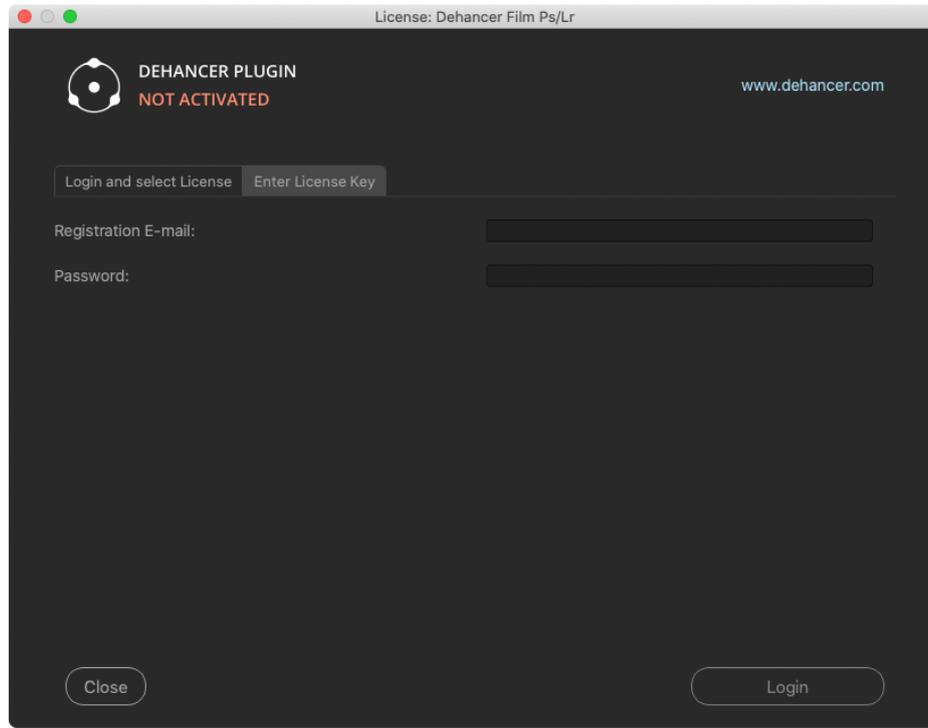


3. The License widget will open. There are two main options available:

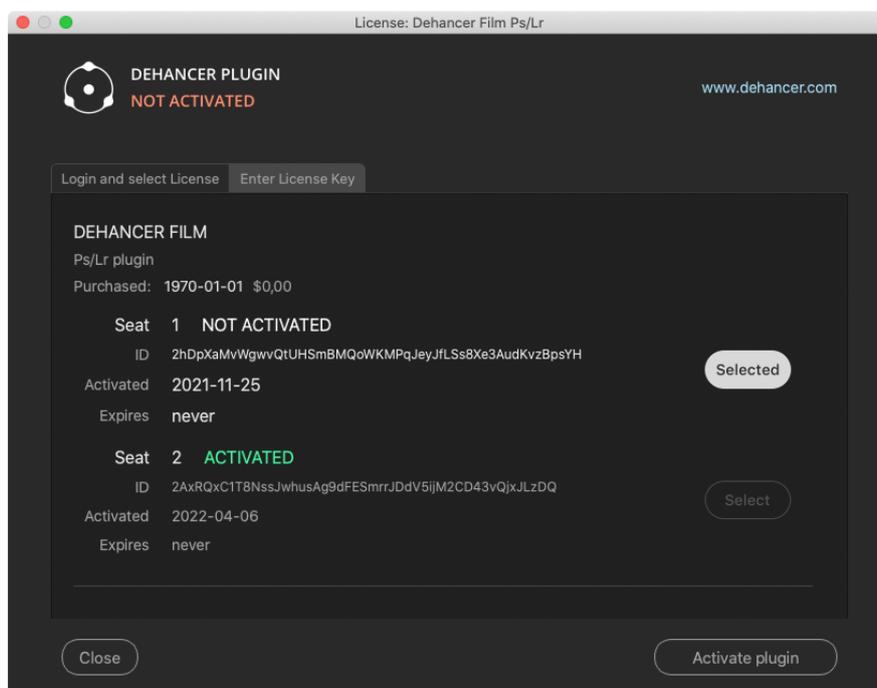
- **Login and select License**
- **Enter License Key**

