

FUTURISTIC HUD LOGO REVEAL

Thank you for purchasing this project.
Contact me through service ENVATO,
if you had questions.

QUICK START

Step #1

Open folder **Editable Compositions** and place your content in composition **Logo**.

Step #2

Open folder **Final Composition**, then open a composition **Final**. Choose one of the **controllers** and open a panel Effect Controls (it is usually combined with property page Project in a standard workspace. It also can be opened by Window > Effect Controls). Put all the necessary adjustments:

- **Grid and Background Options** (Version of Grid (1 - 6), Grid Color, Grid Opacity, Grid Flicker (show/hide), Grid Flicker Intensity, Show Reflections of HUD (yes/no), HUD Reflections Intensity, HUD Reflections Blurriness, Background Color)
- **HUD Options** (HUD Highlights Color, HUD Midtones Color, HUD Shadows Color)
- **Camera and Scene Options** (Version of Camera Animation (1 - 5), Depth of Field (show/hide), Chromatic Aberration (show/hide), Glow Color 1, Glow Color 2).

Step #3

Launch the render.

Done!



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Simon D Sopkov