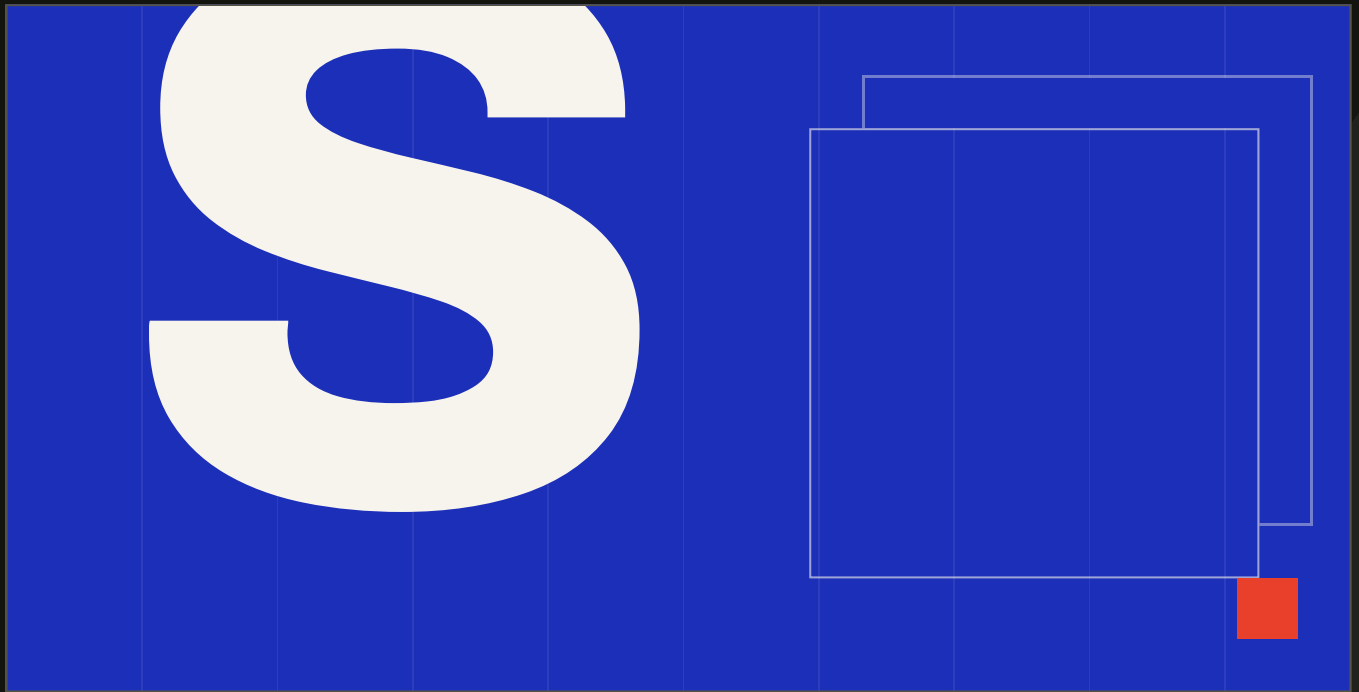


SUMMON



User Guide

Everything in the panel, tab by tab and button by button: images, video, lipsync, frame capture, upscaling, the Activity drawer, the Model Manager, settings, costs and troubleshooting.

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1. What Summon is

Summon is a panel inside Adobe After Effects that generates images, video and lipsync with AI models, without leaving the application. It takes the frame under your playhead as input when you want it to, sends the job to the model, and brings the result back into your project.

Three things make it different from a browser tab:

- **Frame capture.** The exact frame you see in the viewer becomes the input for an image edit, an animation or a video edit, with one click.
- **Project ownership.** Every result is saved in folders next to your After Effects project and imported into the Project panel. History, prompts and costs travel with the project.
- **Your own fal.ai account.** Summon runs the models through fal.ai on your own API key. fal.ai bills every generation to you at its listed prices, and Summon adds no markup. The panel shows an estimated cost before you generate and the billed amount afterwards.

NOTE

Two keys, two purposes. Your **Summon license key** unlocks the panel after the 7-day trial. Your **fal.ai API key** pays for generations on your fal.ai account. Neither replaces the other.

CHAPTER 02

2. Install and first run

Requirements

- After Effects 2025 (version 25.0) or later, Windows or macOS.
- An internet connection.
- The free ZXP Installer from aescripts + aeplugins, to install the panel.
- A fal.ai account with an API key and a balance or payment method, to generate.
- Optional: Topaz Video AI or Topaz Photo AI installed, for free local upscaling.

Installing

1. Save your work and quit After Effects.
2. Download `Summon-v1.0.0.zxp` from summonfx.com/download. Do not unzip or rename it.
3. Open ZXP Installer, drag the file into its window and wait for the confirmation.
4. Open After Effects and choose `Window > Extensions > Summon`. Dock the panel wherever you like; it adapts to narrow and wide layouts.

The intro

Settings > About > Show the intro again.

