Slides - AE CS3 Project File

Thank you so much for buying this project!

Everything in it is reasonably straightforward once you know your way around. So let's go layer by layer so you can understand how easy it is incorporate your own content and adjust other things.

If you need any assistance, please PM me from VideoHive (as opposed to leaving a comment which I might not see for a few days or more) and I'll do my best to help.

Tip: Before you do anything, save a back-up copy of the project file - just in case you need it :)

I recommend you start by preparing your own content - for example 10 x images and/or video clips at full HD size (1920x1080) bearing in mind your content will be letterboxed - a portion at the top and bottom will be masked out inside the film frame used (although you have complete freedom to move your media inside the mask (see later)).

Of course your videos can be any duration - and/or looped - so they play for the entire duration of the sequence.

You can import your logo in any format but I suggest .eps or .psd with transparent background.

Once all your assets are ready and have been imported, you're ready to begin customizing the project.

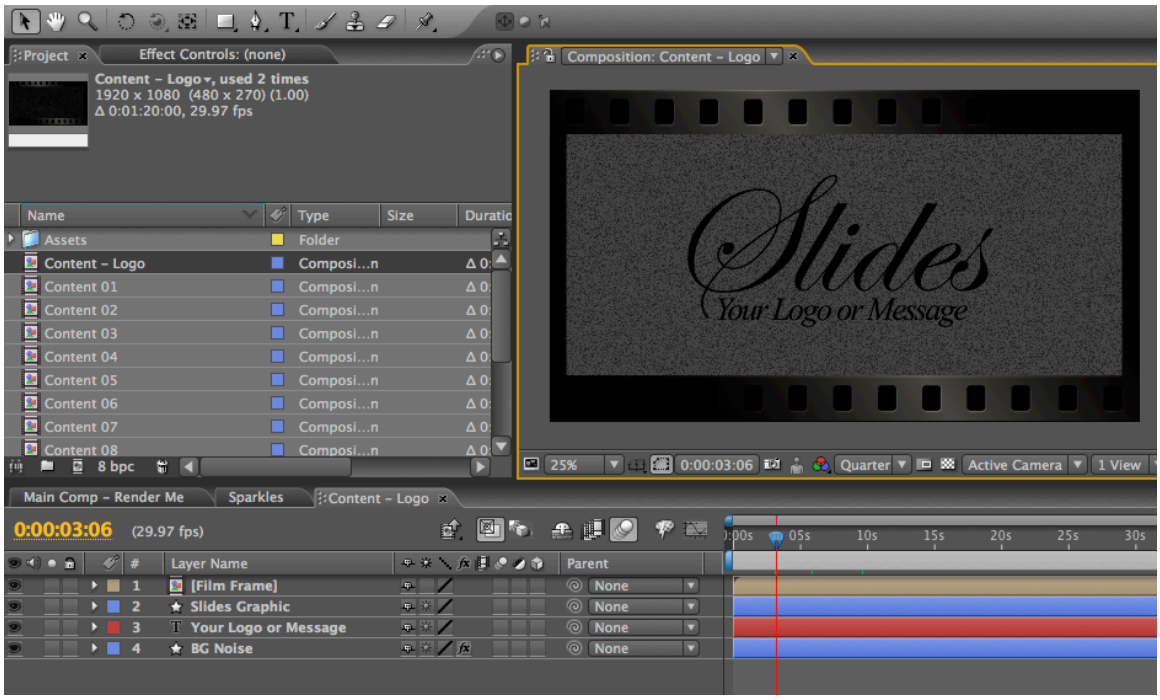
The media that I used for the preview is not included so you will first notice that each 'slide' is empty / grey. We'll cover that in a minute.

Let's start with your logo, which opens and closes the sequence...

A) Content - Logo

1) Start by double-clicking the **Content-Logo** pre-comp, to open it from the Project Panel.

2) You will see it currently consist of four layers:



Film Frame pre-comp: this is the border used in all content pre-comps. The graphic is supplied as an .eps in the Assets folder that came with the main project. Inside the Film Frame pre-comp you will notice that CC Light Sweep is applied, which you can adjust, for example, if you want a stronger or weaker lighting effect – or indeed if you want to animate the sweep by way of keyframes.

Slides Graphic: This is the word Slides converted to outlines. You will probably want to delete this layer and drag down your own logo graphic.

Your Logo or Message: This is a text layer which you can either delete or edit to insert your own text.

BG Noise: Toggle down this layer and you will see that Noise is applied. You can adjust the amount of Noise to your liking. Notice also the Blending Mode of this layer is set to Add. You can change this setting to you own liking.

3) Next, open the Scenes folder in the Project Panel and open the **Scene-Logo** pre-comp. This is where the reflection is applied – same as for all content – allowing you to customize just one instance and have the reflection applied 'automatically.'

