

USER GUIDE

LOGO OPENING SEQUENCE V02

PROVIDED BY MARWAN BASSIL - ZANIMOTION.COM

MAKE IT GOOD FROM CONCEPT TO COMPLETION

AE CS3

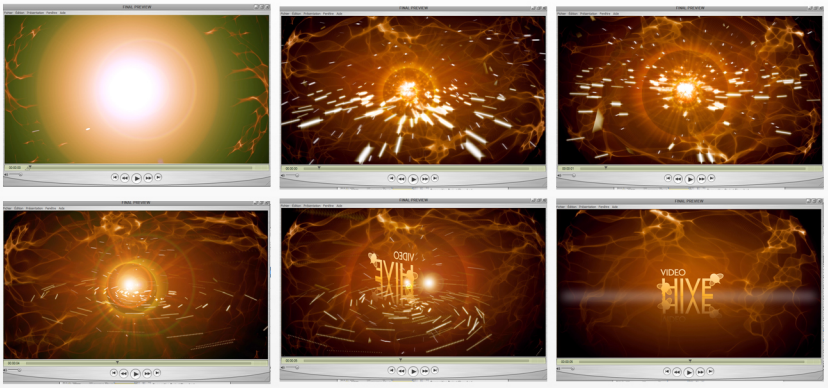
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INTRODUCTION

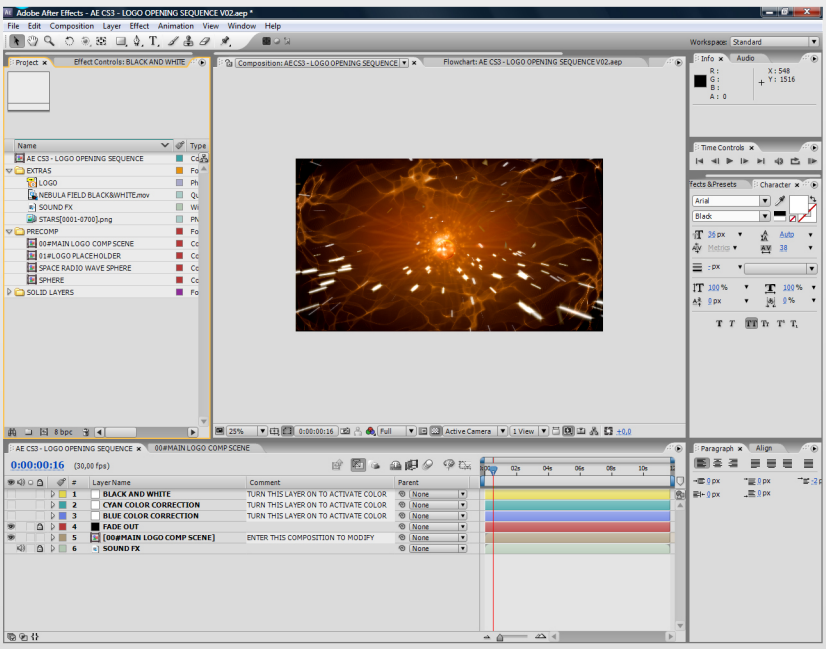
Thanks for purchasing My project file Logo opening sequence V02 . Below you will find instructions to help you get around the template and customize it to suit your needs.

So Here is a Small catchy logo opening sequence.

The main screen emulates a starlight with particles swirl in. The file include an Extra PNG sequence for small particle system, and a premade score for the sound design part.

Of course Elements can be changed or redesign to your convenience **(View Tips and Tricks section)**

Also include as a Bonus element my Nebula field Video file. Easy color correction in a click and turn the project like you want.



Understand the project

Mainly, elements involved in the project are precomposed scene so it makes easy to modify or to add more to the full sequence.

SoundTrack is include in the project so you just have to click the render button and you are ready to go.

Easy color control via several adjustment layers.

Layer and composition to modify are commented in the AE File.

Composition Project Flow chart

AE LOGO OPENING SEQUENCE :
Is the composition where all the elements are put together. This main composition includes the following sections.

