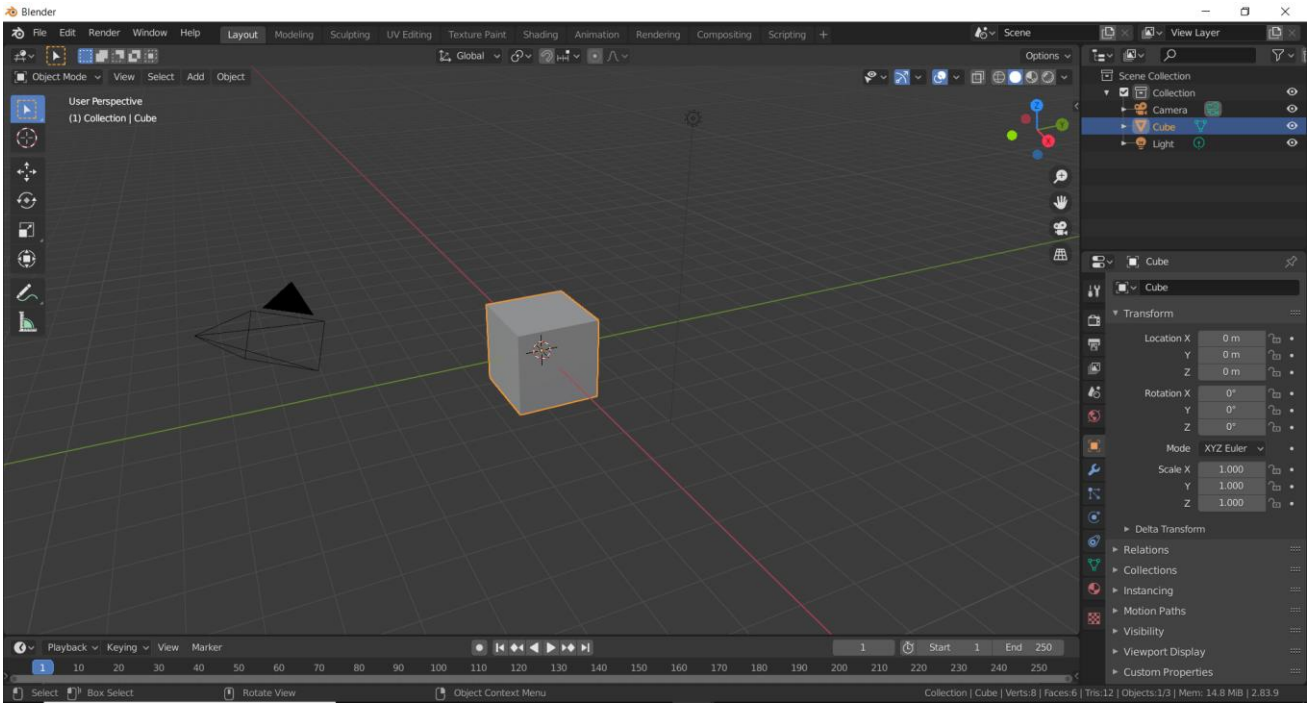
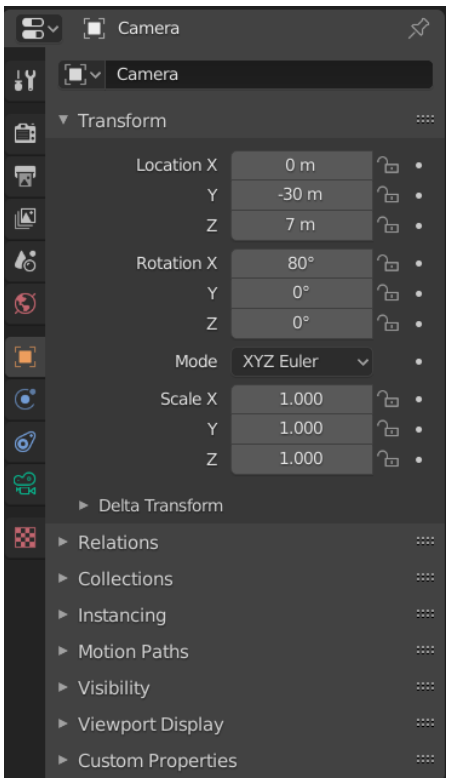
Steps:

