# 70 Clean 3D TEXT Titles

70 titles - 3 animations letter based, word based, phrase based Full Alpha - use on top of any footage Scalable - scale to any size 4k, etc Customisation - Change colors - Font, Background, Sides

Full 3D - no plugins required, no fake 3D

Typography - Use with any font, change kerning

# **Tutorial**

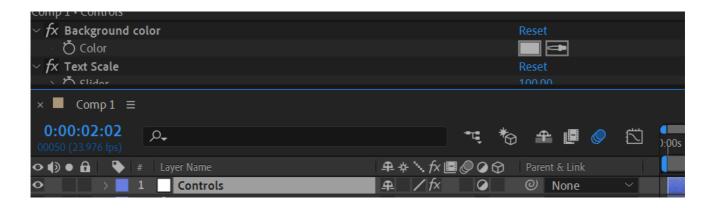
- 1. Edit Colors
  - 1. Control menu
  - 2. Change font color
  - 3. Change sides color (front,back, side, bevel)
  - 4. Change light color/intensity
  - <u>5. Change individual letters color</u>
- 2. Scaling
  - 1. Scale text
  - 2. Change font size
  - 3.Change project size
- 3. Edit Geometry
  - <u>1. Bevel</u>
  - 2. Extrusion
- 4. Edit Fonts
  - 1.Change font
  - Change tracking
- <u>5. Edit Animations</u>
  - 1. Edit keyframes
  - (!) No keyframes / Controls don't change size
  - 3. Add basic fade out outro
- 6. Edit Scene
  - 1. Remove background
  - 2. Change background color
  - 3. Change Lighting
  - 4. Add footage

- 7. Add to footage
  - 1. Importing project

# 1. Edit Colors

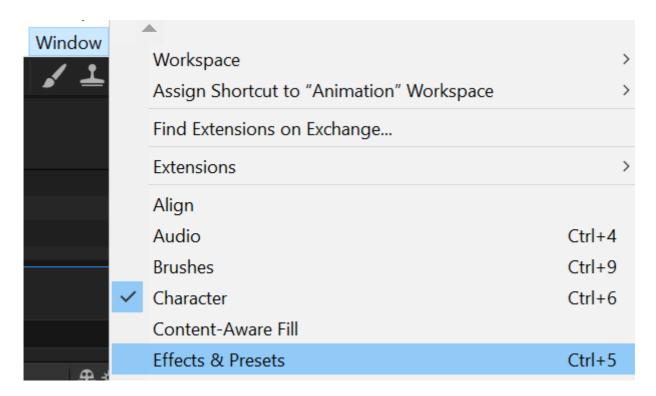
#### 1. Control menu

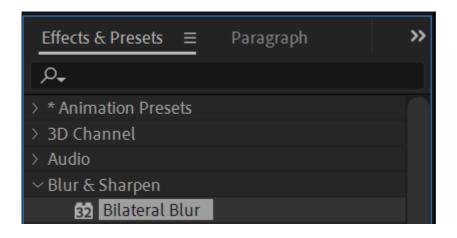
Select Controls layer and in Effect controls change parameters.



\*If Effect controls are not visible:

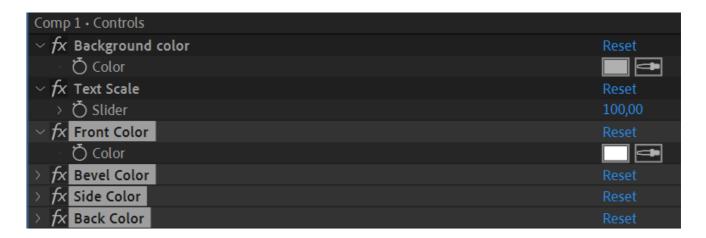
Select Controls layers go **Window** > **Effects & Presets** > double click on any effect. It will open Effects panel, delete added effect and adjust parameters.





# 2. Change font color

From Controls menu, select all 4 and change color of 1.