01. MAIN LOGO COMP SCENE
02. FADE OUT LAYER
03. LAYERS FOR COLOR CORRECTION

Each composition have a dedicated folder in the project listing so it makes easy to navigate

Folders are structured as below
Main composition scene
Precomp
Extras elements Folder for imported medias

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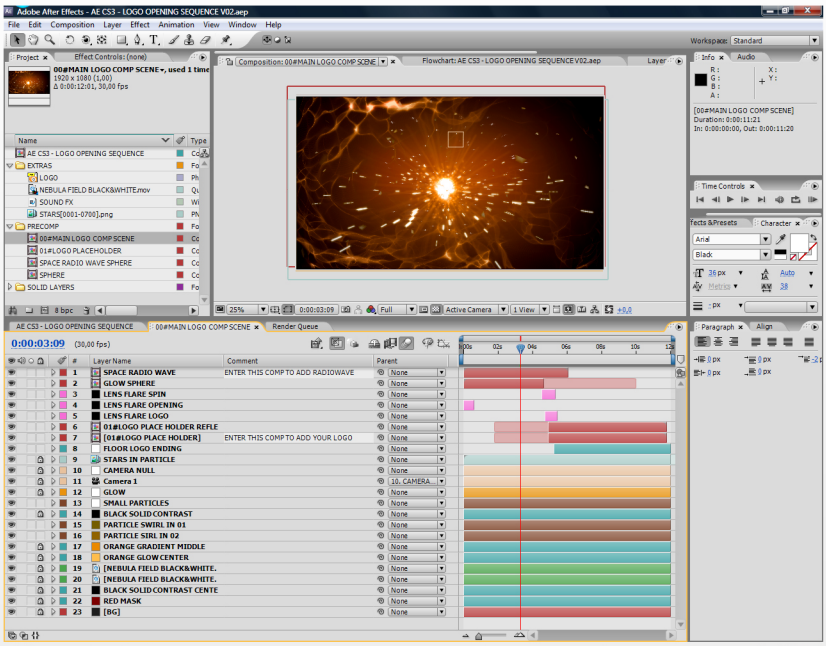
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PROJECT DETAILS



01. MAIN COMP SCENE LOGO

This composition is the main one. It set a nice opening logo effect with particles sucking into a lightstar ball and vanish in a swirl rotation lens flare to let your logo appear.

Include as a Bonus one of my video HD Nebula to implement as a soft animation background.

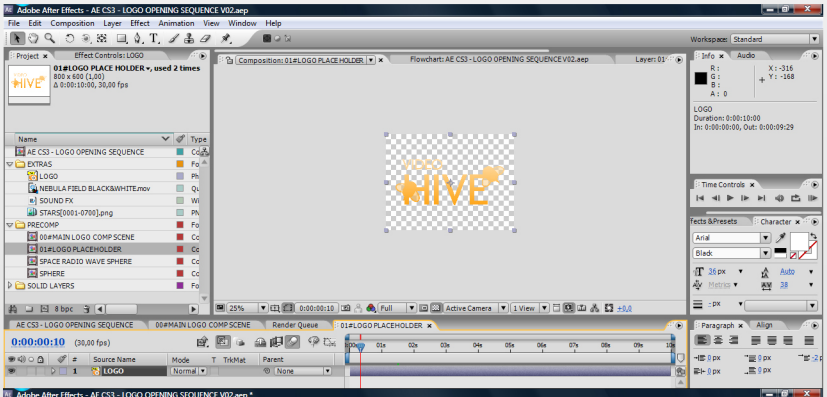
HOW TO

Change your logo

Edit Your company logo by selecting the dedicated composition :

Logo Place Holder

Follow the instructions on the commented layers.

