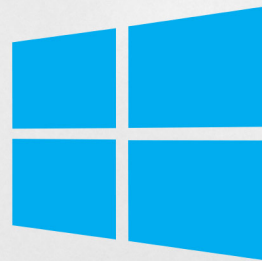




DEHANCER

ADOBE Ae/Pr PLUGIN SETUP GUIDE



Dehancer plugin for After Effects / Adobe Premiere Pro

Setup Guide for Windows

2024-02-26

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System Requirements

Hardware requirements:

- PC with Nvidia or AMD GPU
- CUDA or OpenCL compatible GPU.
Two dedicated distributives for CUDA and for OpenCL are provided within the installation package.
- External and multi-GPU are supported

Software compatibility:

- Windows 10/11 64 bit (genuine licensed installation is required)
- Adobe Premiere Pro 2022 or later
- Adobe After Effects 2021 or later

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

GPU memory consumption:

FullHD video – 4GB minimum / 8GB recommended

4K video – 8GB / 12GB

6K video – 12GB / 16GB

8K video – 16GB / 24GB

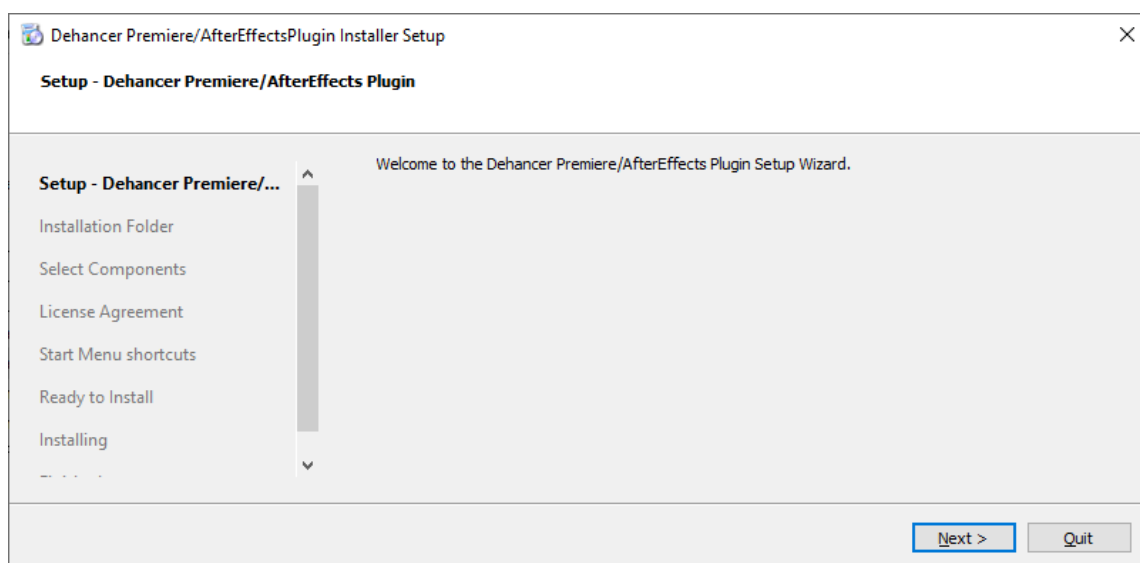
Known issues:

1. 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.

2. We do not officially support virtual machines. 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 **Windows 10** 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. **Select the appropriate distributive for CUDA/OpenCL GPU frameworks.**
5. Run the installation file and follow the installation steps.



6. 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.

