

AE GPU SDK

Build Instructions

(03/30/2021)

Note:

We are excited to introduce you the new AE GPU SDK in 16.0!

Please see **SDK_Invert_ProcAmp** in the Effect folder as an example plugin.

More AE GPU SDK API information can be found in After Effects SDK Guide.

Mac:

Setup instructions:

1. The plugin uses BOOST to process GPU kernel files, you need to install BOOST on your machine. You can install BOOST through homebrew, or direct download from boost.org.
2. Once BOOST is installed, obtain the installation path. Usually BOOST installation path looks like this:
`/usr/local/Cellar/boost/1.67.0_1/include`
3. Open the SDK_Invert_ProcAmp project in Xcode and go to Preferences -> Locations -> Custom Paths
4. Add this entry:

Name: **BOOST_BASE_PATH**

DisplayName: **BOOST**

Path: **[Your BOOST installation path]**

Win:

Set up instructions:

1. Install Boost from boost.org
 - a. Unzip the boost package and run bootstrap.bat
 - b. Then run .\b2 to build boost
 2. Install the CUDA SDK from <https://developer.nvidia.com/cuda-downloads>. Please use the same CUDA version that your AE build is using. AE 18.2 currently uses CUDA 10.1 update 2.
 3. Setup system environment variables:
CUDA_SDK_BASE_PATH: [CUDA installation path]
(example: C:\Program Files\NVIDIA GPU Computing Toolkit\CUDA\v10.1)
BOOST_BASE_PATH: [BOOST installation path]
(example: C:\boost_1_71_0)
 4. Modify Microsoft Compiler path in the CUDA kernel custom build steps:
 - a. Open the SDK_Invert_ProcAmp solution in Visual Studio
 - b. Go to the Solution Explorer and right click on the "SDK_Invert_ProcAmp_Kernel.cu"
 - c. Select <Properties>
 - d. Go to Custom Build Tool -> General -> Edit the Command Line section
 - e. Change the highlighted section to the actual path on your machine:
\$(VCInstallDir)Tools/MSVC/14.12.25827/bin/Hostx64/x64
(You may have a different MSVC version shown on this example.)

Evaluated path example:
C:\Program Files (x86)\Microsoft Visual Studio\2017\VC\Tools\MSVC\14.12.25827\bin\Hostx64\x64
- Remember to change this path for both Debug and Release.