

# Live Soccer Broadcast

## For After Effects CS4 and above

ASSETS organization

Hi, Thanks for buying my work. This would be your guide to edit the project. Let's start with the project organization.

All you need to edit the graphics is here.

### 00. MAIN COMPS

All the comps to render the graphics.

This are FULL HD.

### 01.EDIT COMPS

Here are the comps when you can edit data directly, either way you can reach this comps right from the main comps double clicking

COLOUR frame:

Here you have some options to change to color main graphics.

team HOME TEXT, VISITOR TEXT  
edit here the main squad name.

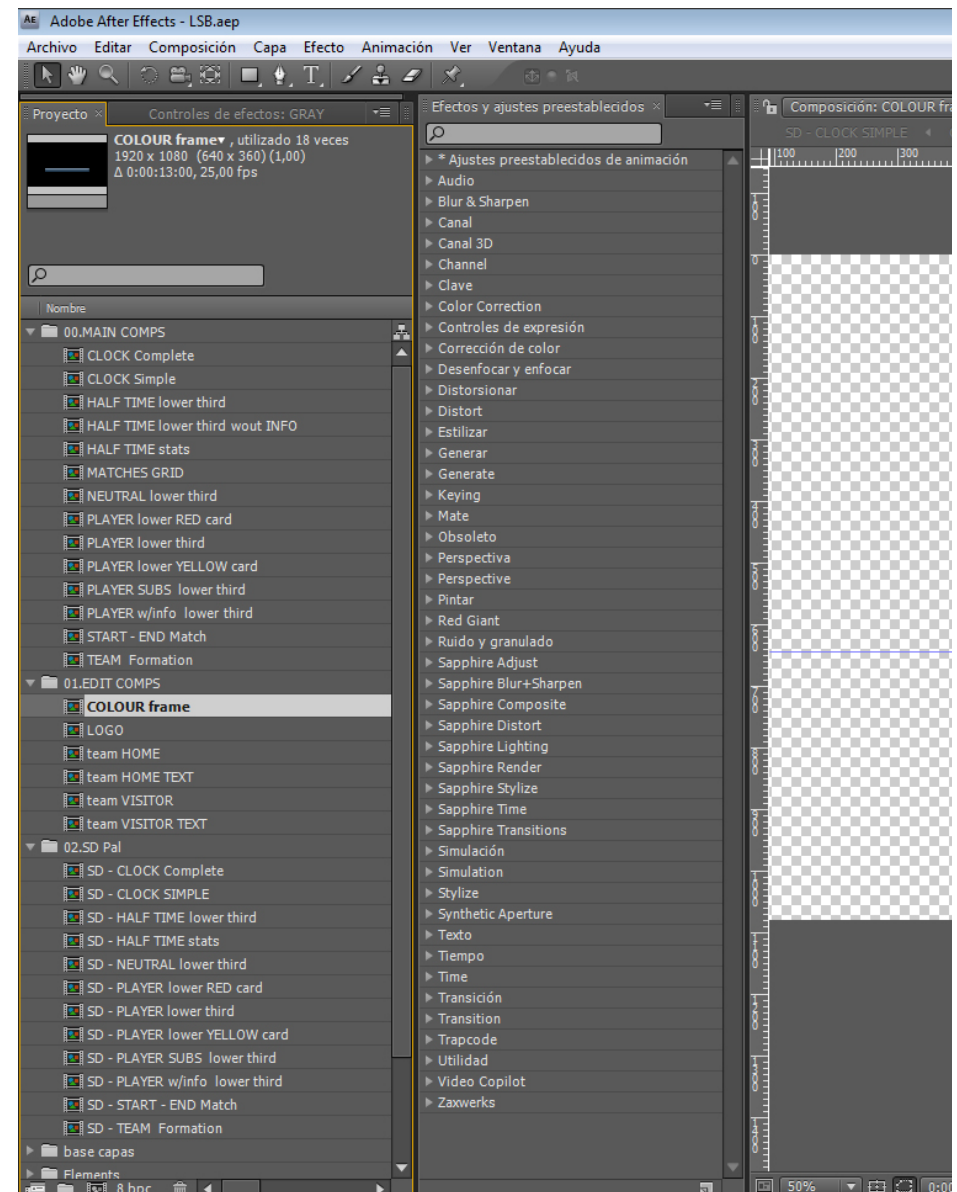
team HOME, VISITOR

use this comps to replace the logos for the actual logos you want to use

### 02.SD PAL

Here you have the comps adapted to an SD PAL format.

Edit them in the standar HD and exported here to an SD video.



# THE COMPS EDITING

To prepare the specific comp with the data you want the method it's very simple and apply for all the comps, as they all were made similar.

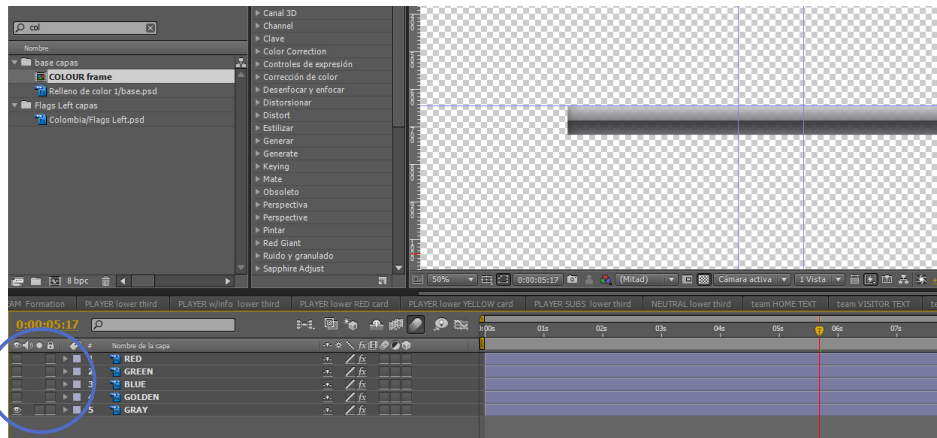
## TEAM HOME, VISITOR

Replace here with your own team badges or flags.



## COLOUR frame

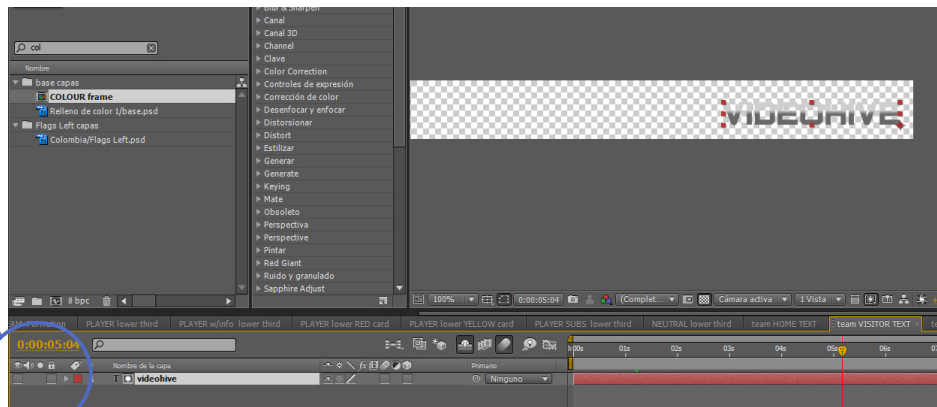
Choose the colour you want to your graphic.