1. Create a new Scene by clicking on New -> File -> General or by pressing keyboard buttons: Ctrl + N



2. Select the Cube and then delete the Cube in scene by right clicking on Cube -> Delete or pressing X from keyboard

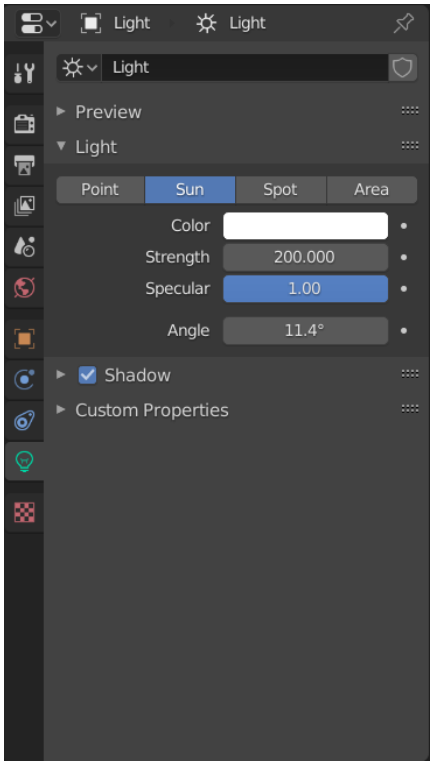
3. Select the Camera and then in Object Properties tab, expand Transform panel. Set Location to 0, -30, 7 and Rotation to 80, 0, 0



4. Select the Light by left clicking on it

5. In Object Properties tab, expand Transform panel. Set Location to 0, -5, 6 and Rotation to 0, 0, 90

6. In Object Data Properties tab, expand Light and set Strength to 200

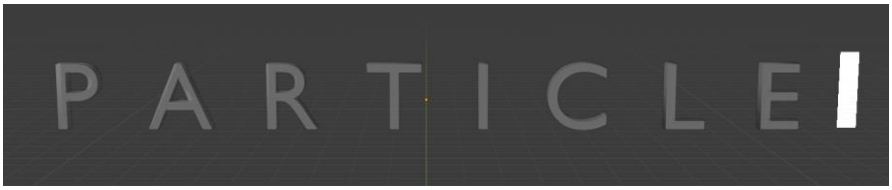


7. Add Text to the scene by clicking on Add -> Text (Add option on top left part of screen) or by pressing keyboard buttons: Shift + A -> T

8. Rename Text to Text_Particle by double clicking on Text field in Outliners panel

9. Go from Object Mode to Edit Mode by clicking on Modes dropdown (Dropdown is on top left part of screen) or by pressing keyboard buttons: Tab

