

ANIMSEEDS

Reference Analyser

Download, Installation, Usage Terms & Copyright Notice

Final Distribution Documentation

Product	Animseeds Reference Analyser
Release	v2.7.0 Final Distribution
Compatibility target	Autodesk Maya 2022 through 2027+
Publisher	Suman Mula Animseeds
Website	www.animseeds.com

Important

Download and install the tool only from Animseeds or an authorized seller. Keep your original purchase receipt and installer package in a secure backup location.

Document updated: 19 July 2026

Document Scope

This document explains how to download, install, configure and use Animseeds Reference Analyser. It also states the customer licence terms, third-party software notice and copyright conditions that apply to the product.

- 1. Authorized download and package contents
- 2. System requirements
- 3. Drag-and-drop installation
- 4. FFmpeg download and configuration
- 5. Basic operating workflow
- 6. Updates, support and uninstalling
- 7. Terms and Conditions of Use
- 8. Copyright and third-party notices
- 9. Contact and acceptance

Customer responsibility

Back up production files before installing or updating any Maya tool.
Test the tool on a non-critical scene before using it in a production pipeline.

1. Authorized Download and Package Contents

Purchase and download the installer from the official Animseeds website or an authorized distribution channel:

www.animseeds.com

Expected package contents

Item	Purpose
INSTALL_Animseeds_Reference_Analyser.py	Drag-and-drop Maya installer.
Protected application payload	Compiled or protected program files used by Maya.
Shelf icon files	Icons used by the Animseeds shelf button.
Documentation	Installation, usage, licence and copyright information.
Optional FFmpeg folder	External video-processing executables and applicable licence notices, when supplied.

Security check

- Do not run an installer that has been renamed, repackaged or obtained from an unknown source.
- Keep the original ZIP intact as a backup and extract a working copy before dragging the installer into Maya.

2. System Requirements

Requirement	Recommended configuration
Autodesk Maya	Maya 2022 through Maya 2027+ within the compatibility target of the purchased release.
Operating system	A Maya-supported Windows, macOS or Linux system.
Python / Qt	The Python and PySide runtime supplied with the installed Maya version.
Storage	Sufficient free space for the tool, media cache, recordings, image sequences and exports.
Video processing	FFmpeg and FFprobe are recommended for broad video import/export compatibility.

Requirement	Recommended configuration
Camera features	A supported camera, OS camera permission and a compatible QtMultimedia backend or FFmpeg fallback.

3. Drag-and-Drop Installation

1. Close any duplicate Animseeds Reference Analyser windows already running in Maya.
2. Extract the purchased ZIP file to a local folder. Do not run the installer from inside the ZIP archive.
3. Start Autodesk Maya using the user account that will use the tool.
4. Drag INSTALL_Animseeds_Reference_Analyser.py from the extracted folder into the Maya viewport.
5. Wait for the installation-success message. Do not close Maya while the payload and shelf files are being written.
6. Open the Animseeds shelf and click the Reference Analyser icon.
7. Restart Maya if the shelf button or icon does not appear immediately.

Successful installation message

"The Animseeds Reference Analyser was installed successfully.
Thanks for purchasing and supporting my work. If you need anything else, feel free to contact me. Thank you, Suman Mula | Animseeds.
www.animseeds.com"

Installation locations

The installer uses the current Maya user-preferences location rather than a fixed system path. Typical locations include the following:

Platform	Typical Maya user location
Windows	Documents/maya/<version>/scripts and related shelf/icon folders
macOS	~/Library/Preferences/Autodesk/maya/<version>/scripts and related folders
Linux	~/maya/<version>/scripts and related folders

4. FFmpeg Download and Configuration

FFmpeg and FFprobe improve video import, conversion, recording fallback and export compatibility. They are third-party tools and are not owned by Animseeds.