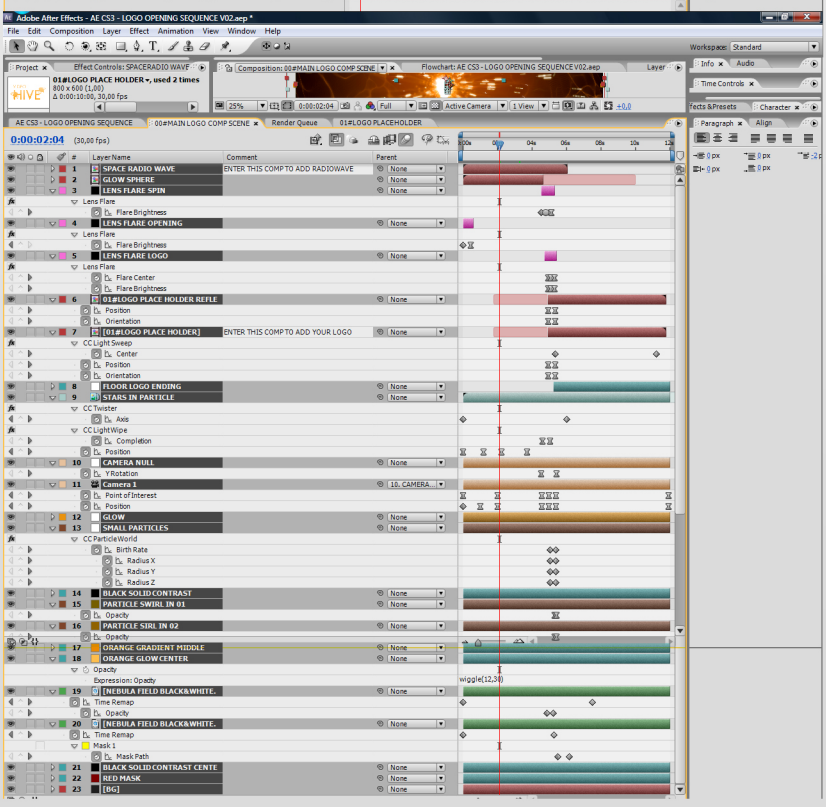


Change Lens Flare effect

Change / Modify the Intensity of the Flare use the effect control pannel.

Interact with composition

See screenshot on the left to view project keyframe



Change Particle system

Change / Modify the rotation and distance of the particle system by selecting the effect control panel.

Refers to timeline keyframe , see screenshot.

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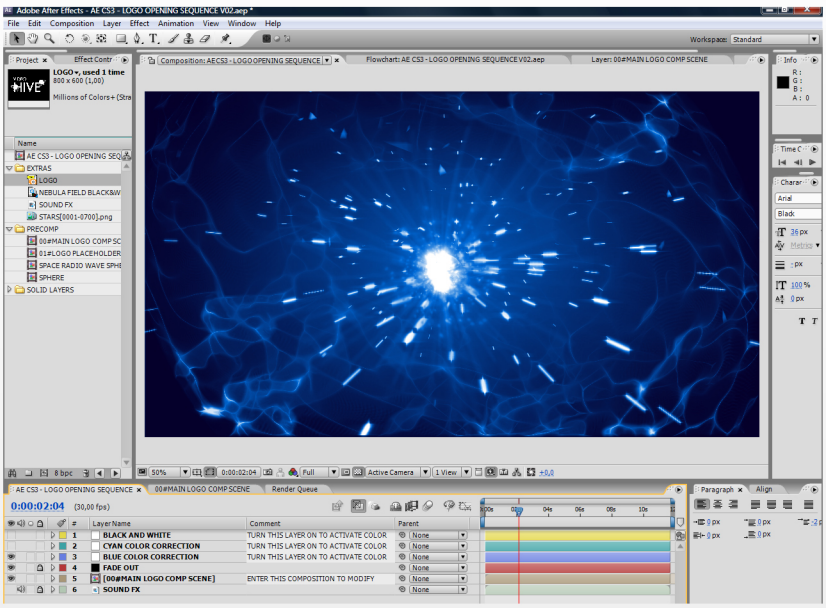
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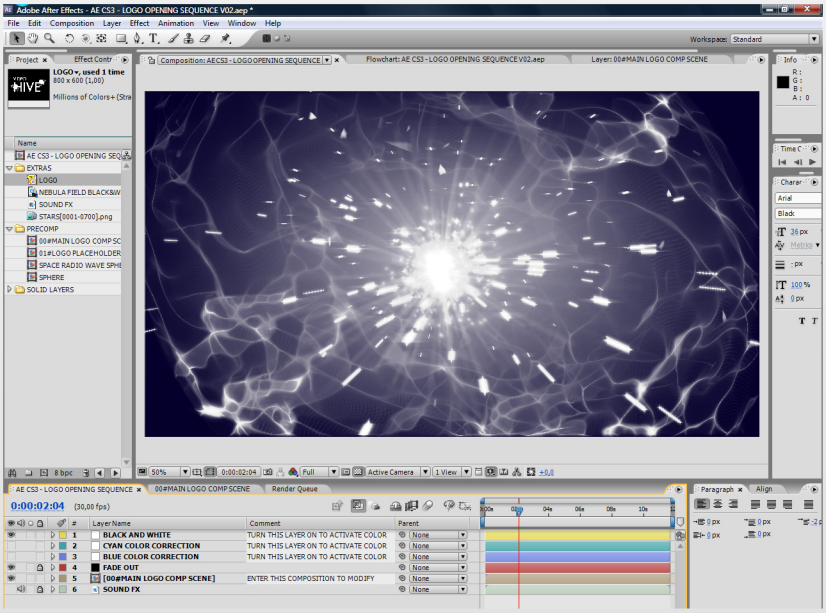
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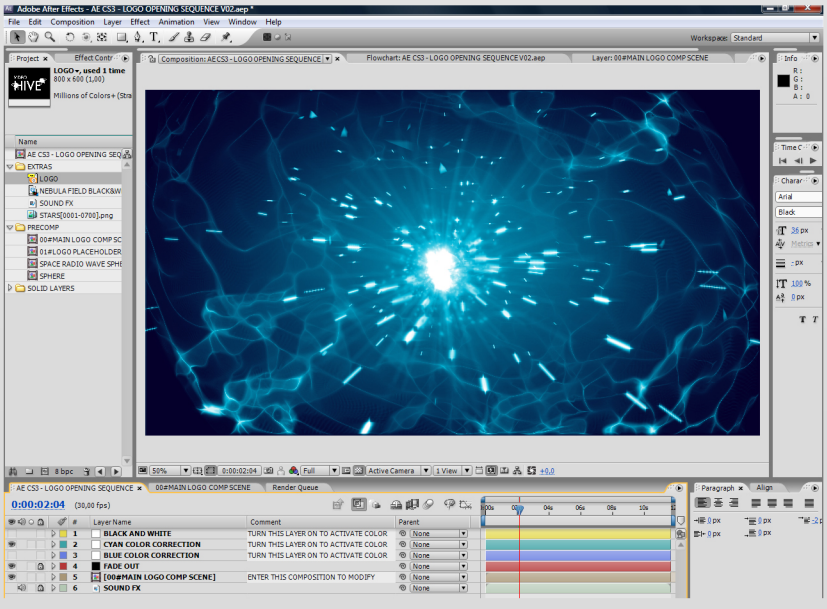
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PROJECT DETAILS







