HARPA TEMPLATE GUIDE
FOR AFTER EFFECTS

This project is made on After Effects CC 2017

There are two types of compositions in this project:
WORKING compositions and **OUTPUT** Compositions

The pixel space of the Working Compositions is 16 times larger than the actual Output.
This allows you to work on a reasonable size (Not too small)

Working comp

1232 (OUTPUT 77 pixels)

208 (OUT 13 px)

LEFT SIDE

RIGHT SIDE

Output comp

Getting started:

The main working composition is named **WORKHERE_BothSides_16X**
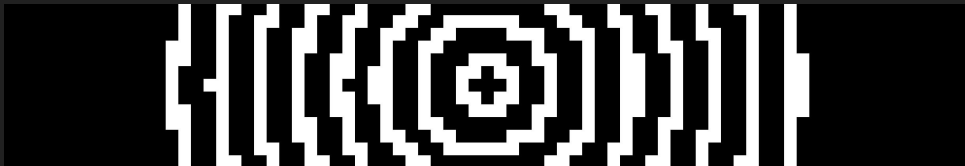**This is where i recommend you to work.**

Though if needed, you can use the **Left** and **Right** compositions
WORKHERE_**LeftSide_**16X
WORKHERE_**RightSide_**16X

You should be good to go for the animation part!

What you see in the WORKING COMP

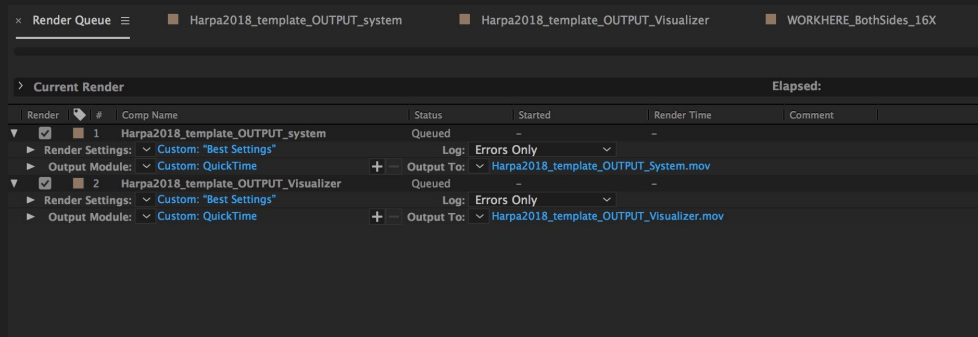*How it will appear in the OUTPUT COMP*

Once you are done with Working on the creative side, you can output your work from two options:

1- Harpa2018_template_OUTPUT_Visualizer
This render can be used for the online Visualizer

2- Harpa2018_template_OUTPUT_System
This is the render for the system, your delivery format

I recommend that you duplicate the render settings for each output.

And voila!

TIPS AND TRICKS

-Better keep it bold and simple. Detailed visuals might lose against pixel art for example.

-The video content on a building this big might appear faster, be modest with the speed.

-Negative space is the key, the more black and contrast, the better the look

-Using audio to animate will help compensate the lack of pixels. Beat the beat.

GOOD LUCK!