

Project structure:

Navigate a folder "01. Edit Comps/**Color**":

Composition "Settings" contains "Global Control" layer.

Settings - Global Control

fx Color Control

Reset

Color 1

Color 2

Color 3

Color 4

Color 5

Color 6

fx Text Settings

Reset

Text Color

Stroke Color

Depth

100,0 %

Enable depth

✓

fx Tech Background

Reset

Environment

✓

Floor

✓

Floor Reflection

✓

Digital Noise

✓

fx Global Animation

Reset

--- ANIMATION ---

Start From

Left

End To

Right

Enable

☐

Tips: All scenes use this direction of animation, if this option is enabled.

fx Advanced Settings

Reset

Camera DOF

✓

Glow

☐

Rotation Acceleration

10,0

Vignette Strength

50,0 %

Environment color settings

Text color settings

Change Z-deph of text layers

Enable 3D text style (switch off if you want use flat text)

Disable this if you want use flat background

All scenes use this direction of animation, if this option is enabled

Camera deph of field

Glow

The larger the number, the faster the acceleration

Vignette strength

Navigate a folder "01. Edit Comps/**Text**":

"TEXT XX" comps. Open (double click on it) compositions and retype title or insert any logo/pictures here.

Navigate a folder "01. Edit Comps/**Scenes**".

Each scene contains a "Control Layer". You can use a separate animation direction in each scene if the global parameter is disabled. Just select desired direction

Project

Scene 03 - Control

fx Scene Control

Reset

---ANIMATION---

ROTATION:

Start From

Left

Start angle

89

End To

Down

End Angle

89

Follow Previous Scene

✓

HELP:

AVK Control Panel ver. 0.9

If is enabled, the beginning of the animation of the current scene continues the animation of the previous scene (i.e. you don't need select "Start From" animation)

Project

Scene 03 - Control

fx Scene Control

Reset

---ANIMATION---

ROTATION:

Start From

Left

End To

Left

Follow Previous Scene

HELP:

AVK Control Panel ver. 0.9

Left

Left-Up

Up

Right-Up

Right

Right-Down

Down

Left-Down

Clockwise

Counterclockwise

None

In each scene, you can change the beginning of the animation, the duration of In and Out animation, the end of the animation. Drag "in-point", "out-point" of "Control" layer and "In", "Out" markers.

Settings

Final Comp

Scene 02

0:00:05:20

20143 (25,00 fps)

Source Name

1 Control

8 TEXT 02

Parent & Link

None

10. TEXT 3D 0

In

Out

Animation Duration

Navigate a folder "02. Final Comp":

Composition "Final Comp". You can render composition after all edits. Hit Ctrl+M. Then press "Render".

Folder "03. Other". You don't need to edit nothing here;)

Free font you can find here: <https://www.fontsquirrel.com/fonts/montserrat>