HOW TO

Turn the project in the color you want

The main composition inclues several adjustment color correction, just need to activate the layer to turn your project into another color.

Easy way to change it, select the dedicated layer and use the CC Toner effect control panel and change midtones value.

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TIPS AND TRICKS

TIPS AND TRICKS

INTERACTION AND ELEMENTS MANIPULATION

EDIT PRE-COMPOSITION

Click Alt +double click on the precomp layer to access composition layers.

EDIT LAYER EFFECT

Select layer to edit, change, modify what you want from effects to position, layer style, opacity etc (the basics in AE)

SHORTCUT FOR EASY EDITION

Select layer, click U key to view active Keyframes
Select Keyframe, Click F9 to easy ease animation

CHANGING AN ELEMENT - REPLACEMENT

Select the layer to be replaced on the timeline, then choose the imported media in the project source listing, Hold + Alt key and drop it on the layer selected. This allows to stick to the position of the layer replaced.

BASIC EXPRESSION USED

How to Add an expression

Choose the property where the expression will be applied, position scale etc...
(Alt+Click on the Stopwatch Icon)

Wiggle expression

Wiggle allows you to add randomness to a specific property of a layer position rotation scale etc...
When you apply a wiggle expression on the position
It follows this formula wiggle(,frequency, amount), for example
wiggle(.2,15) 15 is number of pixel value. so it moves randomly of 15 pix every 2 second.

RENDERING

Once you have made all the changes you wanted, it is time to render your project.

Ensure you are in the Main Render Comp and choose Composition (from the top of the AE window) > Add to Render Queue from the menu.

Once your comp is in the Render Queue, you can either use the preset compression prepared in the file or choose your output settings by clicking the option, as well as the location for your render to be saved.

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