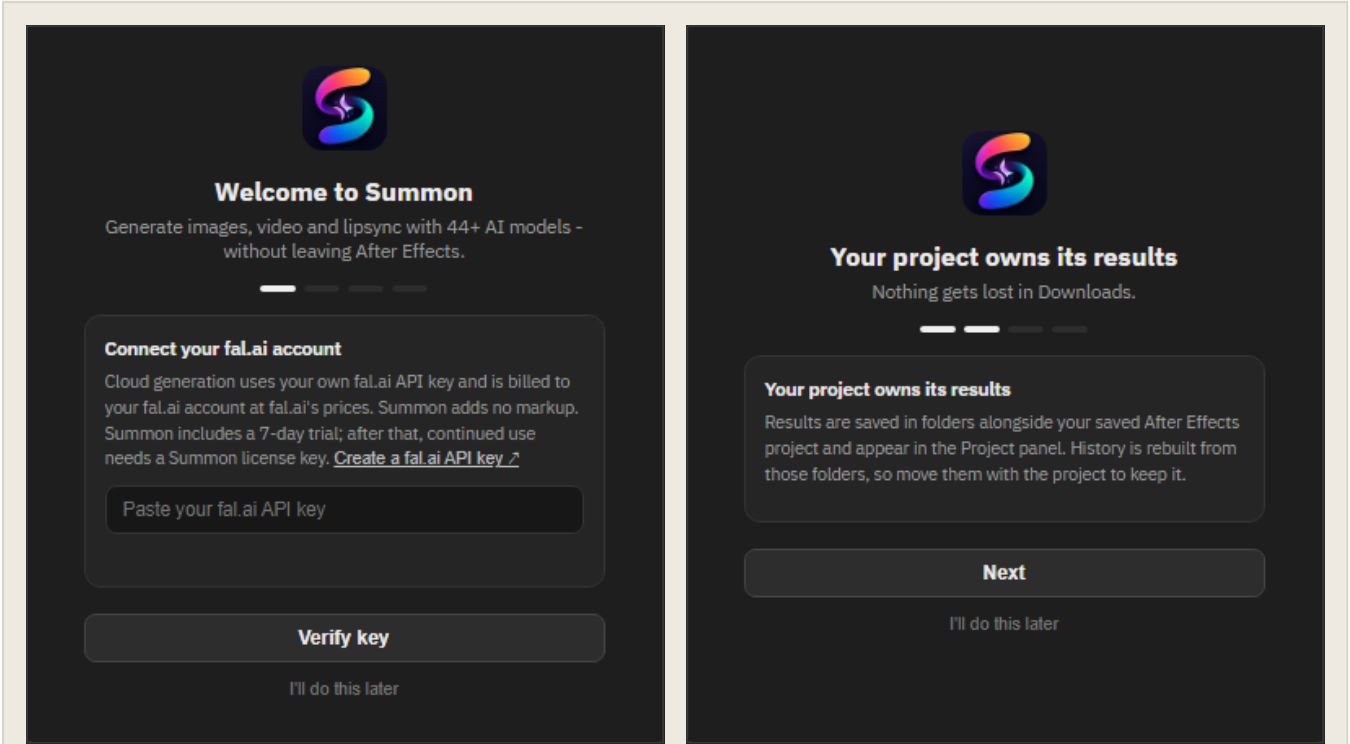


FIG. 01 Step 1 connects your fal.ai account. Step 2 explains where results are saved.

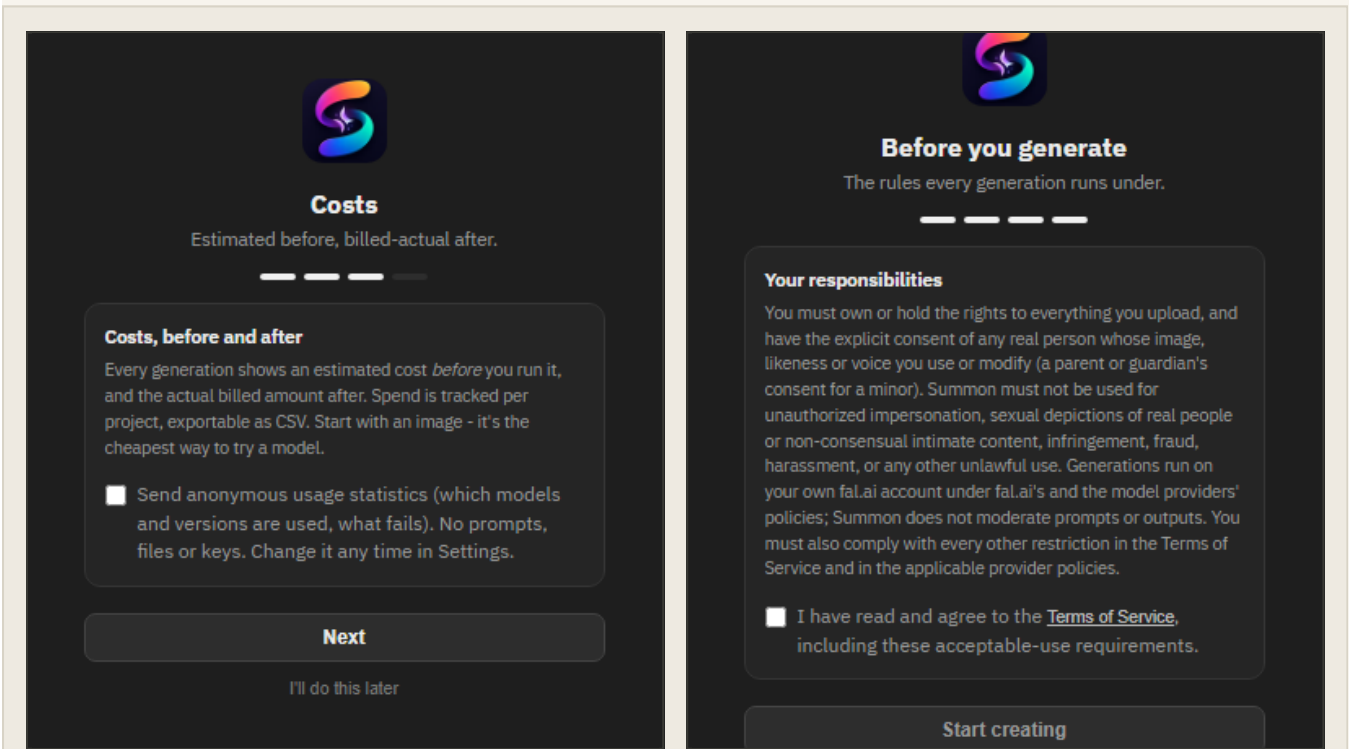


FIG. 02 Step 3 explains costs and offers the optional usage statistics. Step 4 asks you to confirm the acceptable-use terms.

1. Connect your fal.ai account. Paste your fal.ai API key and click **Verify key**. The link **Create a fal.ai API key**

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Settings.

2. Your project owns its results. Results are saved alongside your saved project and appear in the Project panel.

3. Costs, before and after. Every generation shows an estimate before and the billed amount after. The checkbox for anonymous usage statistics is off by default.

4. Your responsibilities. Tick the box to confirm you have read the Terms of Service and the acceptable-use requirements. Nothing generates until this box is ticked. Click **Start creating**.

The trial and your license

The trial starts the first time the panel opens and lasts 7 days, with every feature available. A tag in the panel header shows the days left; click it for license options. When the trial ends, generation stops until a license key is entered. Files you already generated stay on your disk.

After a purchase on summonfx.com your license key arrives by email. It starts with `SMN1-`. Open `Settings > Account`, paste the whole key and click **Activate**. Each key works on up to 2 computers. See chapter 13 for everything about licenses.