## 3. Change sides color (front,back, side, bevel)

From Controls menu change individual color



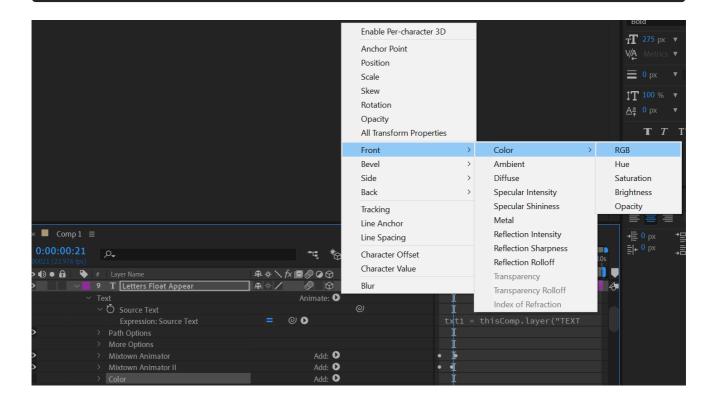
## 4. Change light color/intensity

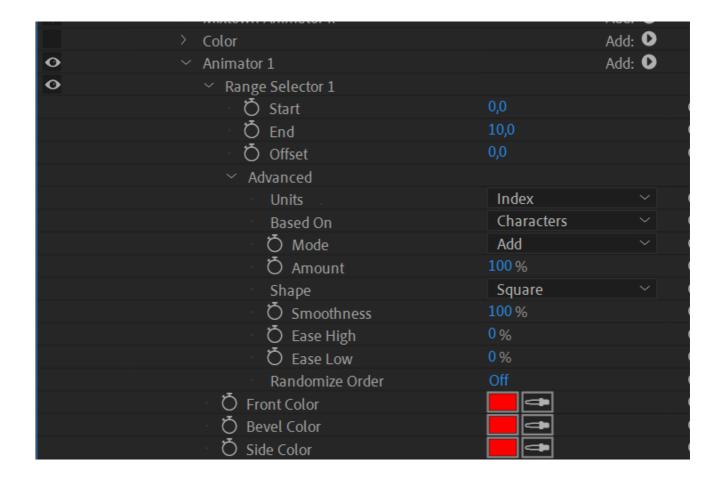
From Controls menu



# 5. Change individual letters color

Deactivate Color animator, create new animator, select front, bevel, side, back rgb color controllers and in index select which letters to color. Create additional animators to change other colors.



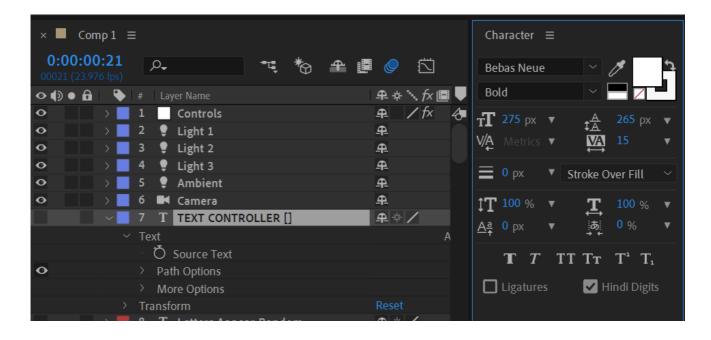


# 2. Scaling

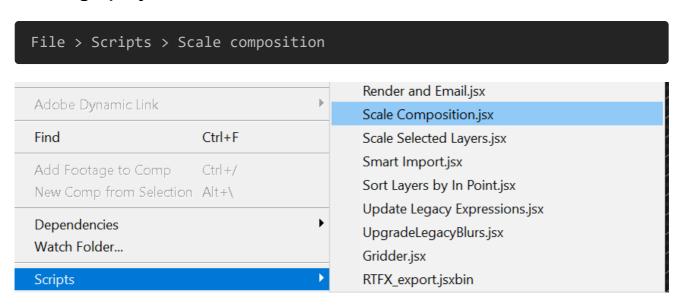
#### 1. Scale text

# 2. Change font size

change Text Controller [] layer font size



#### 3. Change project size



Scale it down or up by ratio.