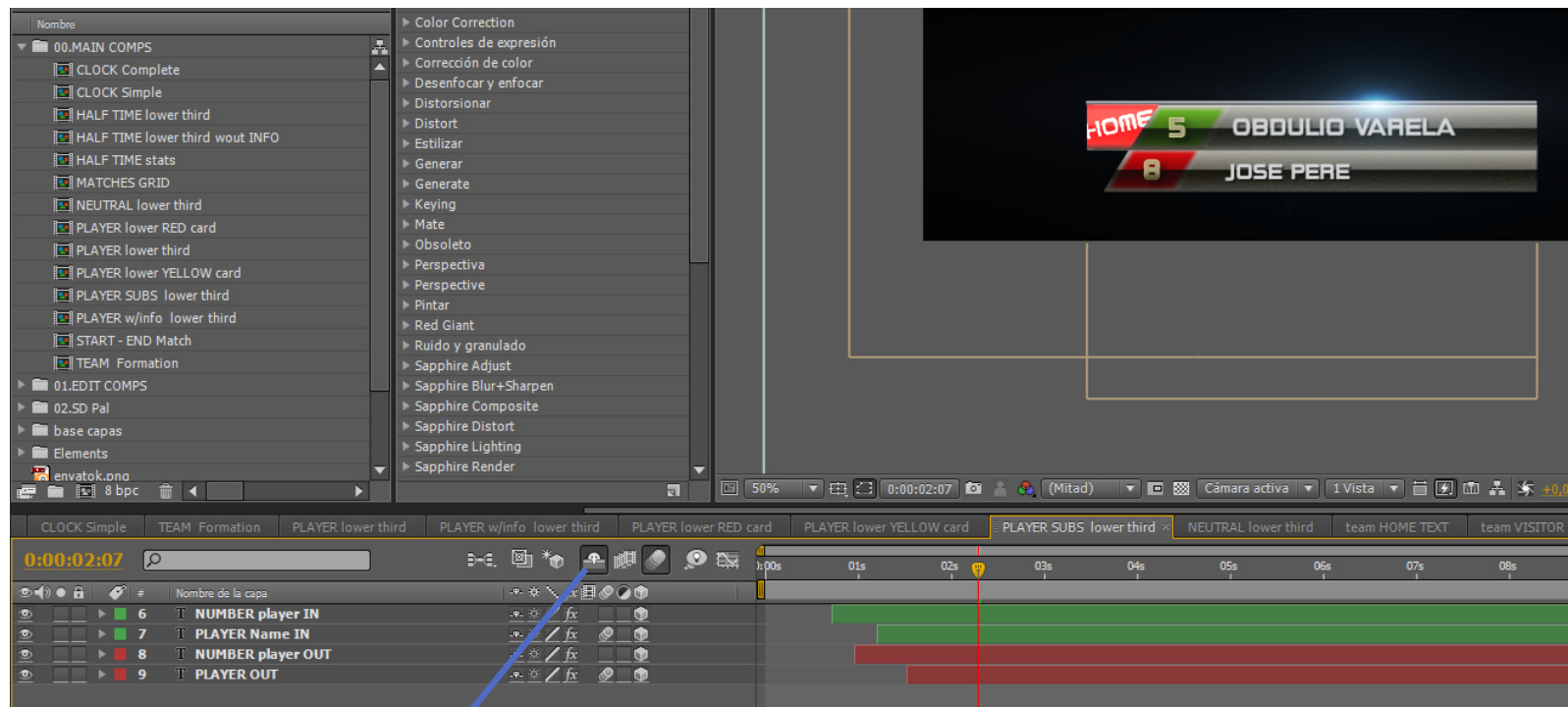
## team HOME TEXT, VISITOR TEXT

edit here the main squad name.

NOTE: sometimes After Effects makes mistakes or hang after inserting new material. If you experience any problem just UNSHY the layers.



**FONT USED:**  
**BOOMBOX**  
but you can choose the ones you like



UNSHY to see all the layers (not recommended)  
Comps have visible the editable parts,  
go further at your own risk)

# THANKS AGAIN Fernando Fonseca

For any suggestions,  
or need some costumization  
don't doubt calling me.  
I'd be glad to help

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