4) Notice these pre-comps contain two layers, top layer with your logo / content the right way up; bottom layer the reflection, with lowered

opacity and Linear Wipe applied, to fade out the reflection.

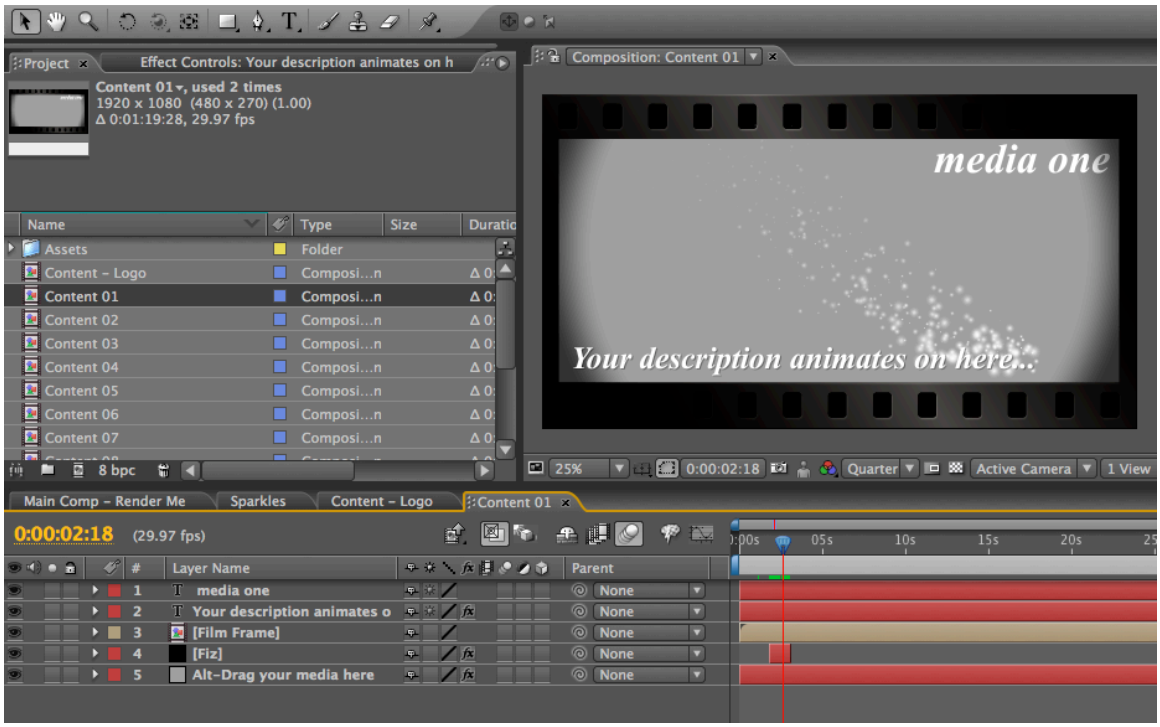
If everything looks good, return to the Main Comp timeline.

B) Content 01 - 10

1) These pre-comps are placeholders for the content you want to display inside the 10 animated slides. As with your logo you only have to customise these pre-comps as reflections are automatically updated in the Scene 01-10 pre-comps (although you can of course open these up and change such things as the strength and height of the reflection).

2) The easiest way to insert your own media is as follows: In the Project Panel, double-click to open a Content pre-comp.

3) Notice it currently contains five layers:



Media one...ten
You will probably want to delete or disable this text layer

Your Description animates...
Write your own text here, change the font, the colour and the drop shadow applied to ensure your text stands out.

Notice the Typewriter present is used to animate-on the text, after a short delay at the beginning (to allow for the time it takes for each Frame to 'slide' on in the main timeline).

Film Frame
Described above.

Fiz
This is the particle effect that follows your animated text. You can adjust numerous settings simply by toggling down the layer to reveal effects>CC Particle Systems II, for example the end position of the moving particle Producer so it stops at the end of your line of text.

Alt-Drag your media here
This is the placeholder layer for your content whether it's an image or a video clip. It contains the letterbox **mask** that ensures your content is only visible inside the window of the film frame.

There are two ways to add your media:

1) Highlight the layer in the timeline and alt-drag onto it your media from the project panel. This should automatically replace the current content with the new, maintaining mask position and effect applied.

Or...

2) Drag down your media to create a new layer above the Alt-Drag... layer. Position it as you like inside the film frame window and then copy and paste the mask from the Alt-Drag... layer onto your new layer. You can then delete or disable the Alt-Drag... layer.

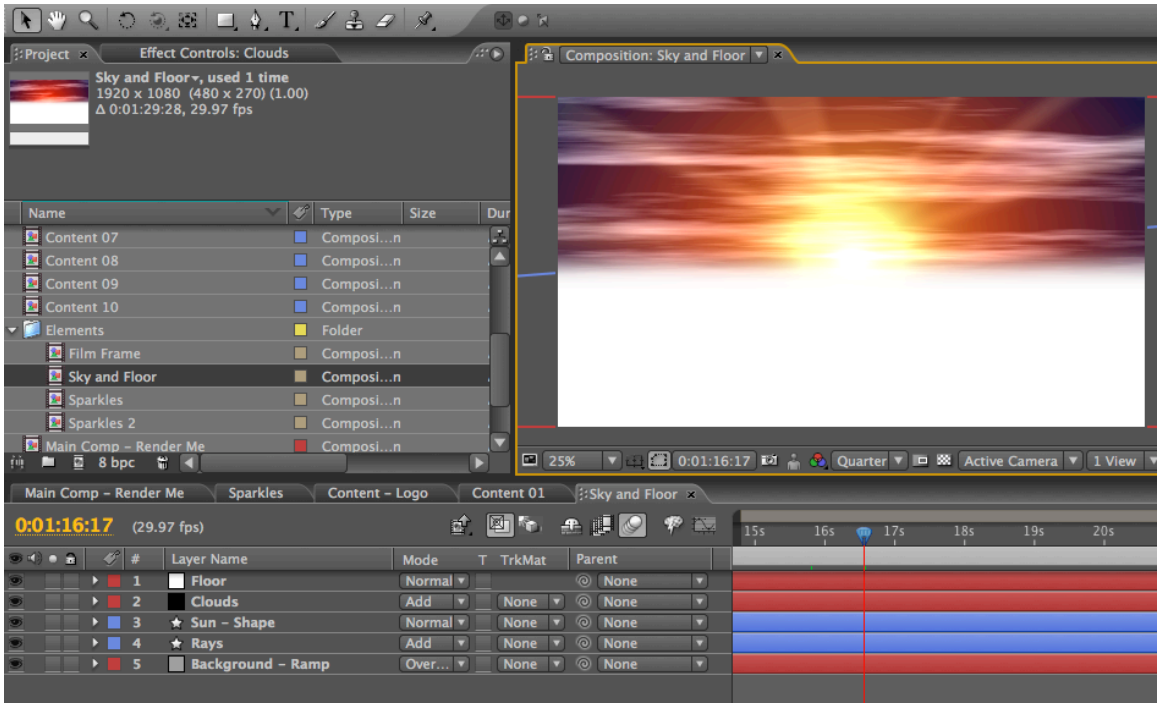
Notice that the CC Spotlight effect is applied to the Alt-Drag... layer to darken the corners and the edges of the content inside the film frame. You can choose to keep, delete or adjust these settings depending on your personal preference. I think it adds realism.

Repeat the above steps for the remaining Content pre-comps and you're ready to render ... unless you want to change other things...

Open the **Elements Folder** in the Project Panel…

C) Sky and Floor

This pre-comp contains all the background elements. Open it up and notice five layers:



From the bottom of the stack to the top...

Background - Ramp

This layer currently has a radial ramp applied. Bright red/orange in the middle; deep blue at the edges. To change the colours or type of ramp used, toggle down the layer to reveal effects>ramp.

Rays

This is a basic hand-drawn shape (which you can edit if you like). Notice the animated opacity at the beginning of the timeline (you may want a stronger ending opacity) and the subtle rotation animation which continues throughout the whole sequence.

If, for example, you want the rays to move faster, simply adjust the keyframe rotation angle values.

This layer also has Fast Blue applied to soften the edges of the sun rays. You can adjust the amount of blur, for example if you want sharper more pronounced edges.

Sun - Shape

This is the round graphic that rises at the beginning of the sequence. Toggle down the layer to adjust settings for Glow and CC Light Burst. You can also adjust the speed of the upwards movement, if you like, simply by moving or changing keyframe values (Position).

Clouds

This is a Fractal Noise animation. You can adjust all the parameters, for example, contrast or brightness (amount of cloudiness). You can also change speed of the cloud movement by either increasing or decreasing the end Evolution keyframe value, currently set to 10.

Floor

This is a white solid with Linear Wipe applied, to give the effect of a white floor and blurred horizon. If, for example, you want a sharper horizon simply reduce the amount of feather (Effects>Linear Wipe>Feather).

D) Sparkles

These are the small particles that 'explode' in the background a few times during the sequence. To customize the effect, open the Sparkles pre-comp inside the Elements Folder.

1) Toggle down the Sparkles-BG layer to reveal the Effects>Particle World and adjust parameters such as Physics>Velocity and Particle>Color. You can also adjust the particle size and type, currently Faded Sphere.