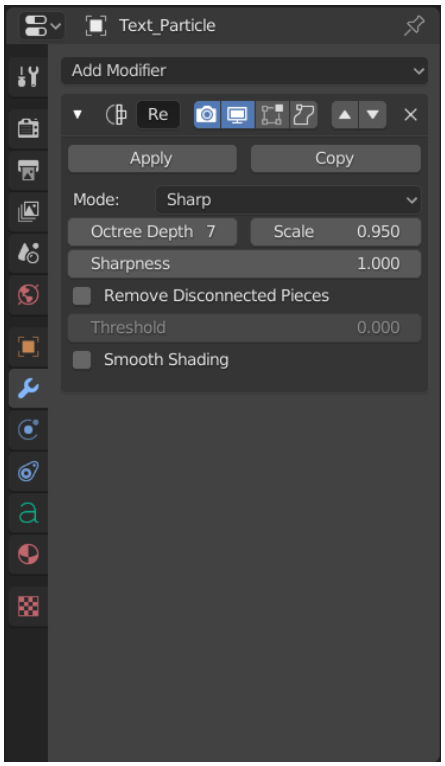
10. Rename the TEXT to PARTICLE



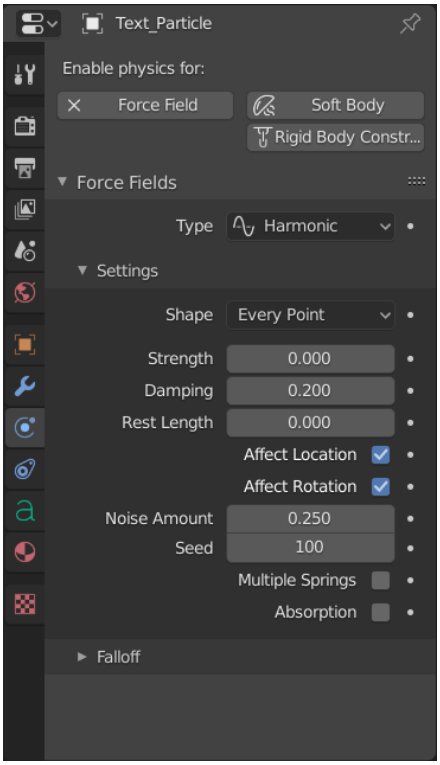
11. Go from Edit Mode to Object Mode by clicking on Modes dropdown or by pressing keyboard buttons: Tab

12. In Object Properties tab, expand Transform panel. Set Location to 0, 0, 3, Rotation to 90, 0, 0 and Scale to 2.25, 2.25, 1

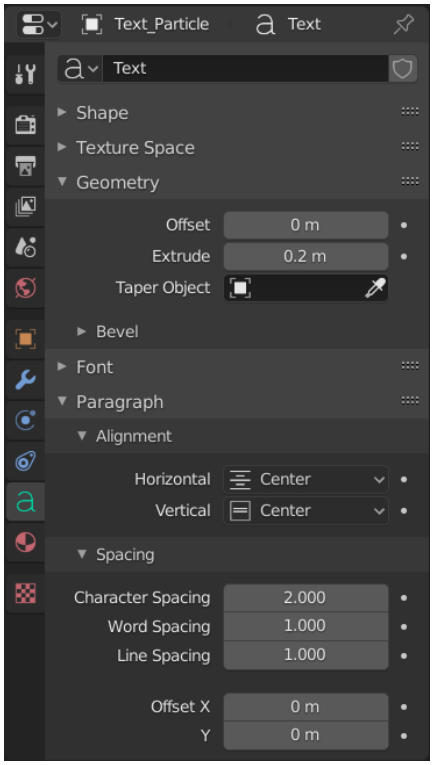
13. In Modifier Properties tab, click on Add Modifier and select Remesh. Expand Remesh modifier and set Mode to Sharp, Octree Dept to 7 and Scale to 0.804 and uncheck Remove Disconnected Pieces option



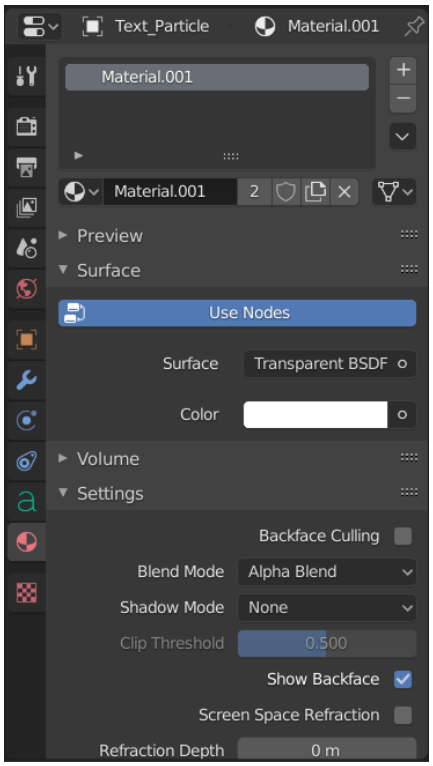
14. In Physics Properties tab, click on Force Field. Expand Force Fields panel and set type to Harmonic. Further expand Setting and set Shape to Every Point, Strength to 10, Damping to 0.2, Noise to 0.25



15. In Object Data Properties tab, expand Geometry panel and set Extrude to 0.2. Further expand Paragraph and then expand Alignment and set Horizontal to Center and Vertical to Center. Also expand Spacing and set Character Spacing to 1.75