Login and select License option

1. Login with your Dehancer account.

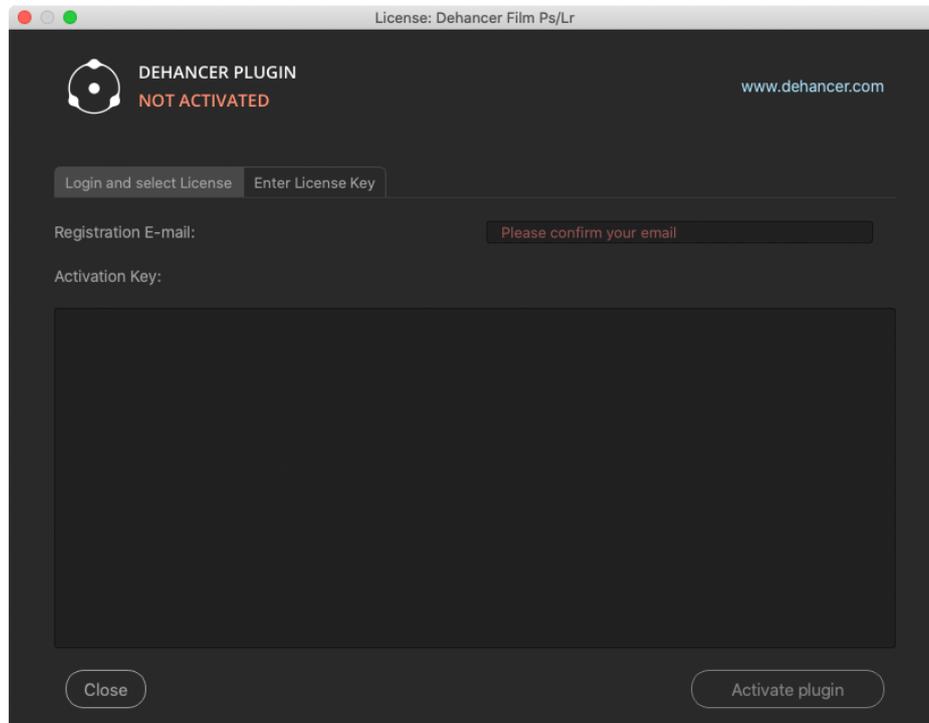


2. You will be presented with a list of Licenses available for your product. Select a Seat from the list, then press **Activate plugin**:



Enter License Key option

1. Paste your registration e-mail and Activation Key from the letter you've received after purchasing the License. Press **Activate plugin**.



2. After the Activation is complete, close the widget and **restart all host applications**.

Please Notice:

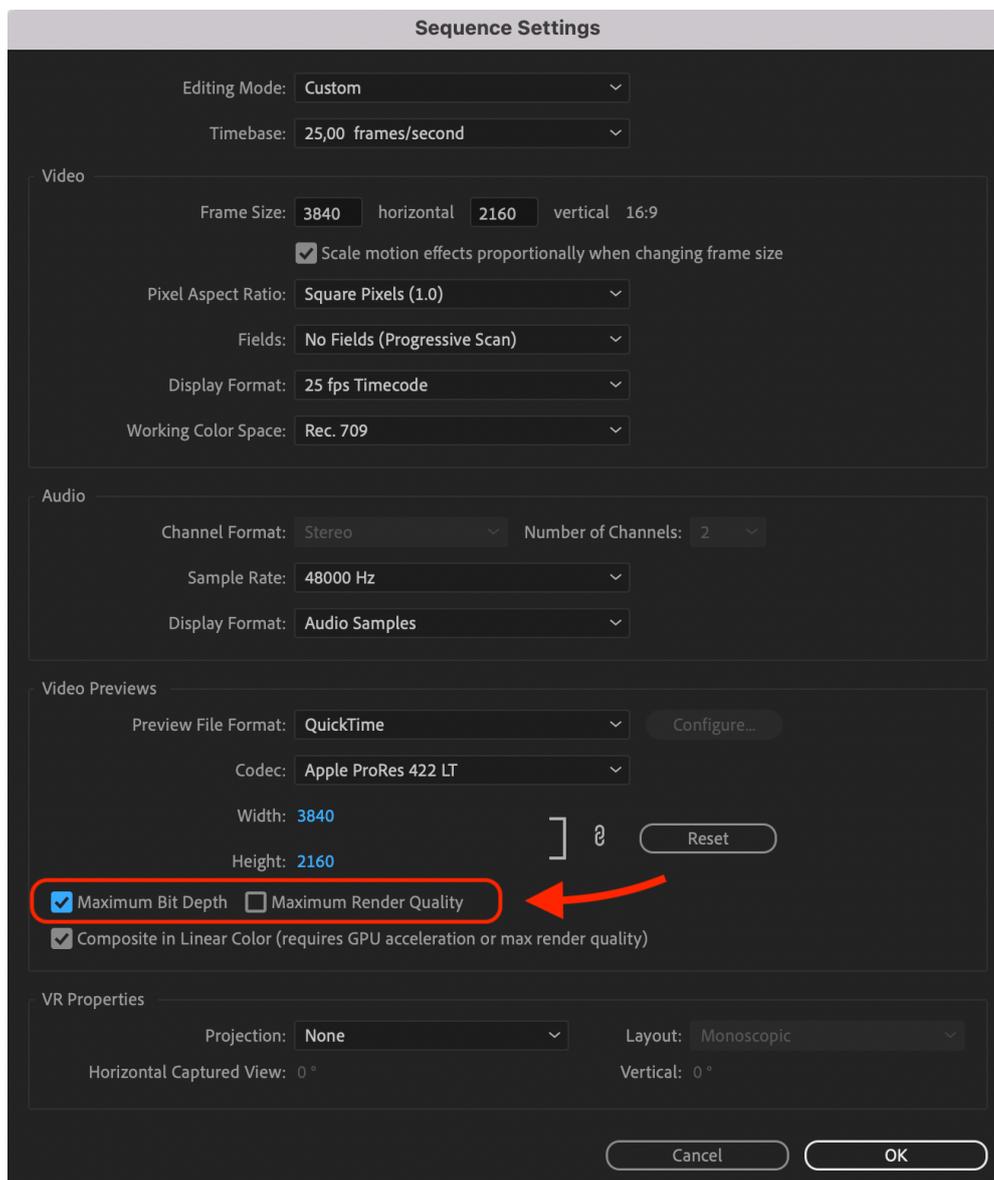
1. Internet connection is required for Activation.
2. Activation via Login doesn't work with Beta Licenses.
- 3. Don't forget to Deactivate from within the plugin interface before selling your computer, migrating or reinstalling the System.**

Preview and Rendering quality settings (Premiere Pro)

When using Dehancer and other plugins with Adobe Premiere Pro, the Preview and the rendered footage may suffer from **posterisation artifacts**. This is caused by insufficient bit depth.

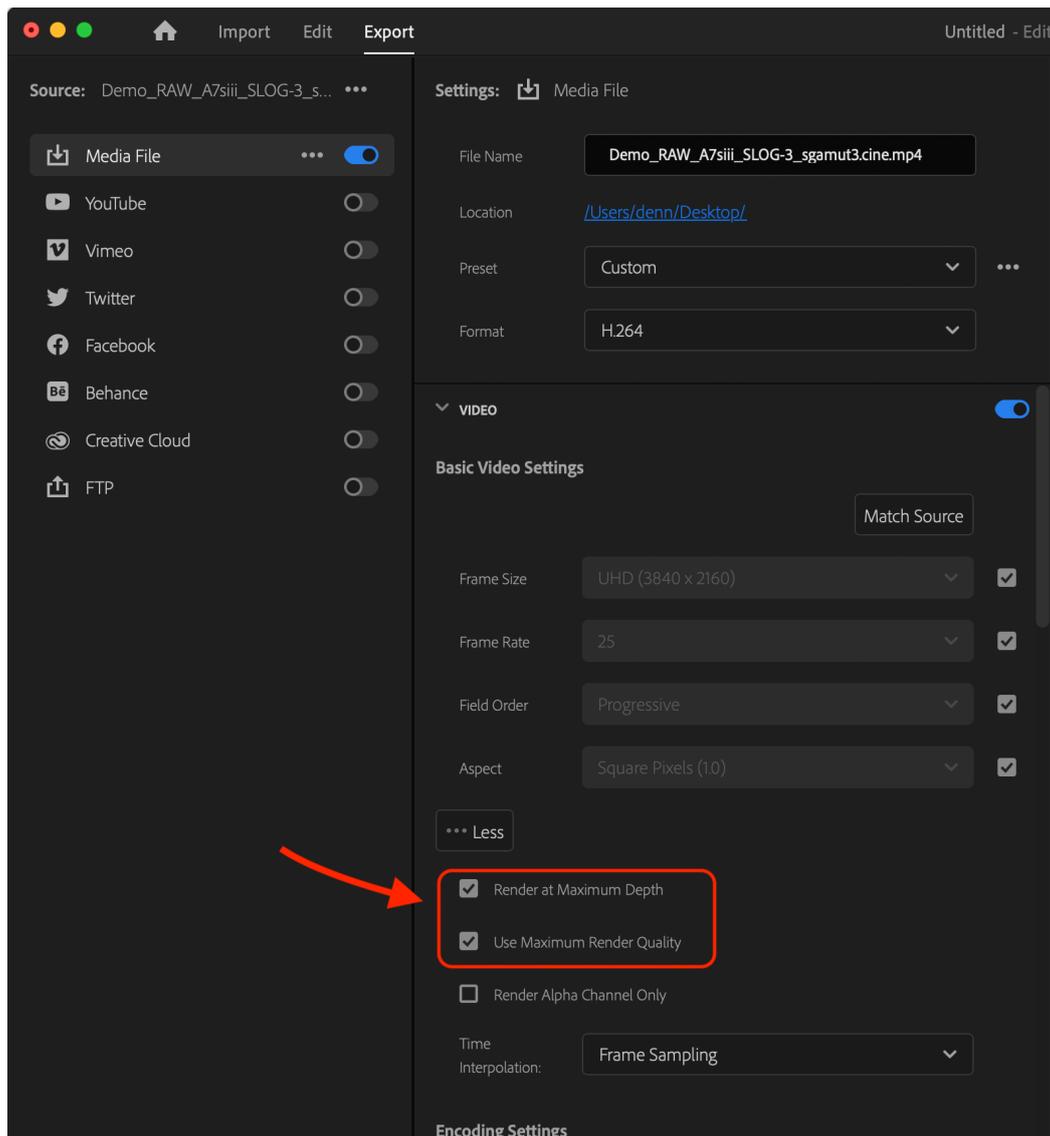
Maximum Preview quality:

1. In the Premiere menu select **Sequence** → **Sequence Settings**.
2. In the **Video Previews** section enable the **Maximum Bit Depth** checkbox.
3. Optionally you can enable the **Maximum Render Quality** checkbox.
4. Then you will get the warning alert, which in most cases can be ignored.



Maximum Render quality:

1. Go to the **Export** tab.
2. In the **Video / Basic Video Settings** enable the **Render at Maximum Depth** checkbox.
3. Optionally you can enable the **Use Maximum Render Quality** checkbox.



Note: These settings may significantly affect the plugin performance and memory requirements.

Troubleshooting

How to Uninstall the plugin

1. **Deactivate the plugin** (use 'License Info' button in the plugin, then press 'Deactivate'). You have to do this just once even if you have both the After Effects and the Premiere Pro installed.

2. Quit the host applications.

3. Open this folder:

~/Library/Application Support/Adobe/Common/Plug-ins/7.0/MediaCore/DehancerPro_v1/maintenancetool.app

4. Run the **maintenancetool.app** application.

5. Choose **Remove All Components**, click **Continue** and follow uninstall steps.

Bug reports and feedback

Please send your bug reports to **support@dehancer.com** along with your System info and Final Cut version.