

NEWTON³

The physics engine for Adobe® After Effects®

Installation

This document describes how to install Newton 3.0 plug-in for Adobe After Effects.

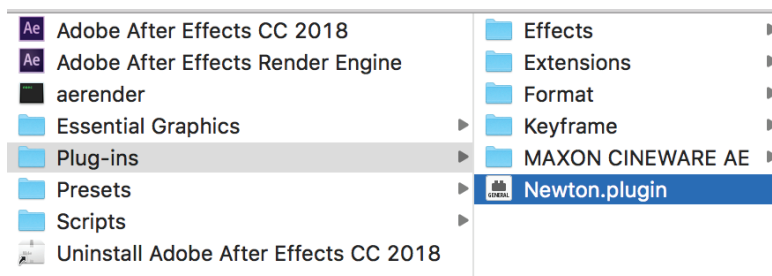
The archive you downloaded contains both Mac and Windows versions of the plug-in. After extracting the archive, open the platform folder corresponding to your system and follow the instructions below (if After Effects is opened, close it before any manipulation).

Note that unlike previous versions of Newton that were provided as a trial version and a full version, there is only one version for this release. By default the plug-in runs in demo mode (export module restricted to 25 frames). Then you need to register your license to run the full version (unrestricted).

To avoid any conflict with previous versions, we recommend to have only one version of Newton installed.

On Mac

Locate the file called **Newton.plugin** and copy it to **{path_to_AE}/Plug-ins** folder. Please make sure to actually copy the file. Drag and drop operation may create an alias instead of copying the file.



- Installation folder on Mac -

On Windows

Locate the folder called **Newton** and copy it to **{path_to_AE}/Plug-ins** folder.

<< Adobe > Adobe After Effects CC 2018 > Support Files > Plug-ins	
Name	Type
Effects	File folder
Extensions	File folder
Format	File folder
Keyframe	File folder
MAXON CINEWARE AE	File folder
Newton	File folder

- Installation folder on Windows -

Finding Newton in After Effects

Newton is not a standard effect, you won't find it in the Effects menu. To open Newton, click on the Composition menu and choose Newton command.

Registration

If you have purchased the plug-in, you need to enter your license code in the registration dialog (Newton > Registration). This will unlock the trial version.

Note that you can also use aescrpts manager app to install and license the plug-in: [aescrpts+aeplugins manager app](#). You can find your license code in the [My Downloads & Licenses](#) section in your user account.