16. In Material Properties tab, click on + icon. A material with name Material.001 will be created. Expand Surface panel and set Surface to Transparent BDSF and also expand Settings and set Blend Mode to Alpha Blend and Shadow Mode to None



17. Duplicate the Text_Particle by pressing keyboard buttons: Shift + D and then press right click. Rename the Object to Text_System

18. Go from Object Mode to Edit Mode by clicking on Modes dropdown or by pressing keyboard buttons: Tab

19. Rename the TEXT to SYSTEM

20. Go from Edit Mode to Object Mode by clicking on Modes dropdown or by pressing keyboard buttons: Tab

21. In Modifier Properties tab, expand Remesh modifier and set Scale to 0.66

22. In Physics Properties tab, expand Force Fields panel and further expand Setting and set Strength to 0

23. Add Plane to the scene by clicking on Add -> Mesh -> Plane or by pressing keyboard buttons: Shift + A -> M -> P

24. In Object Properties tab, expand Transform panel. Set Location to 0, -1, -2 and Rotation to 15, 0, 0

25. In Material Properties tab, click on icon with description Browse Material. From dropdown list, select Material.001

26. Add Ico Sphere to the scene by clicking on Add -> Mesh -> Ico Sphere or by pressing keyboard buttons: Shift + A -> M -> I

27. Rename Icosphere to Icosphere_Magenta by double clicking on Text field in Outliners panel

28. In Object Properties tab, expand Transform panel. Set Location to 0, 0, 10

29. In Material Properties tab, click on + icon. Expand Surface panel and set Surface to Emission, Color to FF00FF and Strength to 10. Further expand Settings and set Blend Mode to Alpha Blend and Shadow Mode to None

30. Duplicate the Icosphere_Magenta by pressing keyboard buttons: Shift + D and then press right click. Rename the Object to Icosphere_Blue

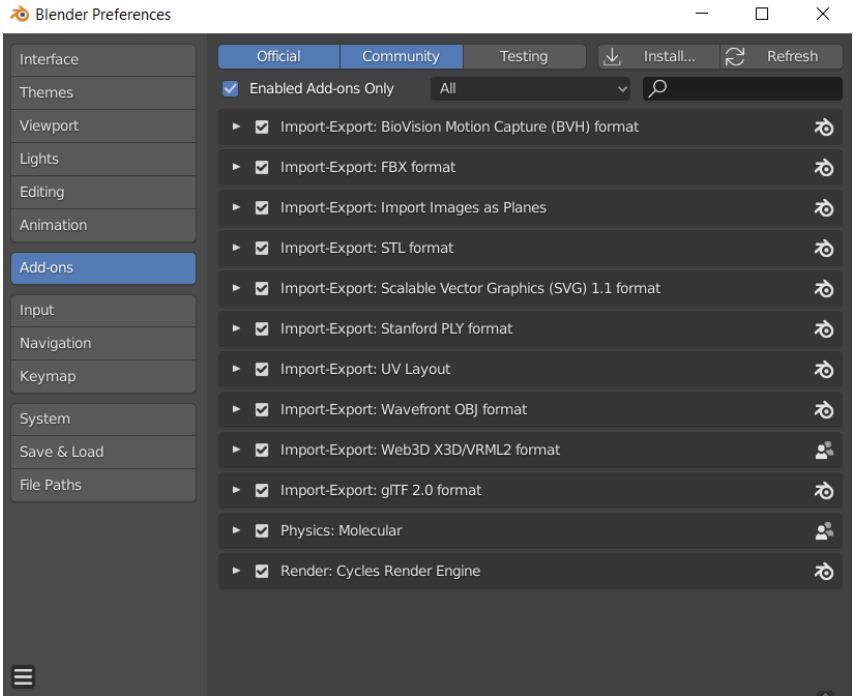
31. In Material Properties tab, click on 2 icon next to Material.002. Expand Surface panel and set Color to 002EFF

32. Add Turbulence to the scene by clicking on Add -> Force Field -> Turbulence or by pressing keyboard buttons: Shift + A -> F -> U

33. In Physics Properties tab, expand Force Fields panel and further expand Setting and set Size to 0.25 and Noise Amount to 0.025

34. Download a Script Addon with name Molecular Zip file for Blender 2.8 (molecular_1.1.1) from https://github.com/scorpion81/Blender-Molecular-Script/releases

35. Go to Edit -> Preferences -> Add-ons -> Install. Select Zip file you downloaded. Then enable Molecular add-on and also Import Images from Planes add-on.