# 3. Edit Geometry

#### 1. Bevel

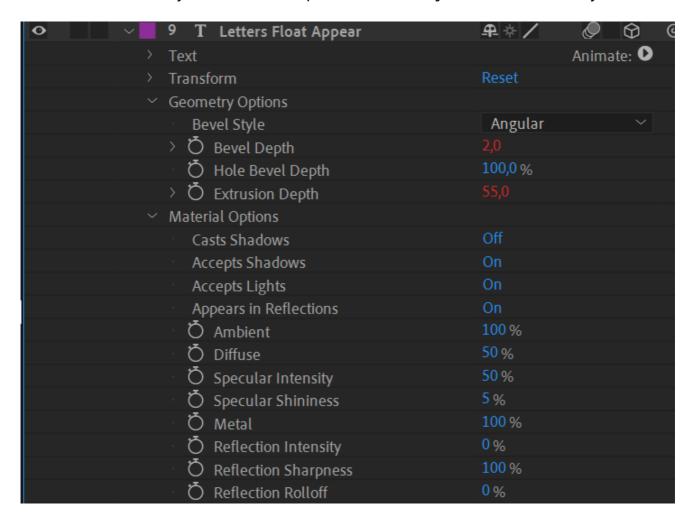


#### 2. Extrusion

Change extrusion size from Controls panel



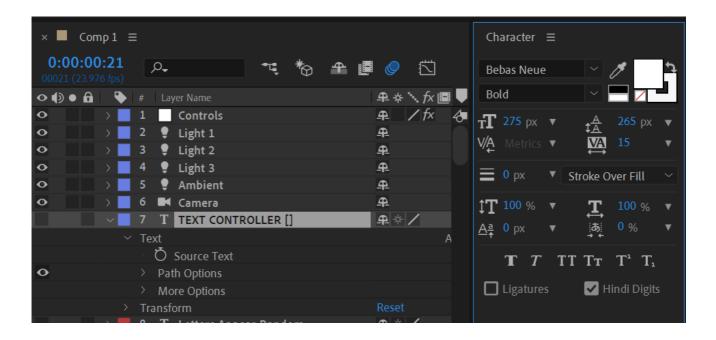
Additional Geometry and Material options can be adjusted inside text layer.



# 4. Edit Fonts

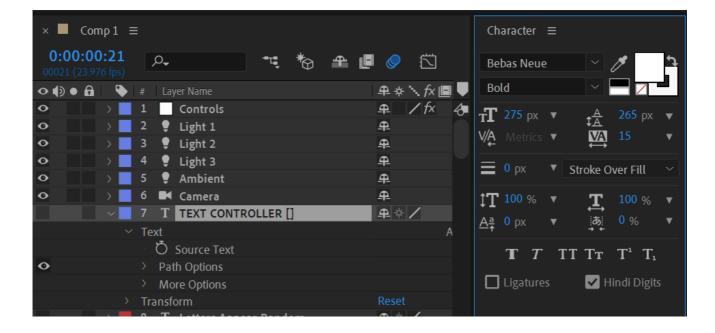
### 1.Change font

Change font of Type in Character panel of Text Controller [] layer.



#### Change tracking

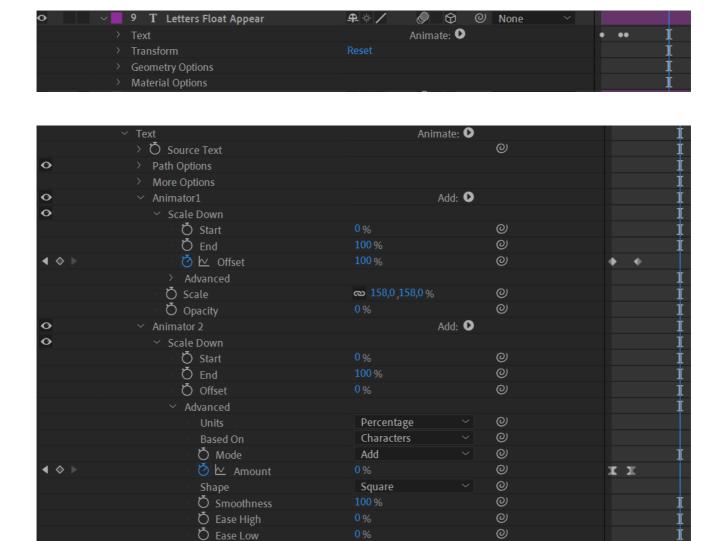
Change tracking of type in Character panel of Text Controller [] layer.



# 5. Edit Animations

## 1. Edit keyframes

Open text layer options, animated parameters has a small circles on timeline. Find their keyframes, move to desired location on timeline.



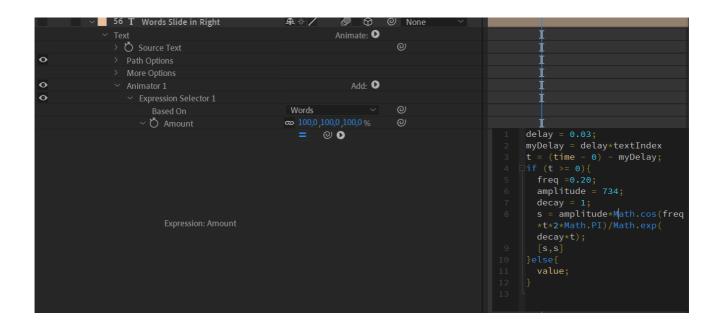
## (!) No keyframes / Controls don't change size

Randomize Order

Certain animations has an expression animation parameters or has animation of font size thus can't be changed from Controls panel. Either edit font size manually or change scale size in corresponding keyframes.

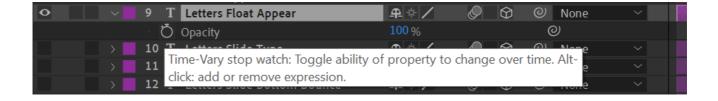
0

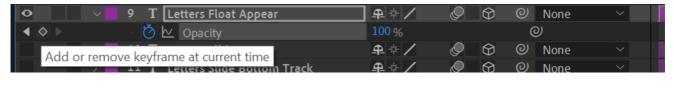
To change animations without keyframes - Open Expression selector, Amount and edit expression parameters.



#### 3. Add basic fade out outro

Select effect to animate, for example click 'o'. In Opacity - click on cogwheel, create two keyframes by clicking on dot. Select last keyframe and move opacity to 0%.







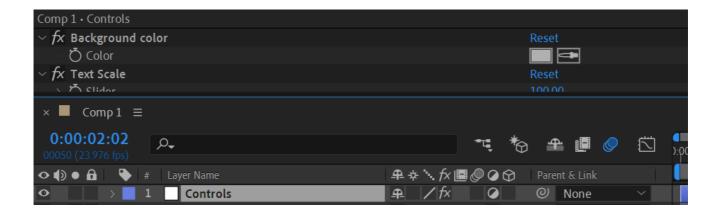
# 6. Edit Scene

### 1. Remove background



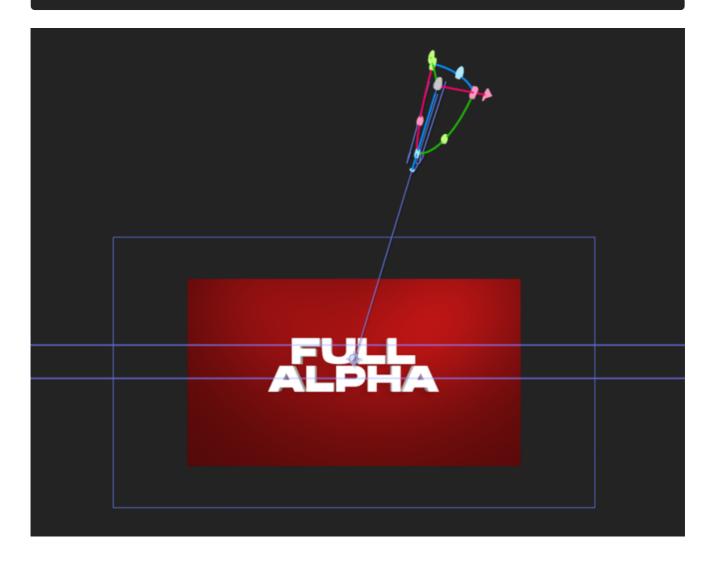
## 2. Change background color

Change color of background from 'Controls' layer.

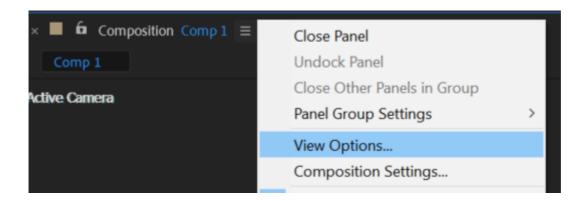


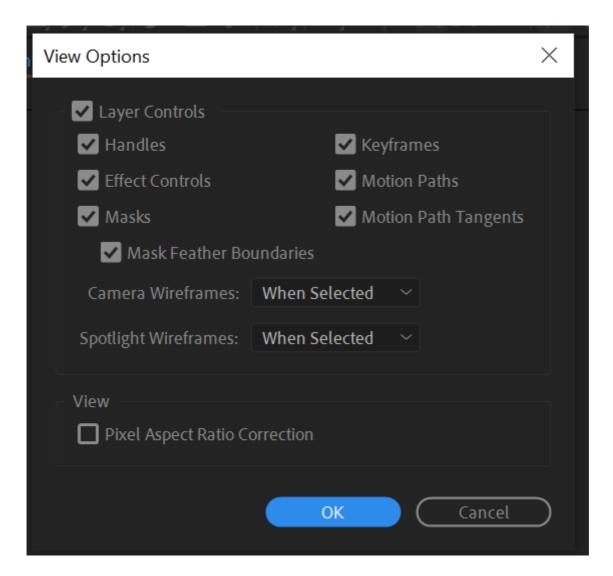
## 3. Change Lighting

Select light which position you want to edit, use 3D Arrows to position it. Also move background scale and position in 3D Space to alter scene.



If on clicking light, arrows dont show up click on = icon near composition > View Options... > Layer controls ticked





## 4. Add footage

Hide background layer. Add video to bottom of project. Make sure that video layer is behind letters in 3D Space.



# 7. Add to footage

# 1. Importing project

Just import this project into any other project. Drug'n'drop comp layer and Double click on it, edit type and hide background.