3. The panel at a glance

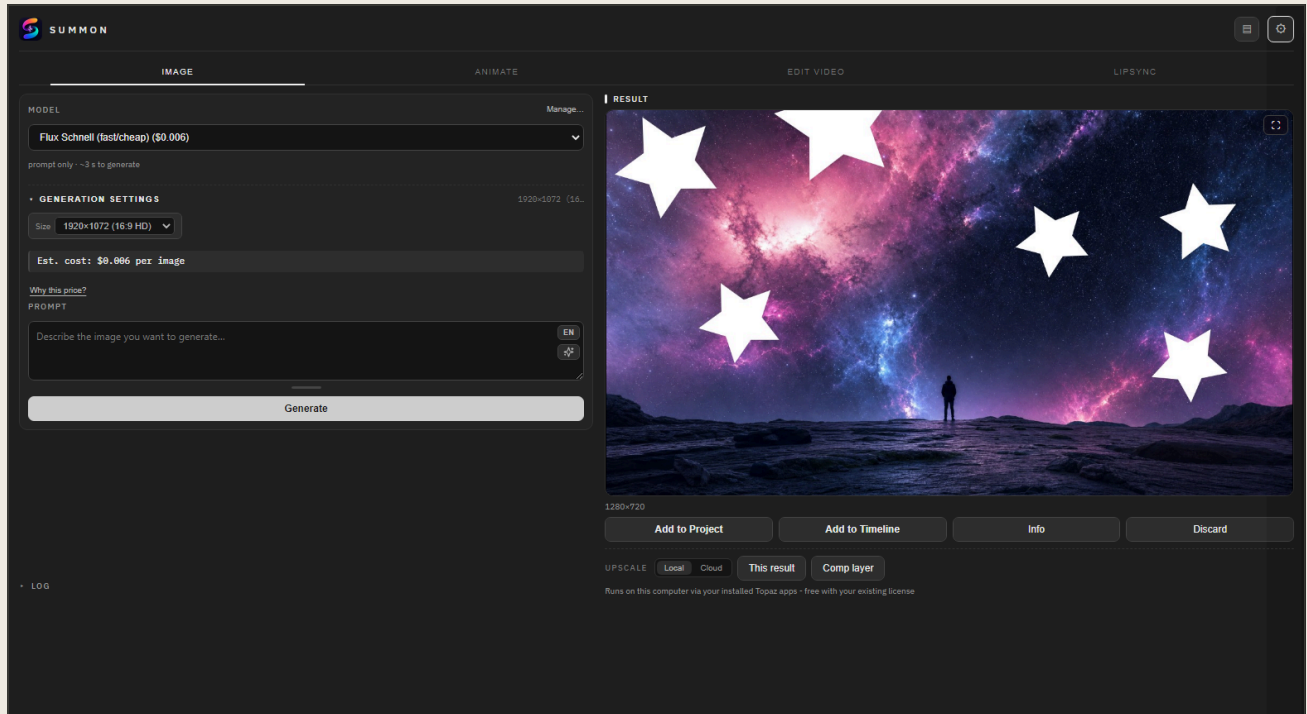


FIG. 03 The Image tab. Inputs on the left, the Result area on the right, the Log at the bottom.

Element	What it does
Header: trial tag	Shows the days left in your trial. Hidden once a license is active. Click it for license options.
Header: ☰	Opens the Activity drawer with running jobs and your history (chapter 11).
Header: ⚙	Opens Settings (chapters 13 and 14).
Tabs	Image, Animate, Edit Video, Lipsync: the four kinds of job.
Model	The model for this job, with its price and typical duration. Manage... opens the Model Manager.
Generation Settings	The controls this model actually has: size, resolution, duration, sound and so on. Collapsed by default; the summary on the right shows the current values.
Est. cost	The estimated price of one generation with the current settings. Why this price? explains how it is calculated.
Prompt	Your description, with the translate, enhance and undo buttons (chapter 8).

Element	What it does
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Generate	Starts the job: Generate , Generate Video , Edit Video or Generate Lipsync , depending on the tab. It runs in the background; you can keep working in After Effects or start more jobs.
Result	The latest result, with Add to Project, Add to Timeline, Info and Discard, and the Upscale row beneath (chapters 9 and 10).
Log	A running record of what the panel did, with error details. Copy Log copies it for a support email.

TIP

The panel is responsive. Narrow, it stacks the inputs above the Result; wide, they sit side by side. Drag the bar under the prompt to make the prompt box taller.

CHAPTER 04

4. The Image tab

Text-to-image and image editing. Choose a model, describe the image, set the size, click **Generate**.

- 1. Model.** Pick from the list. Fast, cheap models are ideal for a first try and for exploring an idea; the price per image is shown next to each name.
- 2. Generation Settings.** Usually the size and aspect ratio. Some models add quality steps or a style. The list only shows what the chosen model supports.
- 3. Reference images.** Editing models (for example FLUX Kontext) show a reference slot. Click it to choose an image, drop a file on it, or drag a take from the Activity drawer into it. With the playhead on a frame you can also capture the current frame as the reference. The model then edits or reinterprets that image according to your prompt.
- 4. Prompt.** Describe what you want to see. For an editing model, describe the change, not the whole picture.
- 5. Generate.** The job appears in the Activity drawer while it runs, and the result lands in the Result area when it is done.

TIP

Start with an image. It is the cheapest way to try a model and to check a prompt before you spend on video.

5. The Animate tab

Image-to-video: bring a still to life. The input is a start frame, optionally an end frame, and a motion description.

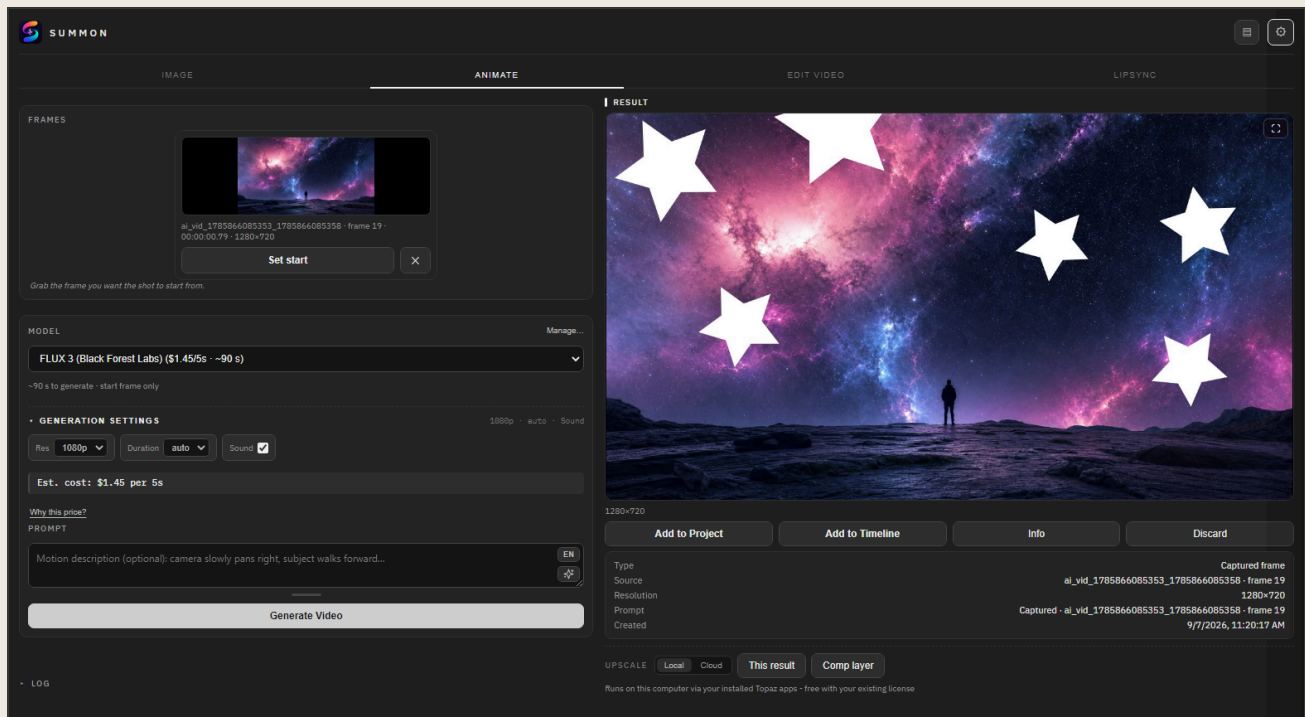


FIG. 04 A start frame captured from the After Effects playhead, ready for a video model.

