:: HELP FILE // Social_Possibilities

by: YOCREATIVE

Please check my complete portfolio in:
http://videohive.net/user/yocreative

// USAGE

- FONTS
"Din_1451_Mittelschrift", free for download at:
http://zipfontes.com.br/font/din_1451_mittelschrift

// INTRODUCTION

Thanks for buying this file made exclusively for VideoHive.net.
I belive this file should be very usefull for those who need a fast solution and great design.
Excelent opportunity to know how a professional After Effects composition works.
All the work was done to be easily editable and understandable.
Remember, with creativity you can customize the file to your needs.

// DESCRIPTION

Expand your social network, show your business to the world!

• 15 sec. of After Effects CS4 / CS5 animation in Full HD (1920 X 1080 px).

• Complete helpful instructions. Very easy to use! (File with comments and tips)

• 3 different versions avaiable at the end, with 5 icons, 3 icons or 1 icon.

• 5 resolutions options pre defined, ready to render!
*FULL HD (1920 X 1080) *HD (1280×720) *DV NTSC Widescreen (720×480) *DV PAL Widescreen (720×576) *Half Size (960×540)

• No additional Plugins needed. Flares are maded with the VideoCopilot Optical Flares plugin, however the file comes with pre rendered version and original plugin version, if you need change anything.

• 25 different icons included.

Zip Contains

• Social_Possibilities_5_plugin.aep (5 icons - VideoCopilot Optical Flares plugin)
• Social_Possibilities_3_plugin.aep (3 icons - VideoCopilot Optical Flares plugin)
• Social_Possibilities_1_plugin.aep (1 icon - VideoCopilot Optical Flares plugin)
• Social_Possibilities_5_prerender.aep (5 icons - Pre Rendered version)
• Social_Possibilities_3_prerender.aep (3 icons - Pre Rendered version)
• Social_Possibilities_1_prerender.aep (1 icon - Pre Rendered version)
• PDF Help file
• 1 PSD with 25 different icons
• 1 Mov with VideoCopilot Optical Flares Pre-rendered

Credits / Thanks

• The great music used in this project from **alkis** can be purchased separately here:
http://audiojungle.net/item/glitchy-digital-crystal-logo-08/129568

• Font usage: **"Din_1451_Mittelschrift"**, link for download in help file.

Please rate if you enjoy!

// INTRODUCTION

All the precomps are inside the main composition "Social_Possibilities_(main)".

// GENERAL AFTER EFFECTS TIPS

- To verify the animated keyframes for each layer, select the layer you want and press "U".

- To enter in any precomp double click in precomp layer.

- If you have any problems in your render, try the secret option in the preferences (hold shift when you click preferences).
In secret tab, have a option "purge all after every XX frames". Put number 30. It should work for most memory errors.

// EDIT TEXTS

To customize texts use the precomp "icons_signature", inside of Precomps / customize_here.
Open these precomps, select text layer and edit with text tool. Stay tuned to the tips layer inside of these precomps about change texts.

// CHANGE FINAL ICONS

To change the final icons use the precomp "icons_signature", inside of Precomps / customize_here.
Open this precomp, select the icon layer that you want to replace, then inside of Precomps / customize_here / icons, choose the icon that you prefer, so drag and drop to timeline window with "alt" pressed to replace the old icon layer.

// REPLACE LOGO

In "Project window" under /assets /pics folder select the file to be changed "your_logo.psd". Then right click and go to option Replace Footage/File (Ctrl + H) and choose the new file.

* The default logo size is 1280 x 720 px. Scale if necessary.

Other option is open the file "your_logo.psd" in the Adobe Photoshop and drag and drop your photo to a new layer. Just save file, and reload the file in the after effects.

// ADD AUDIO

Use this link to purchase and download file.
http://audiojungle.net/item/glitchy-digital-crystal-logo-08/129568

After purchase and download the audio file, just import your audio to Project window and drag and drop to "Social_Possibilities_(main)" comp.

// RENDER

5 options for resolution are pre defined in Render Queue window.

01 / Social_Possibilities_(main) - Full HD (1920x1080)

02 / Social_Possibilities_(HDV) - HD (1280 x 720)

03 / Social_Possibilities_(DV_NTSC) - DV Widescreen (720 x 480)

04 / Social_Possibilities_(DV_PAL) - DV Widescreen (720 x 576)

05 / Social_Possibilities_(half) - Half size (960 x 540)

Just mark the desired resolution in the window render queue and set the target folder.
The file is ready to generate a QuickTime Animation compressor, change according your needs.

// CREDITS and CONTACT

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