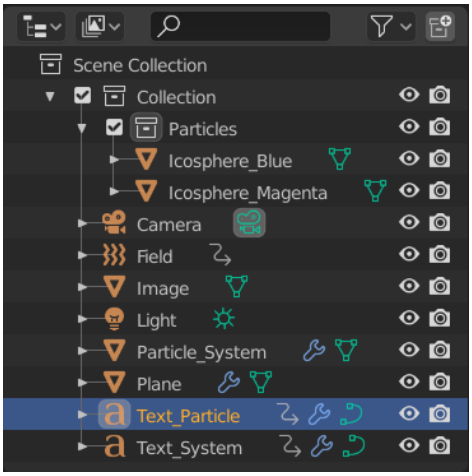
36. Download Background Image from https://image.freepik.com/free-photo/dark-street-background-reflection-blue-red-neon-asphalt_129911-33.jpg

37. Add Image to the scene by clicking on Add -> Image -> Images as Planes or by pressing keyboard buttons: Shift + A -> I -> I. Select the image you downloaded.

38. In Object Properties tab, expand Transform panel. Set Location to 0, 2, 1 and Rotation to 90, 0, 0

39. Create a new collection under Collection by right clicking in Outliners -> New Collection. Add Icosphere_Blue and Icosphere_Magenta to this collection

40. Rename this Collection 2 to Particles

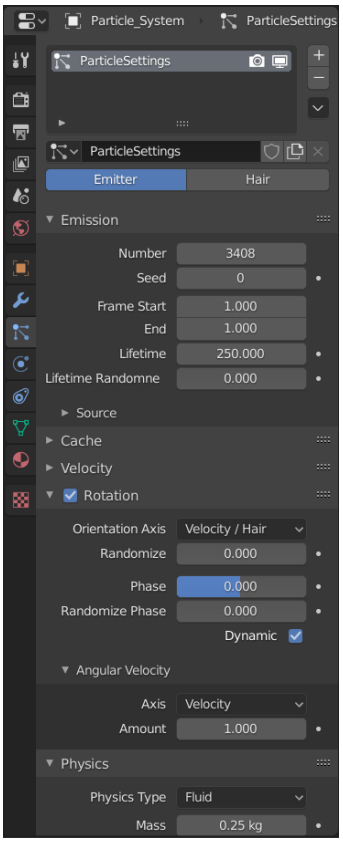


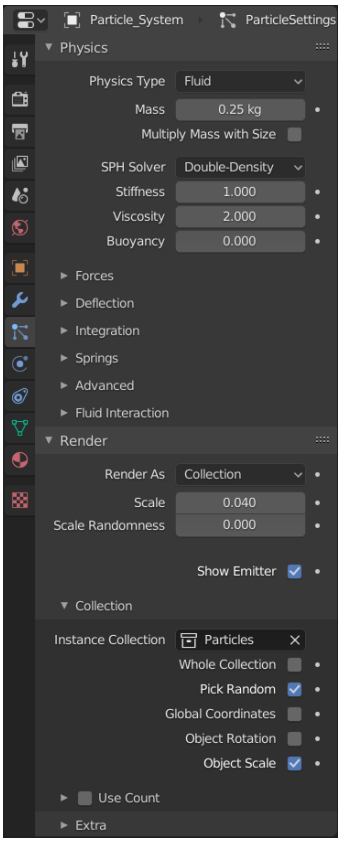
41. Add Ico Sphere to the scene by clicking on Add -> Mesh -> Ico Sphere or by pressing keyboard buttons: Shift + A -> M -> I