Frames

- **Set start.** Renders the frame under the After Effects playhead and uses it as the start frame: what you see in the viewer is what the model gets.
- **Click or drop.** Instead of capturing, click the slot to choose an image file, drop a file on it, or drag a take from the Activity drawer.
- **Set end.** Optional. Move the playhead to another frame first, then capture it as the end frame. Models that support it will animate from the first frame to the second.
- ⇄ swaps start and end. ✕ clears a slot.

Model and settings

Video models differ a lot in price and duration. The line under the model shows the typical wait and whether the model uses the start frame only or both frames. Generation Settings typically offer resolution, duration and sound. The estimated cost is shown per clip length, for example per 5 seconds.

Prompt

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pans right, subject walks forward". Keep it short; the frame already carries the look. Click **Generate Video** to start.

CHAPTER 06

6. The Edit Video tab

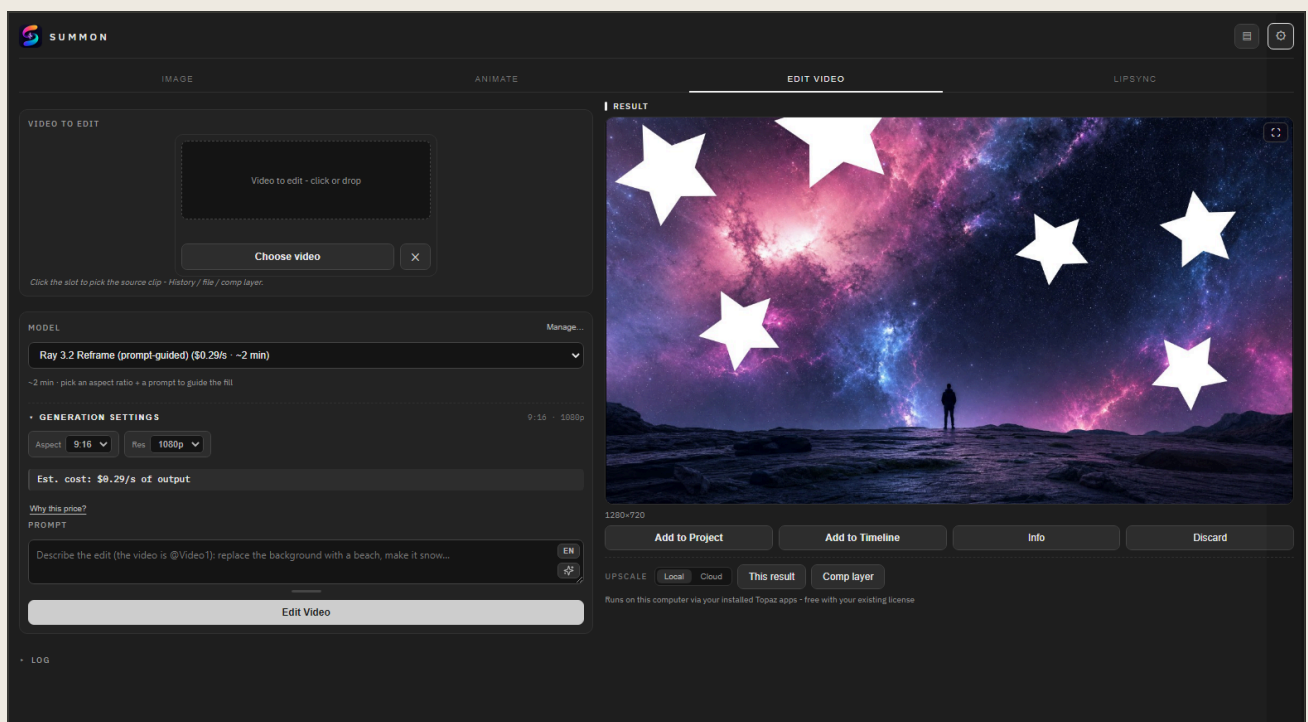


FIG. 05 Video-to-video: restyle, edit or reframe an existing clip.

Video-to-video: restyle or edit an existing clip. Load a video, choose a model, describe the change.

- **Video to edit.** Click the slot or **Choose video** to pick a file, drop a file on the slot, or drag a video take from the Activity drawer. The panel reads the clip's length and resolution and shows them under the slot.
- **Model.** Some models restyle the whole clip, some edit specific things, and some reframe a clip to a new aspect ratio by generating what is missing at the edges instead of cropping. The line under the model says what it does.
- **Limits.** Models have limits on length, resolution and file size. The panel checks them before uploading and tells you what to change rather than sending a job that would fail.
- **Reference images.** Some editing models accept a reference image for the target style.
- **X** beside the slot clears the video. Click **Edit Video** to submit.