2) Glow is also used on this layer, which you can also adjust to your liking.

E) Sparkles 2

These are the larger particles that ‘explode and swirl’ in the foreground a few times during the sequence.

Adjust Particle World and Glow effects settings as above.

Return to the main timeline...

F) Light 1

This is a point light that is positioned to give the effect of the sunlight illuminating the slides. In actual fact the light is not behind the slides but in front. You can move the light in 3D space, adjust its brightness or even change the colour of the light (currently white).

The light currently remains in a fixed position until the end sequence when the camera sweeps past all the slides. Toggle down the Light 1 layer and notice the keyframes at approx. 50s. Essentially the light moves to the right which ensures all the angled slides are properly illuminated.

Tip: there is no real need for the light so you can experiment with it turned off. The only thing you will notice is that all the slides remain fully illuminated irrespective of their angle to the camera. Personally, I like the light effect whereby the slides naturally darken as they turn side-on to the 'sun.'

G) Camera Controller

The Camera Controller layer governs the camera moves at the end of the sequence (Camera 1 - see below). Toggle down the Camera Controller layer and you’ll see all the various keyframes starting at approx. 50s which control Position and Y rotation of the main camera.

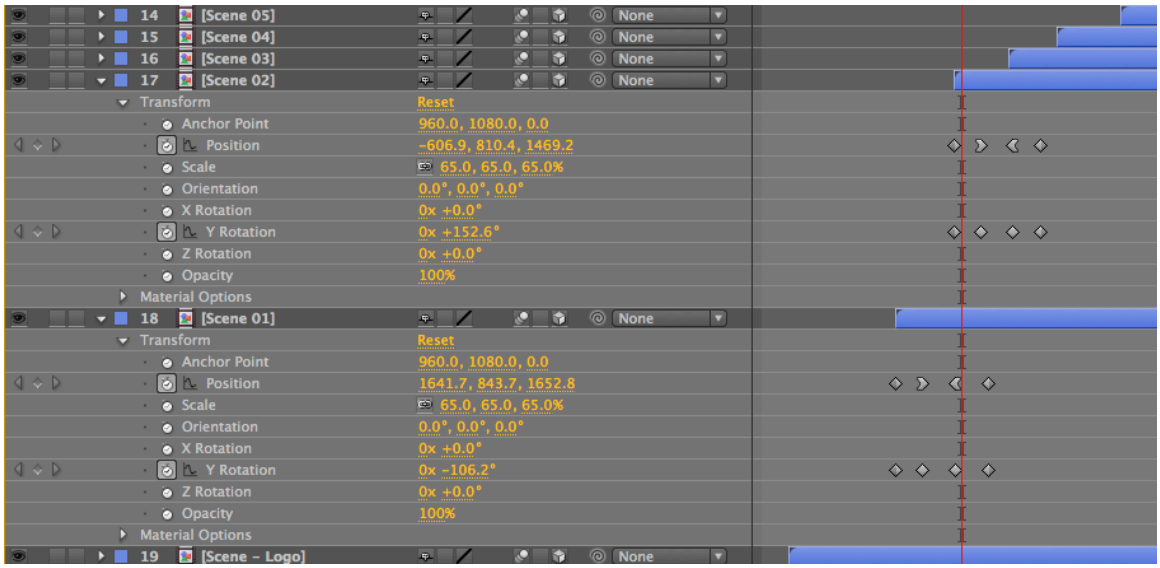
Scrub along the timeline to see what’s happening – or use Top View to see the path that the camera is following.

H) Camera 1

The only property that is animated is the Aperture setting, which essentially governs the amount of depth of field blurring that is occurring. It is animated to ensure the slides are in focus, especially at the end when the slides 'are further away' from the camera. If you want, you can turn Depth of Field off altogether, ensuring that everything is in perfect (albeit unnatural) focus at all times.

I) Main timeline transitions

To understand how the main timeline slide-to-slide animations work, toggle down layers Scene 01 and Scene 02 in the main timeline.



Notice that Scene 01 slides on while spinning; then it rotates more slowly before spinning off into the background towards the sun. Just as it spins away, Scene 02 slides on – and so on.

You can adjust the timing of each slide-to-slide transition to **sync with your soundtrack** – or change such things as the speed of the movement, the amount of rotation, starting points and end points etc.

If syncing to music, you will probably also want to adjust the timing of the foreground and background sparkles (Sparkles and Sparkles 2 respectively).

That’s it! Have fun!

I really hope you enjoy this project and will rate it, if you already haven't :)

If you need any help, please PM me direct via videohive.net. That way, rather than adding a comment which I may not see for a while, I’ll be able to help you specifically and sooner.