Official information

Download page: <https://ffmpeg.org/download.html>

Licence and legal information: <https://ffmpeg.org/legal.html>

Windows setup

1. Open the official FFmpeg download page and choose a current Windows executable build linked there.
2. Extract the build to a permanent location such as C:\Animseeds\FFmpeg\.
3. Confirm that bin\ffmpeg.exe and bin\ffprobe.exe exist.
4. Open Animseeds Reference Analyser and browse to the two executable files in the FFmpeg settings area.
5. Enable video conversion on import when proxy image sequences are required.

macOS or Linux setup

1. Install FFmpeg using a trusted package source listed or referenced by the official FFmpeg project.
2. Locate the executables with "which ffmpeg" and "which ffprobe" in a terminal.
3. Select the returned executable paths inside the Reference Analyser FFmpeg settings.

Recommended configuration

Setting	Recommendation
FFmpeg executable	Select ffmpeg.exe on Windows or the ffmpeg executable on macOS/Linux.
FFprobe executable	Select ffprobe.exe on Windows or the ffprobe executable on macOS/Linux.
Import FPS	Use source FPS unless the production requires a fixed conversion rate.
Proxy width	Use 1920 pixels for Full HD review or a smaller width for heavy scenes.
Export FPS	Match the Maya scene frame rate unless a delivery specification requires another rate.

Third-party licence requirement

The licence that applies to an FFmpeg build depends on how that build was configured. When redistributing FFmpeg with a commercial installer, preserve the applicable licence notices, source-availability obligations and third-party attributions. Do not represent FFmpeg as Animseeds-owned software.

5. Basic Operating Workflow

Launch

Click the Animseeds shelf icon to open Reference Analyser.

Create or load a session

Set the canvas size, import reference media, or open a saved session.

Draw

Use the brush, eraser, selection and master-transform tools. Drawings are stored as drawing keys.

Time drawings

Use drawing-key navigation, copy/paste, shift, retime, add/remove in-between exposure and delete-key commands.

Review

Scrub or play the timeline. Empty frames hold the previous drawing until the next drawing key.

Ghost frames

Enable previous/next drawing ghosts and choose independent pre-frame and post-frame colours.

Camera preview

Open the camera window when needed. Recordings are video-only and limited to a maximum of 60 seconds.

Export

Export the required image sequence, review video or production media after checking range, frame rate and resolution.

Save

Save the session and production scene before closing Maya.

Production practice

For long timelines or dense drawings, use sensible canvas resolution, limited ghost-frame counts and proxy media. Save incremental versions and test exports before a final delivery.

6. Updates, Support and Uninstalling

Updates

- Install an update only after backing up the current installer, settings and production sessions.
- Close the tool before updating. Use the installer supplied with the purchased update.
- Do not combine files from different product versions unless instructed by Animseeds support.

Support

- Include the Maya version, operating system, exact error message and reproducible steps in a support request.
- For camera or FFmpeg issues, also include the camera model, FFmpeg path and output format.

Uninstalling

1. Close Reference Analyser.
2. Drag-and-drop uninstaller.

7. Terms and Conditions of Use

These Terms and Conditions form the user agreement for Animseeds Reference Analyser. Installing, launching, copying or using the product confirms acceptance of these terms.

- 1. Licence grant.** Animseeds grants the purchaser a limited, revocable, non-exclusive and non-transferable licence to install and use the product within the licence scope stated at purchase. Unless the invoice or licence document states otherwise, the licence is for one named user and that user's compatible Maya installations.
- 2. Permitted use.** The product may be used for personal, educational, freelance, studio and commercial animation work, provided the user holds a valid licence and complies with these terms.
- 3. Seat and device use.** A licensed user may install the product on systems personally used by that user, subject to any seat, organisation or floating-licence limits stated at purchase. Sharing one licence among multiple unlicensed users is prohibited.
- 4. Prohibited distribution.** The user must not resell, rent, sublicense, publish, upload, share, mirror, transfer or redistribute the installer, protected payload, shelf files, icons, documentation, licence data or modified copies to any third party.
- 5. Protection and reverse engineering.** The user must not bypass licence checks, remove protection, extract protected source, tamper with payload integrity, or use the product to create an unauthorized competing copy, except to the limited extent that applicable law or a third-party open-source licence expressly permits such activity.
- 6. No source-code entitlement.** Purchase of the product grants a right to use the released software. It does not transfer ownership of source code, build systems, internal tools, unpublished assets, private keys, development history or intellectual property.
- 7. Intellectual property.** Animseeds Reference Analyser, its original code, interface, workflow, documentation, branding, icons and product assets are owned by Suman Mula | Animseeds or used with permission. All rights not expressly granted are reserved.
- 8. Third-party components.** The product may call or distribute third-party software such as FFmpeg. Third-party components remain the property of their respective copyright holders and are governed by their own licences. These terms do not remove or replace rights granted under an applicable third-party licence.
- 9. User content.** The user retains ownership of drawings, animation scenes, recordings and media created with the product. The user is responsible for obtaining permission to use imported media, characters, audio, video, fonts and other third-party content.
- 10. Backups and production safety.** The user is responsible for backups, version control, scene recovery and testing before production use. The product should first be tested on duplicate or non-critical files.
- 11. Compatibility.** The published compatibility range is a target, not a guarantee that every Maya update, operating-system patch, graphics driver, tablet driver, camera, codec or third-party plug-in will behave identically. Compatibility may change after external software updates.
- 12. Updates.** Animseeds may issue fixes, maintenance releases or feature updates at its discretion. Major upgrades, new modules, future Maya support or extended support may require a separate purchase.

- 13. Support.** Support covers reasonable installation and product-use questions for a valid licence. It does not include custom pipeline development, scene repair, third-party software support, hardware repair or guaranteed response times unless separately agreed in writing.
- 14. Refunds.** Refunds, replacements and cancellation rights are governed by the seller's stated policy and mandatory consumer law. Digital products that have been delivered, activated or downloaded may have restricted refund eligibility where permitted by law.
- 15. No warranty.** To the maximum extent permitted by law, the product is provided "as is" and "as available," without warranties of uninterrupted operation, error-free output, fitness for a particular production, or compatibility with every system configuration.
- 16. Limitation of liability.** To the maximum extent permitted by law, Suman Mula | Animseeds will not be liable for indirect, incidental, special or consequential loss, including lost work, lost revenue, corrupted scenes, missed deadlines or data loss. Any direct liability will not exceed the amount paid for the affected licence, except where law does not permit that limitation.
- 17. Termination.** The licence terminates automatically if the user materially breaches these terms. On termination, the user must stop using the product and remove unauthorized copies, without affecting third-party licence rights that continue independently.
- 18. Changes to terms.** Updated terms may accompany future releases. The terms supplied with the purchased release apply to that release unless a mandatory law or a written agreement requires otherwise.
- 19. Governing law.** Unless mandatory local consumer law requires otherwise, these terms are governed by the laws of India, and disputes will be handled by a competent court having jurisdiction over the publisher's principal place of business.
- 20. Severability.** If one provision is held invalid or unenforceable, the remaining provisions continue in effect. An invalid provision will be interpreted as narrowly as necessary to make it enforceable where permitted.

Open-source exception

Nothing in these terms is intended to restrict rights that an applicable open-source licence grants for a separately licensed third-party component. The Animseeds proprietary code and assets remain subject to the restrictions above.

8. Copyright and Third-Party Notices

Copyright © 2026 Suman Mula | Animseeds. All rights reserved.

Animseeds Reference Analyser and its original application code, interface, documentation, icons and branding are protected by applicable copyright and intellectual-property laws.

Required product notice

Animseeds Reference Analyser
Suman Mula | Animseeds
www.animseeds.com

FFmpeg notice

FFmpeg is a separate third-party project and trademark. When FFmpeg is supplied or used with this product, the applicable FFmpeg and third-party licence notices must remain available to the user. The licence obligations depend on the selected build and enabled components.

Official legal information: <https://ffmpeg.org/legal.html>