7. The Lipsync tab

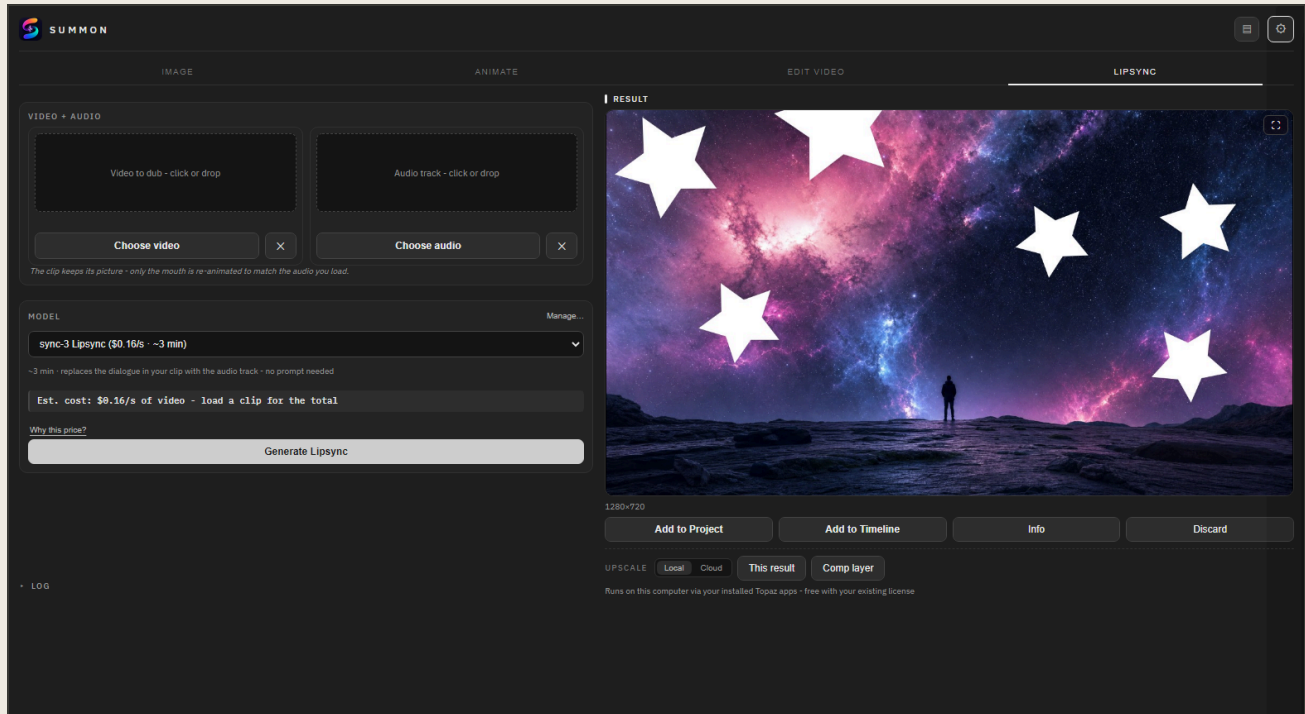


FIG. 06 Video plus audio: the mouth is re-animated to match the speech.

Dub existing footage, or make a photo speak. The clip keeps its picture; only the mouth is re-animated to match the audio you load.

- **Video to dub.** A clip with a visible face, or a still photo for models that animate a photo to speech.
- **Audio track.** **Choose audio** offers three sources: a file from disk, the source file of the audio layer selected in your timeline, or a render of the composition's own audio mix. The last option is the one to use when the voice is built from several layers.
- **Model.** Lipsync models are priced per second of video; the estimate updates once a clip is loaded. Some models also translate the speech into another language and re-sync the mouth to the translation.
- **X** beside either slot clears it. **Generate Lipsync** submits; no prompt is needed.

CHAPTER 08

8. Prompts: translate, enhance, undo

Three small buttons sit at the right edge of every prompt box.

Button	What it does
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EN	Translates the prompt to English. Most models follow English prompts far better than other languages.
✦ (sparkle)	Translates and enhances the prompt for the current model: expands a short idea into the kind of description that model responds to. Read the result; it is a suggestion, not a rule.
↶	Restores your original prompt after a translation or an enhancement.

Translate and enhance are small language-model calls made through fal.ai and billed to your fal.ai account like any generation; they cost very little.

9. Results: project, timeline, info, discard

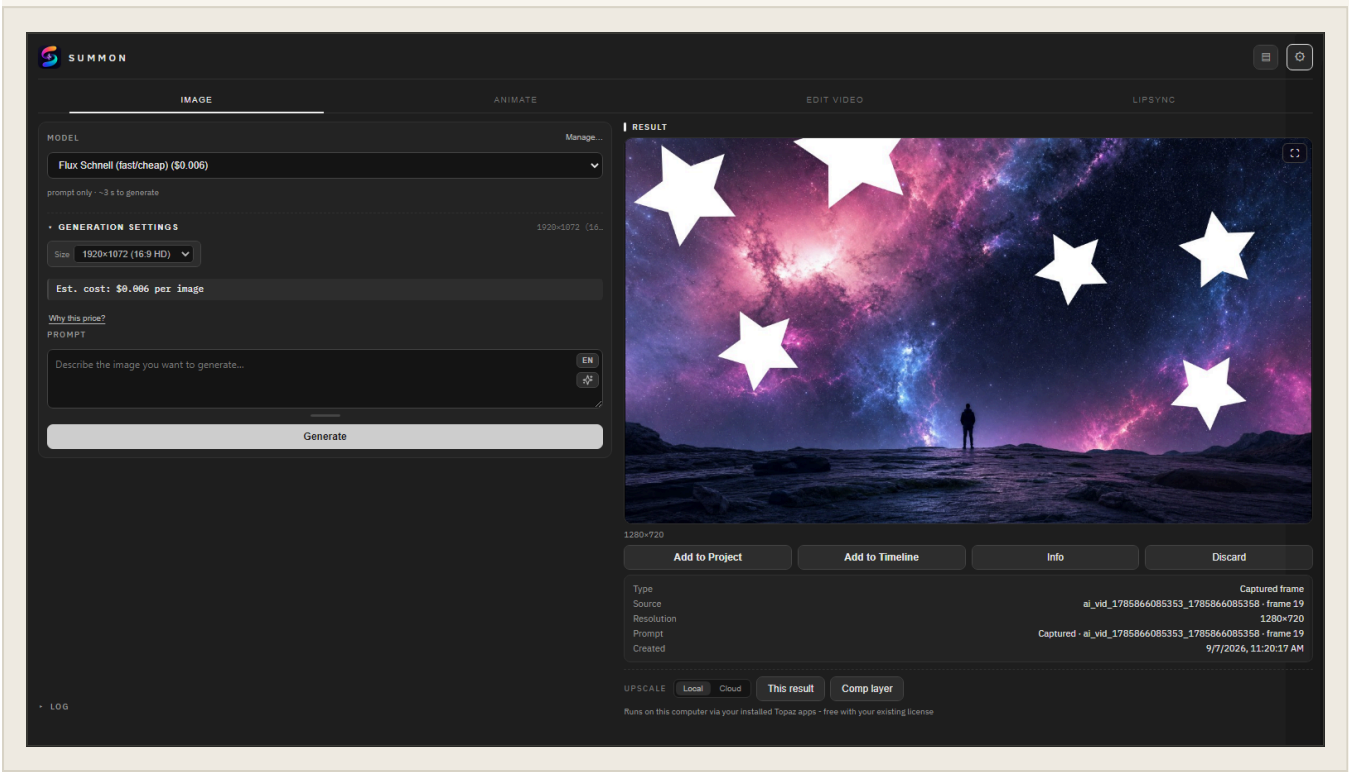


FIG. 07 Info shows the type, source, resolution, prompt and time of the current result.

Every finished job lands in the Result area with the file already saved next to your project. Videos play in the panel: ► plays and pauses, 🎵 mutes and unmutes, and the time readout shows the position. The full-size viewer adds **Loop**.

Button	What it does
Add to Project	Imports the file into the Summon bin of your Project panel, ready to use.
Add to Timeline	Imports the file and adds it as a layer to the active composition, at the playhead.
Info	Shows the details: type, model, source frame, resolution, prompt, time and billed cost.
Discard	Removes the result from the Result area and from the history list.
🔍	Opens the result full size in a lightbox. Videos get play, loop and mute. Esc or a click on the dark area closes it.

TIP

You do not have to add a result right away. Everything stays in the Activity drawer, and you can add it to the project or the timeline later, or use it as the input for the next job.

10. Upscaling: local Topaz and cloud

The Upscale row under the Result area enlarges and cleans up a result or a layer of your composition.

- **Local.** Runs on this computer through your installed Topaz Video AI or Topaz Photo AI, free with your existing Topaz license. Nothing is uploaded.
- **Cloud.** Runs on fal.ai, paid per job like any generation, for computers without Topaz.
- **This result.** Upscales the result currently shown.
- **Comp layer.** Upscales the source footage of the layer selected in your timeline, so you can enhance any clip in the comp, not only Summon results.

The treatment, scale, video codec and model for both paths are set under [Settings > Upscaling](#) (chapter 14).

Upscaled files are saved next to the project like every other result and appear in the Activity drawer under the Upscaled filter.

11. The Activity drawer: jobs and history

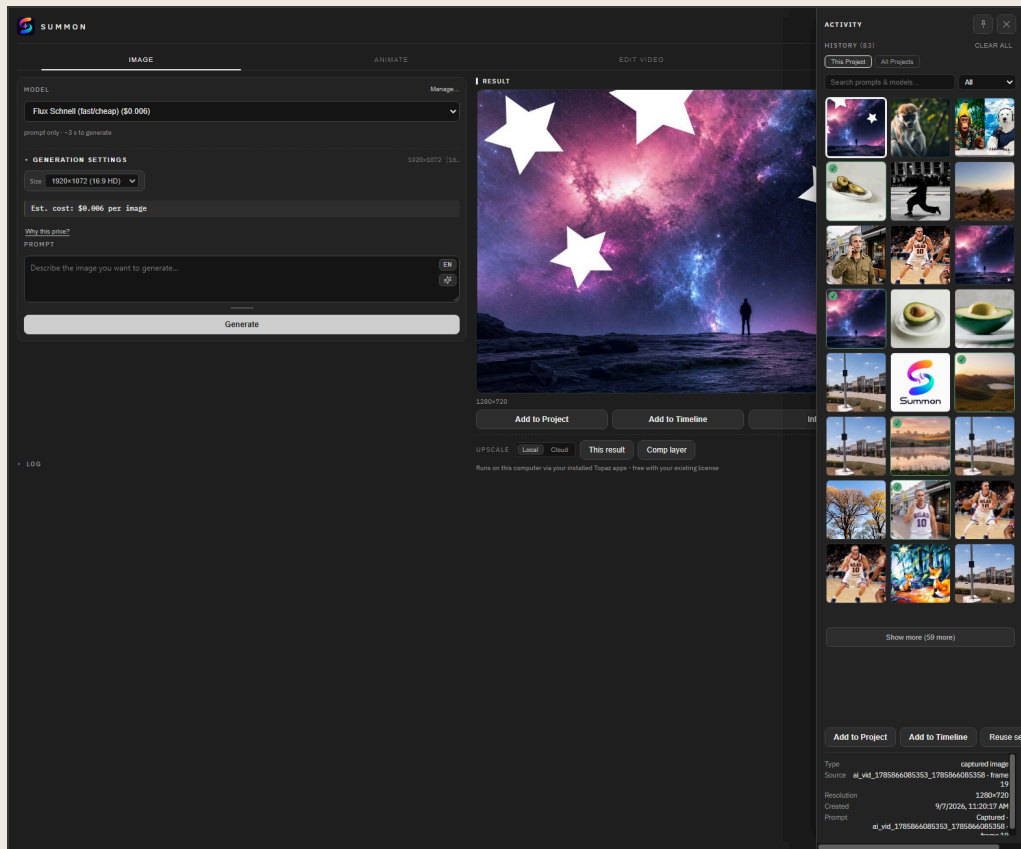


FIG. 08 The Activity drawer: running jobs at the top, the history of this project below, details of the hovered take at the bottom.

Open it with the  button in the header. It slides in from the right and closes with **X**, with **Esc**, or with a click outside it. The pin keeps it open.

Active jobs

Every running generation shows its progress here. Jobs run in parallel and survive a panel reload; if After Effects is closed while a job runs, the result is picked up the next time the project opens.

History

- **This Project / All Projects.** The history of the open project, or of every project on this computer.
- **Search.** Finds takes by prompt or model name.
- **Filter.** All, ★ Favorites, Images, Videos, Upscaled or Captured. Hover a take and click its star to add it to Favorites; the right-click menu offers the same, plus delete.
- **Show more** at the end of the grid loads the next page of takes.
- **Click a take** to bring it into the Result area. Hover for its details at the bottom of the drawer.
- **Drag a take** straight into any input slot: a start frame, a reference image, a video to edit. The drawer slides aside while you drag so the slots stay visible.

- **Pick a take.** When an input slot opens the drawer for you, the header says "Pick a take": click one to use it, or

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- **Add to Project / Add to Timeline** work on the selected take, exactly like the buttons under the Result.
- **Reuse settings** loads the take's model, settings, prompt and inputs back into the form, so you can vary one thing and generate again.
- **Clear all** asks what you mean: **Hide all** empties the gallery and keeps every file on disk; **Delete all files** erases them from the project folders, which cannot be undone and takes files already used in a comp offline.

TIP

Under `Settings > Options` you can dock the Activity panel inside the layout instead of the drawer, and choose whether the drawer opens by itself when a generation starts.

CHAPTER 12

12. The Model Manager

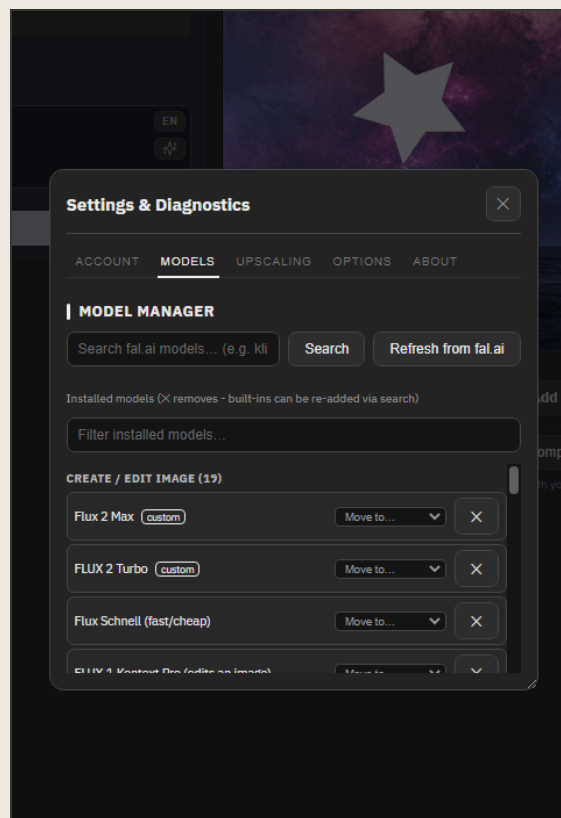


FIG. 09 The Model Manager under Settings > Models: search fal.ai, add a model, move it to another tab, or remove it.

Summon ships with a curated set of models, and the Model Manager lets you add most models from fal.ai's catalog yourself, often the day they appear.

1. Open it with **Manage...** next to any model list, or under `Settings > Models`.

2. Type part of a model's name in the search box and click **Search**. Summon reads the model's live schema from

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3. Add it. It appears in the tab that matches its kind: create or edit image, animate, edit video, lipsync. **Move to...** puts it under another tab if Summon guessed wrong.

4. ✕ removes a model from your lists. Built-in models can be re-added through search.

5. **Refresh from fal.ai** re-reads the capabilities of your added models, for when a model gains new options.

Some models need controls that the panel does not have yet; those arrive with a panel update. The panel tells you when a model cannot be added.

13. Settings: Account

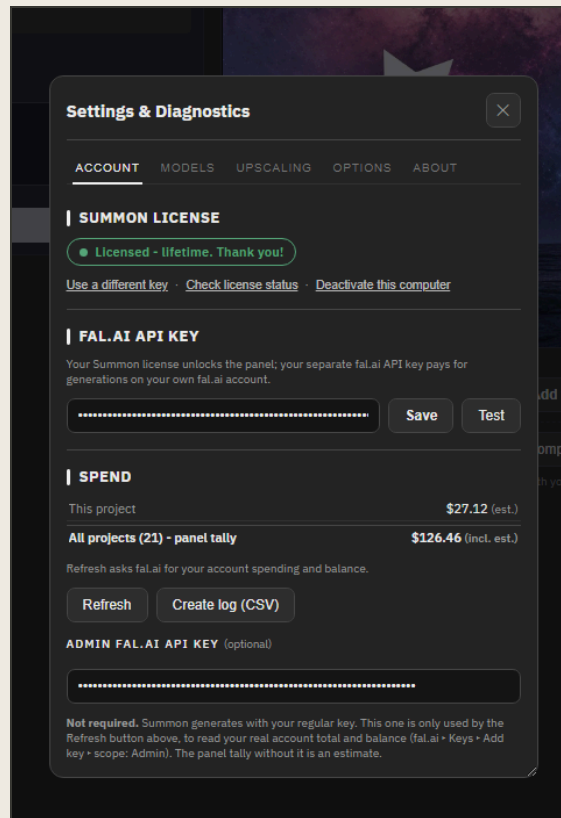


FIG. 10 Account: the Summon license, the fal.ai API key and the spend summary.

Summon license

- **During the trial** the card shows the days left and a **Buy a license** button that opens summonfx.com. Paste the key from your purchase email into the field and click **Activate**.
- **Lost your key?** Enter the email address you used at purchase and click **Send**; the key is sent there again.
- **Licensed** shows your plan and, for annual plans, the renewal date. A Project Pass shows its credit code toward an Individual license with an **Upgrade** button.
- **Manage billing** opens your Freemius customer portal: cancel a renewal, change the card, download invoices.
- **Use a different key** replaces the current key, for example after an upgrade. The old key's seat on this computer is released.
- **Check license status** asks the server right now. Summon checks by itself every few hours and once a month at the latest; it keeps working offline for up to 30 days between checks.
- **Deactivate this computer** frees this computer's seat so you can activate on another one. Each key works on up to 2 computers at a time.

fal.ai API key

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stored on your computer and sent only to fal.ai.

Spend

This project and **All projects** show what your generations cost, as tracked by the panel. **Refresh** asks fal.ai for your real account spending and balance; this needs the optional **Admin fal.ai API key**, a second key with the Admin scope created in the fal.ai dashboard, used only for reading the account. **Create log (CSV)** exports the spend of the project as a spreadsheet, useful for billing AI costs to a client (chapter 15).

14. Settings: Models, Upscaling, Options, About

Models

The Model Manager, described in chapter 12.

Upscaling

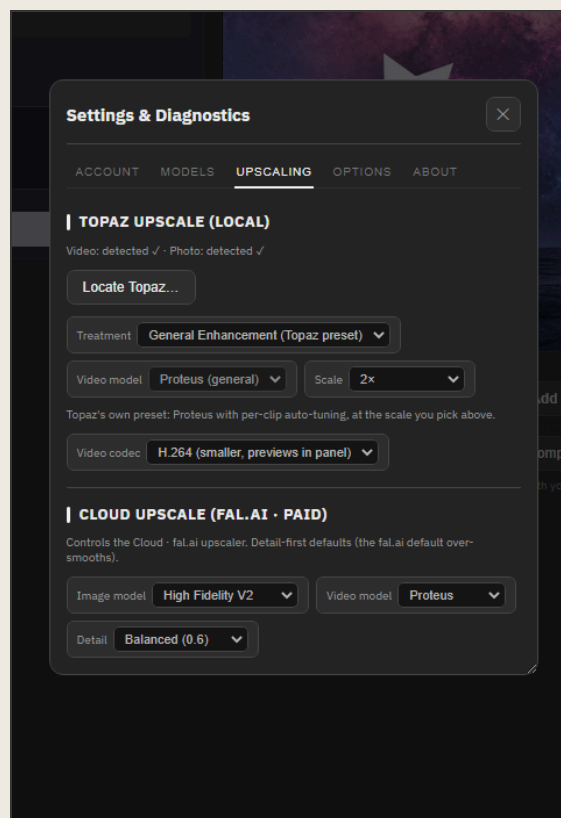


FIG. 11 Upscaling: the local Topaz path and the cloud path.

- **Locate Topaz...** points Summon at your Topaz installation if it was not found automatically.
- **Treatment.** General Enhancement uses Topaz's own preset, which also cleans up the footage. Standard applies only the model and the scale.
- **Video model, Scale, Video codec.** The Topaz model, the factor (1× enhances without enlarging, 2×, 4×), and the output codec: H.264 for smaller files that preview in the panel, ProRes 422 HQ for the best quality.
- **Cloud upscale.** The fal.ai image and video models and the **Detail** level: Soft (0.3), Balanced (0.6) or Max detail (0.85). The defaults favour detail, because the model's own default over-smooths.

