

Installing AnimationWorks

Windows and Macintosh

1. Double click the downloaded *AnimationWorks128Mac.zip* or *AnimationWorks128Win.zip* self expanding Zip file and save the contents to a convenient location like the Desktop.
2. In *Vectorworks 2010*, 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 "2010". 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 2010 User Folder*.
4. Expand the *2010 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 across in the same way. **Do not** copy the *Data* folder, Instead open this folder in both locations and copy just the *AW_Constants.vss* file across.
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*. Please take the time to read the *AnimationWorks User Guide*.

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

Demo Version Limit

The demo version of *AnimationWorks* will not allow movies to be exported, only previewed. All other features are fully functional.