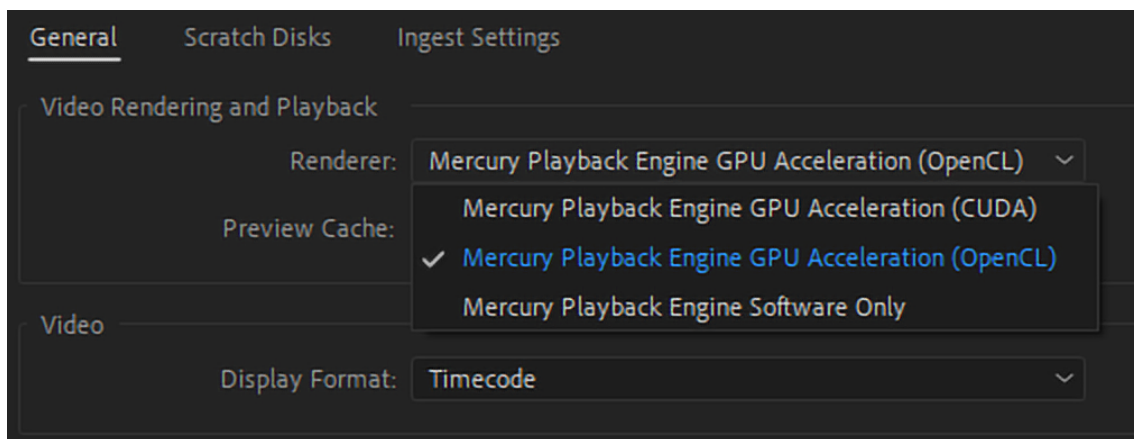
GPU render selection [Pr]

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

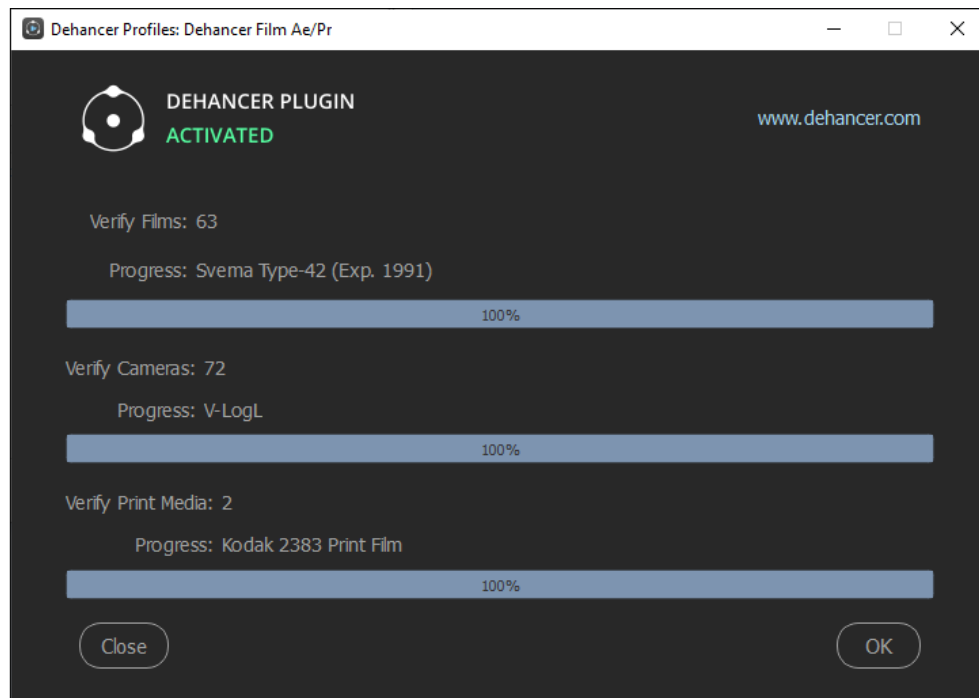


2. Select your GPU engine depending on the plugin distributive you used for the installation – **CUDA or OpenCL**.

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.



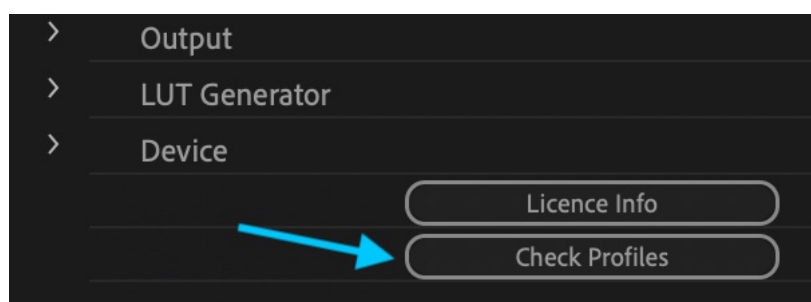
2. Once the profiles update is complete, close the widget.
Now Dehancer is ready to use.

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.

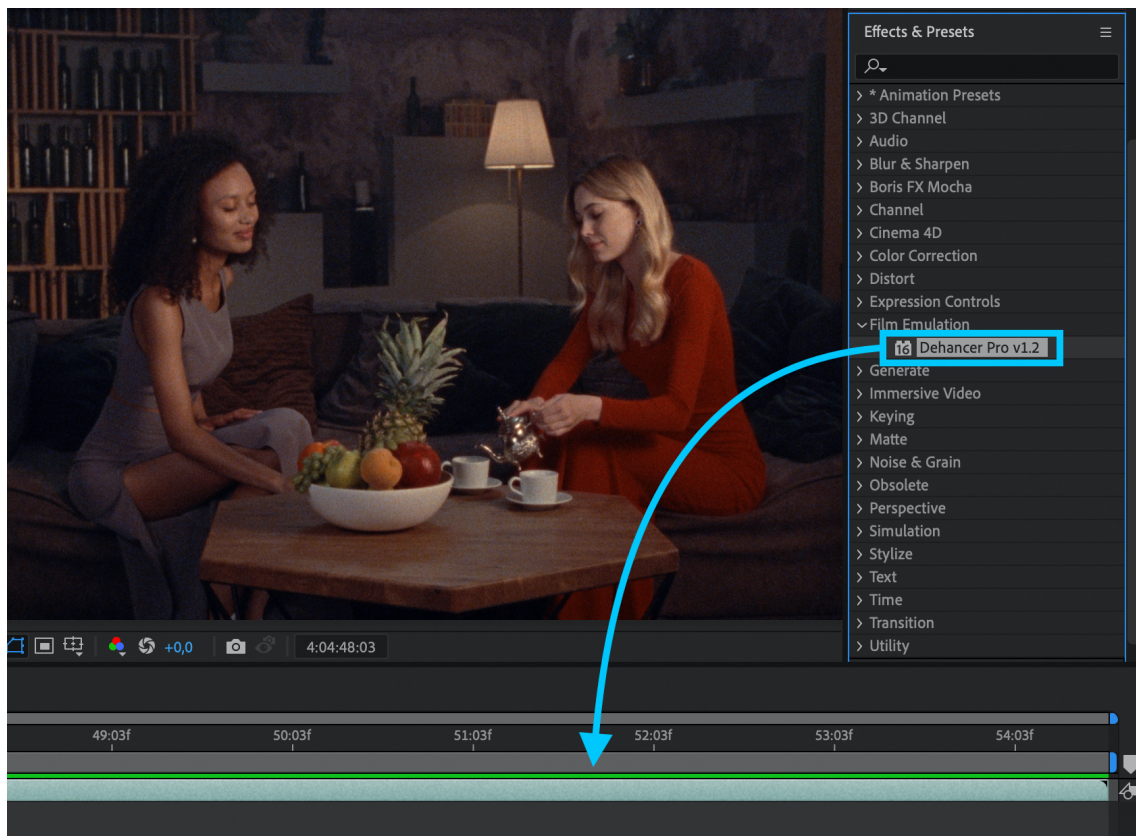
3.2. Go to **Effect Controls panel → Dehancer**, navigate to the bottom of the plugin settings and find the **Check Profiles** button.

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 Ctrl+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.

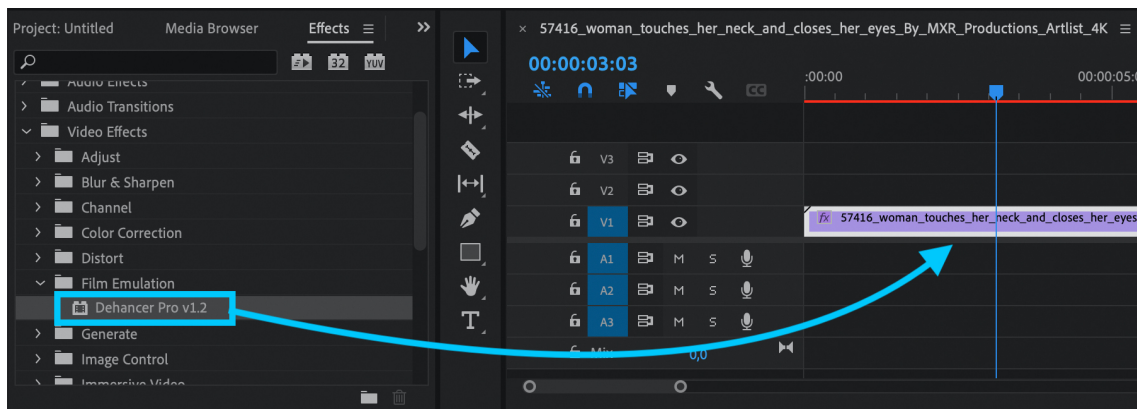


Tip:

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.

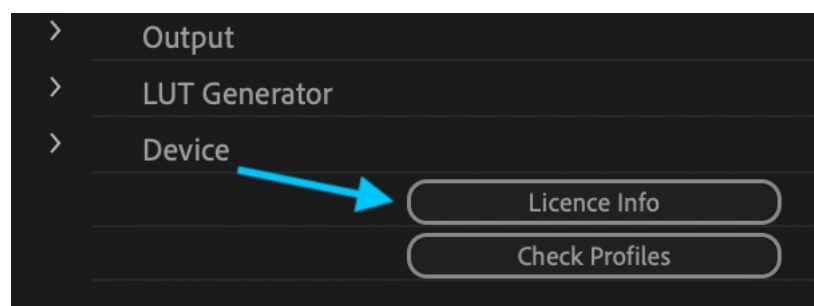
How to activate the plugin

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.

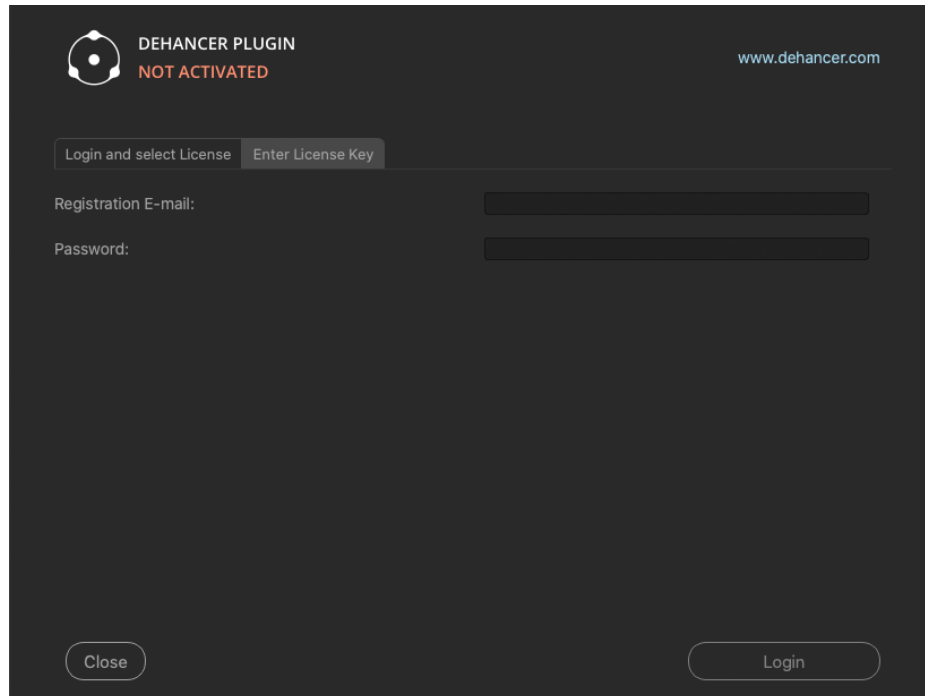


3. The License widget will open. There are two main options available:

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

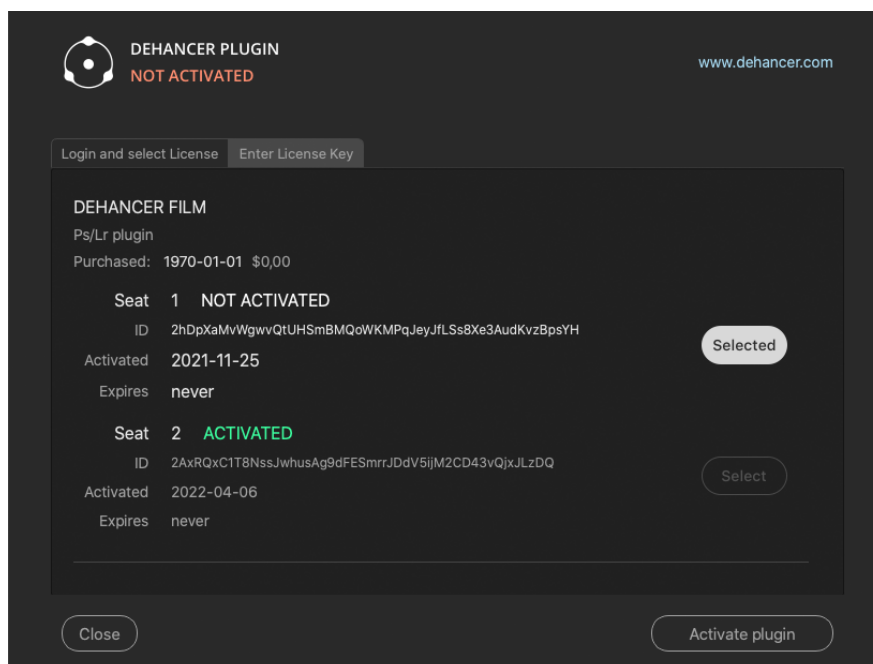
Login and select License option

1. Login with your Dehancer account.



The interface shows the 'DEHANCER PLUGIN' status as 'NOT ACTIVATED' with the website 'www.dehancer.com'. It features two tabs: 'Login and select License' (active) and 'Enter License Key'. Below the tabs are input fields for 'Registration E-mail:' and 'Password:'. At the bottom, there are 'Close' and 'Login' buttons.

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



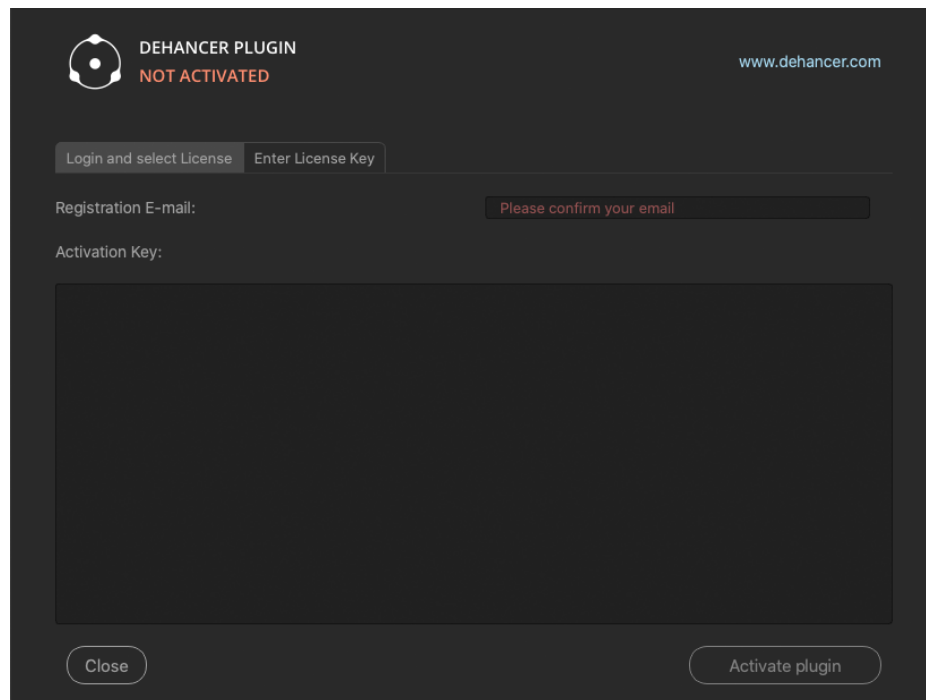
The interface shows the 'DEHANCER PLUGIN' status as 'NOT ACTIVATED' with the website 'www.dehancer.com'. It features two tabs: 'Login and select License' (active) and 'Enter License Key'. Below the tabs, the 'DEHANCER FILM' section displays 'Ps/Lr plugin' and 'Purchased: 1970-01-01 \$0,00'. A table lists two seats:

Seat	Status	ID	Activated	Expires	Action
1	NOT ACTIVATED	2hDpXaMvWgwwQtUHSmBMQoWKMPqJeyJfLSs8Xe3AudKvzBpsYH	2021-11-25	never	<button>Selected</button>
2	ACTIVATED	2AxRQxC1T8NssJwhusAg9dFESmrrJDdV5ijM2CD43vQjxJLzDQ	2022-04-06	never	<button>Select</button>

At the bottom, there are 'Close' and 'Activate plugin' buttons.

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:

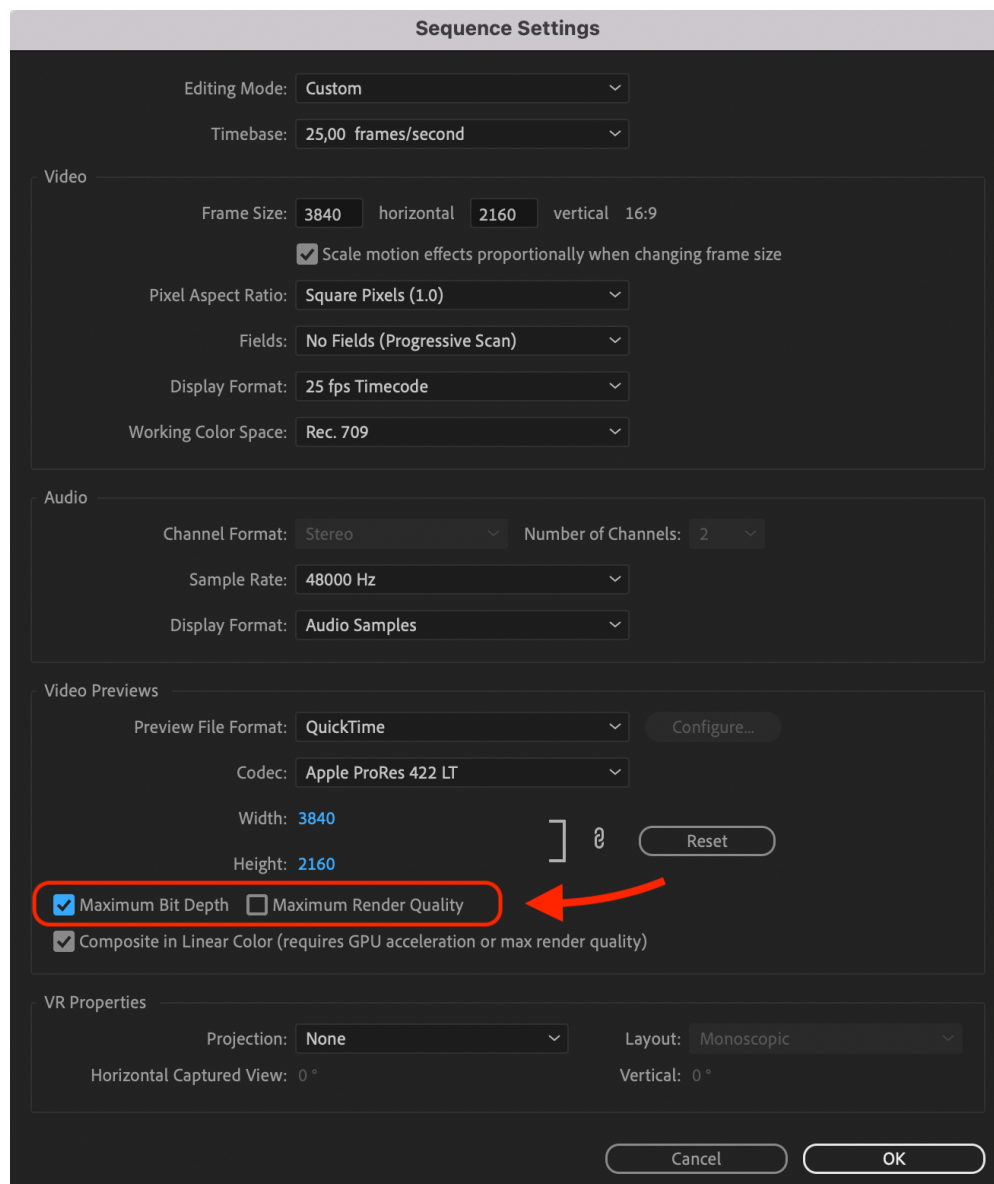
1. Internet connection is required for Activation.
2. Activation via Login doesn't work with Beta Licenses.
3. **Don't forget to Deactivate from within the plugin interface before selling your computer, migrating or reinstalling the System.**

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.

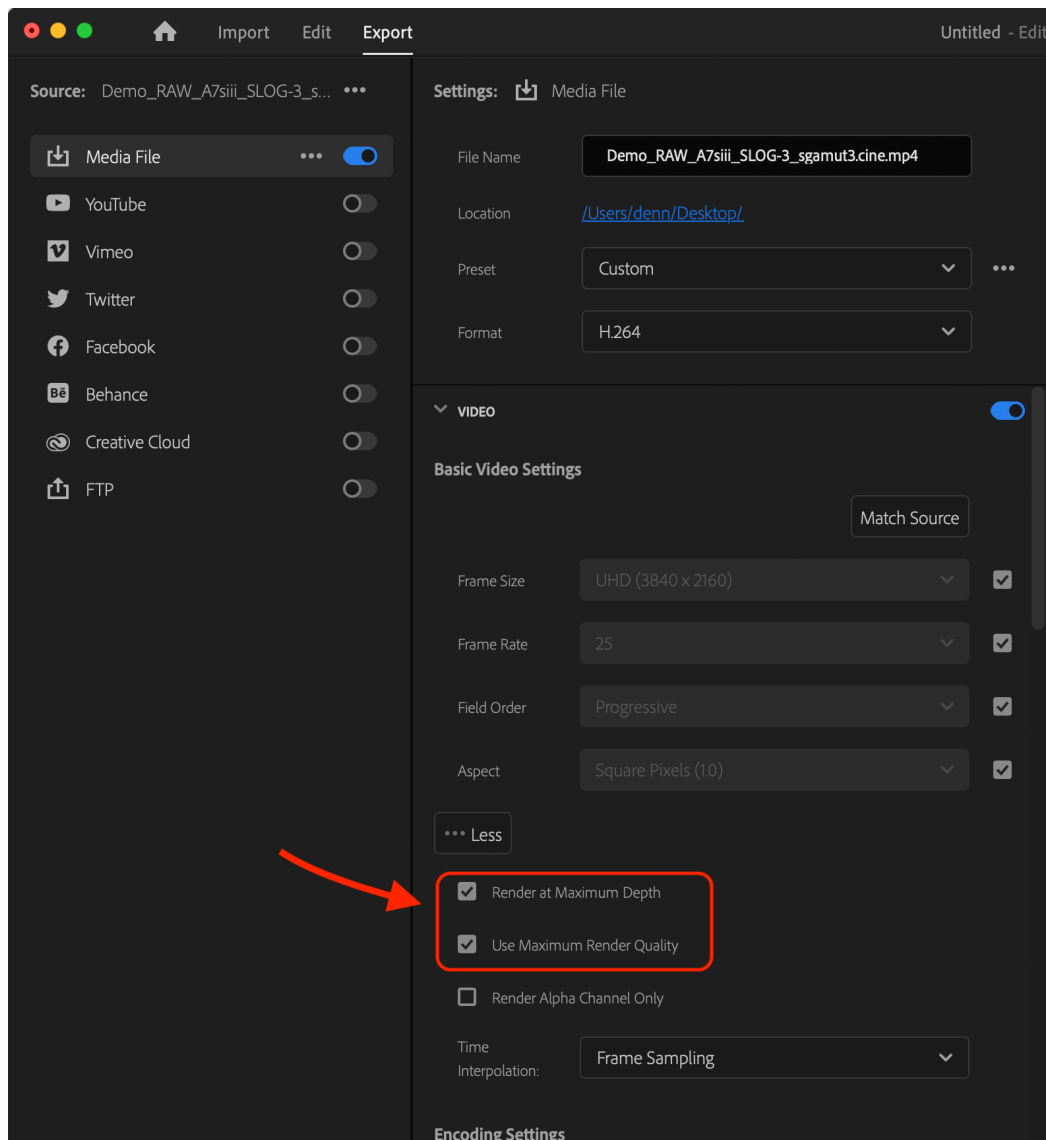
Maximum Preview quality:

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.

Dehancer Updates

We update the plugin regularly, adding new features, fixing bugs and improving performance. Keep Dehancer up-to-date to get the most out of it.

We recommend that you AVOID UPDATING both the plugin itself and the host application until you are finished working on the important projects.

Checking the Updates

Please, check the actual product version in the 'Download and Get Free Trial' widget at the dehancer.com. If the new version is out, download and install it manually. We always announce new versions on social media and newsletters, so stay tuned.

Minor Updates and hotfixes

Minor update replaces the existing plugin installation, keeping the settings compatible and the current License Seat activated.

Generally, Dehancer settings in existing projects are not affected, but this depends on many factors, including host version, operating system and the entire processing chain. Thus, avoid updating the plugin while you are working on a project.

Major Updates

Major updates usually include new features and other changes that does not technically allow to maintain the plugin settings compatibility.

New major version will be installed as a separate, independent plugin. It will not be compatible with an old plugin node settings and requires separate License Activation.

You can use a spare Seat or just Deactivate an older version to re-use the existing License Key.

BETA Updates

- 1. Major BETA versions are installed as the separate plugins.**
- 2. Minor BETA versions will replace earlier releases.**

Generally the settings are not compatible with the stable release and the plugin requires separate License Activation. You can use a spare Seat or just Deactivate an older version to use the existing License Key for beta testing purposes.

License Deactivation – IMPORTANT!

Please don't forget to **DEACTIVATE YOUR LICENSE** from within the plugin interface **BEFORE** uninstalling the plugin, migrating your computer or reinstalling the OS.

To Deactivate any Dehancer plugin use the **'License Info'** button in the plugin interface, then press **'Deactivate'** and wait until deactivation is complete.

- The number of License deactivations from within the plugin is **unlimited**
- License deactivation using your User Account at dehancer.com is **limited to 10 times**

Uninstallation

How to Uninstall the plugin

1. **Deactivate all Dehancer plugins** (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. Use the regular Windows uninstall procedure:
 - Go to **Control Panel → Programs → Programs and Features**
 - Press and hold (or right-click) on the plugin you want to remove and select **Uninstall** or **Uninstall/Change**

Bug reports and feedback

Please complete this checklist before requesting support:

1. Make sure that your computer meets the **system requirements** for the plugin to work correctly.
2. Install the latest version of Dehancer plugin. Please, check the actual product at the dehancer.com.
3. Check your version of Premiere and After Effects. Dehancer is tested to work with actual Adobe updates.

If you still encounter any issues, send bug report via this support form:
support.dehancer.com

Please provide the following information:

1. Detailed error description
2. Detailed System Information
3. Premiere, After Effects and Dehancer versions
4. Also we need several stills from your project along with a short fragment from the source video and the project itself if possible.