Options

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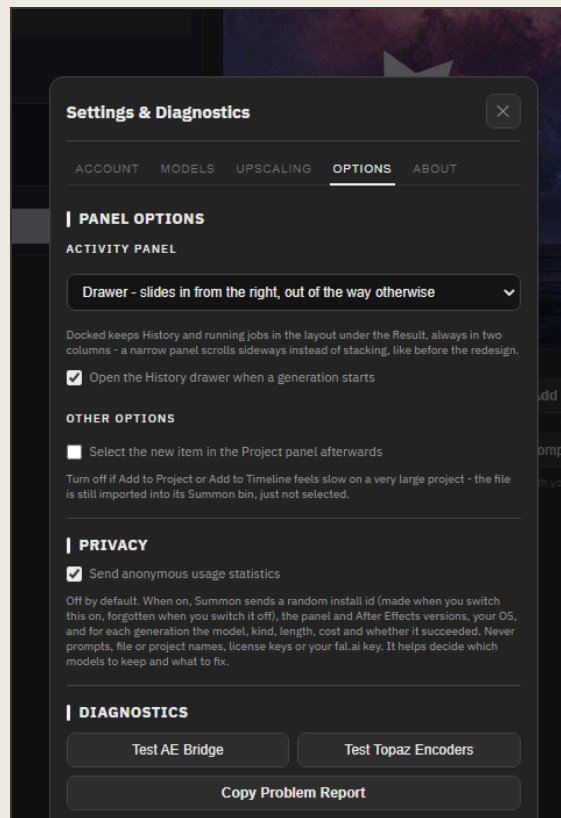


FIG. 12 Options: panel layout, privacy and diagnostics.

- **Activity panel: Drawer or Docked.** Drawer slides in from the right and stays out of the way. Docked keeps history and jobs permanently visible inside the panel, under the Result.
- **Open the History drawer when a generation starts.** On by default, so you see the job's progress.
- **Select the new item in the Project panel afterwards.** Turn it off if adding a result feels slow in a very large project.
- **Send anonymous usage statistics.** Off by default. When on, Summon reports which models and versions are used and what fails, with a random install id. Never prompts, files, project names or keys.
- **Test AE Bridge** checks the connection between the panel and After Effects. **Test Topaz Encoders** checks which video encoders work on this computer; run it if a local upscale fails. **Copy Problem Report** puts the technical details of the last problem on your clipboard, ready to paste into a support email.

About

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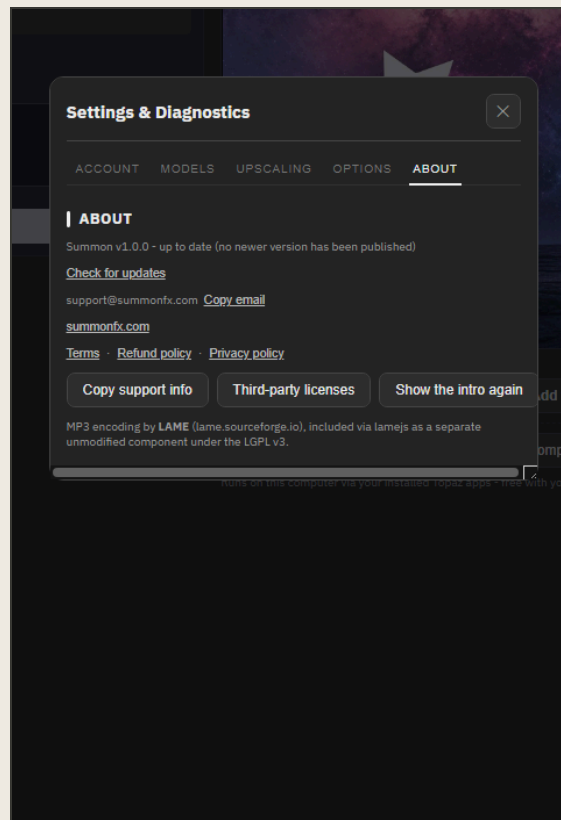


FIG. 13 About: version, updates, announcements, support and legal.

- The version you are running, and **Check for updates**. When a newer version exists, Summon downloads the signed installer file and opens its folder; install it with ZXP Installer like the first time and restart After Effects.
- **Read the last announcement** shows the most recent message from the Summon team, when there is one.
- The support email with a **Copy email** button, the website, the Terms, the refund policy and the privacy policy.
- **Copy support info** copies your Summon version, After Effects version, operating system, install id and license state for a support email. Never keys, prompts or files.
- **Third-party licenses** lists the open-source components used by the panel.
- **Show the intro again** replays the first-run intro.

CHAPTER 15

15. Costs and the spend log

Summon does not sell credits and does not bill for generations. fal.ai bills every generation to your account at its listed prices, and the panel shows you two numbers:

- **Before:** the estimated cost under the settings, calculated from the model's price and your settings. **Why this price?** shows the calculation.

- **After:** the billed amount in the result's Info, when fal.ai reports it for that model. The panel tally in Settings

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The estimate is an estimate, and the panel tally is one too unless the Admin key is set. Prices are set by fal.ai and can change; the final charge is always what fal.ai bills, and whether a failed job is billed is fal.ai's decision.

Create log (CSV) under `Settings > Account` exports every generation of the project with its date, model, settings and cost, so you can pass AI costs on to a client with an actual export instead of a guess.

CHAPTER 16

16. Where your files go

- **Results** are saved in a Summon folder next to your saved After Effects project, and imported into a Summon bin in the Project panel when you add them. Move that folder together with the project and its history comes along.
- **Unsaved projects.** Save the project before generating. Results made while the project is unsaved go to a temporary folder of your operating system, and the history of an unsaved session does not carry over.
- **Captured frames** live in a Captured Frames folder in the same place.
- **Settings, keys and history index** live in `Documents/Summon` in your user folder. They survive updates and reinstalls.
- **Logs** are written to `Documents/Summon/logs` and kept for 7 days. Keys are redacted from them.

17. Troubleshooting

What you see	What to do
Summon is not under Window > Extensions	Restart After Effects after installing. Check the version is 25.0 or later. Install the file again with ZXP Installer.
The panel says "connecting..." for a long time	Run Test AE Bridge under Settings > Options. If it fails, close and reopen the panel; if it still fails, restart After Effects.
My license key is refused	Paste the whole key that starts with SMN1- from the license email, with no spaces around it. The code on the Freemius receipt is not the license key. If both computers are in use, deactivate one first.
Generation fails with a message about credit or balance	That message comes from fal.ai. Add credit under Billing in the fal.ai dashboard and try again.
"No active composition"	Double-click a composition in the Project panel so it opens in the Timeline, then try again.
Frame capture reports an error	Open the Log; the message says what After Effects reported. Try Composition > Save Frame As once in After Effects, then capture again.
A local upscale fails or comes out as ProRes	Run Test Topaz Encoders and read the Log; switch the video codec under Settings > Upscaling, or use the Cloud path.
A model rejects the job	The Log shows fal.ai's own message: usually a missing input, a clip over the length or size limit, or an unsupported resolution. The panel checks most of these before uploading.
Results are missing after moving the project	Move the Summon folder next to the project together with the .aep file. History is rebuilt from that folder.

CHAPTER 18

18. Support

Write to the Summon team at support@summonfx.com. Include your operating system, your After Effects and Summon versions, the exact error text and what you did before it. **Settings > About > Copy support info** and **Settings > Options > Copy Problem Report** collect the technical part for you. Please never include keys or confidential media.

Website: summonfx.com · Terms, refund policy and privacy policy: linked under Settings > About.