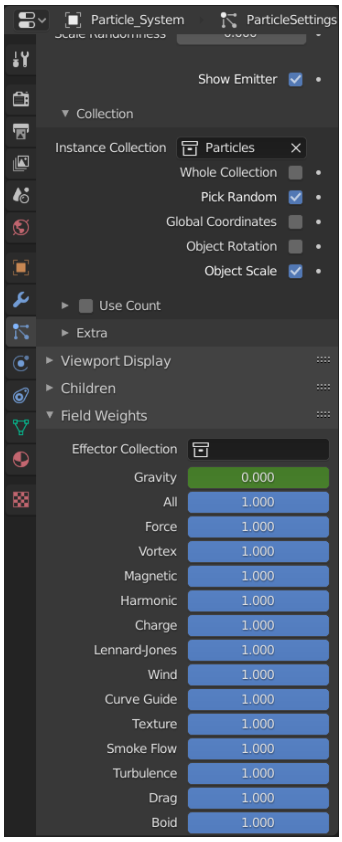
42. Rename Icosphere to Particle_System by double clicking on Text field in Outliners panel

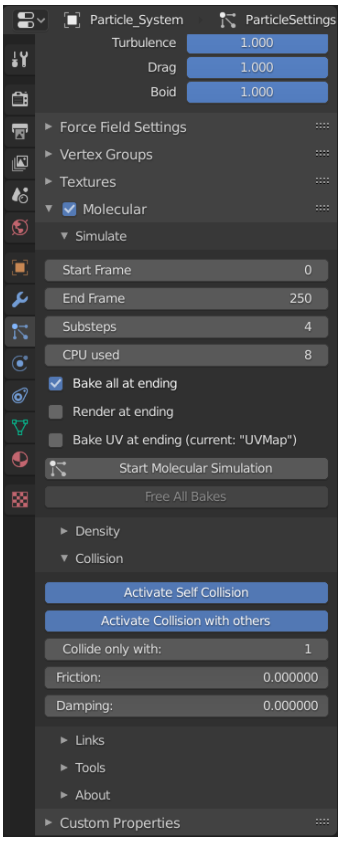
43. In Object Properties tab, expand Transform panel. Set Location to 0, 0, 12

44. In Particle Properties tab, click on + icon. Expand Emission panel and set Number to 2920, Frame Start to 1, End to 1 and Lifetime to 250. Then check Rotation panel, expand it and check Dynamic. Then expand Physics panel, set Physics Type to Fluids and Mass to 0.25. Then expand Render and set Render As to Collection and set Scale to 0.05. Then expand Collection, set Instance Collection to Particles and check Pick Random. Then expand Field Weights and set Gravity to 0. Check Molecular panel and expand it. Inside Molecular panel expand Collision panel and select Activate Self Collision and Activate Collision with others.

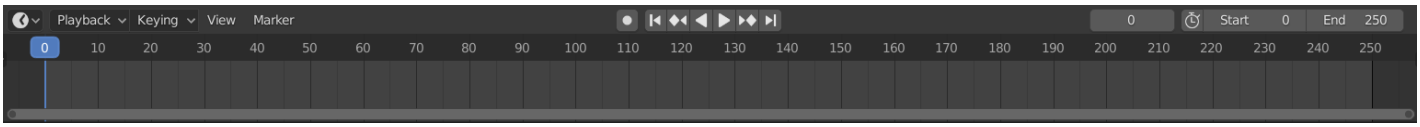






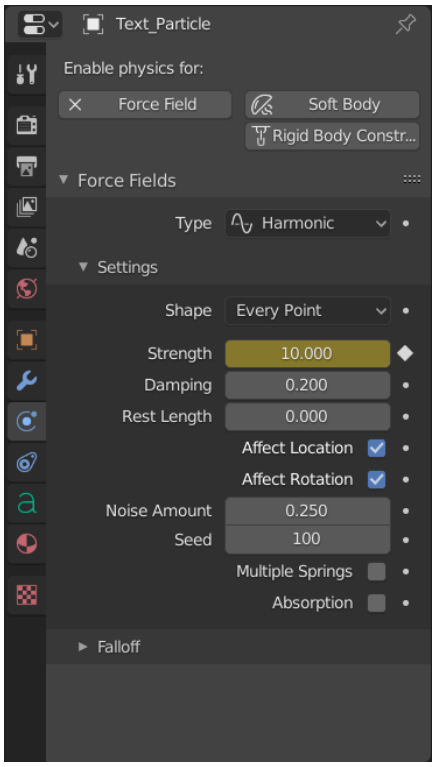


45. Go to Timeline tab and set Start to 0 and End to 250. Use this tab to change frame.



46. Animation for frame 90

a) Select Text_Particle and then go to Physics Properties tab and under Field Weights, set Strength to 10 and perform right click -> Insert Keyframe



b) Select Text_System and then go to Physics Properties tab and under Field Weights, set Strength to 0 and perform right click -> Insert Keyframe

47. Animation for frame 100

a) Select Text_Particle and then go to Physics Properties tab and under Field Weights, set Strength to 0 and perform right click -> Insert Keyframe

b) Select Text_System and then go to Physics Properties tab and under Field Weights, set Strength to 10 and perform right click -> Insert Keyframe

48. Animation for frame 150

a) Select Text_System and then go to Physics Properties tab and under Field Weights, set Strength to 10 and perform right click -> Insert Keyframe

b) Select Field and then go to Physics Properties tab and under Field Weights, set Strength to 1 and perform right click -> Insert Keyframe

c) Select Particle_System and then go to Particle Properties tab and under Field Weights, set Gravity to 0 and perform right click -> Insert Keyframe

49. Animation for frame 150

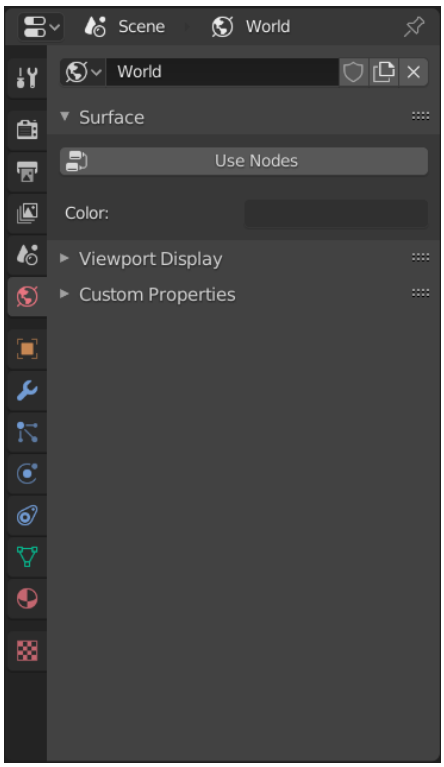
a) Select Text_System and then go to Physics Properties tab and under Field Weights, set Strength to 0 and perform right click -> Insert Keyframe

b) Select Field and then go to Physics Properties tab and under Field Weights, set Strength to 0 and perform right click -> Insert Keyframe

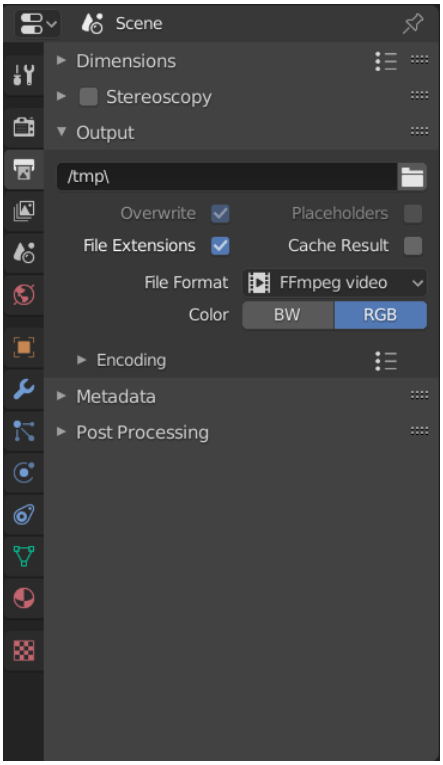
c) Select Particle_System and then go to Particle Properties tab and under Field Weights, set Gravity to 2 and perform right click -> Insert Keyframe

50. Select Particle_System and then go to Molecular tab and under Simulate, click on Start Molecular Simulation. This process may take couple of minutes to complete

51. Go to World Properties tab and expand Surface. Set Color to 303030



52. Go to Output Properties tab and expand Output. Set File Format to FFmpeg video



53. Go to Render -> Render Animation

Result: