

KINETIC TYPOGRAPHY WITH DEBBIE & DILLAN

ver 1.0

An After Effects project by **cooreet**

Introduction

Hello, and thank you for purchasing my After Effects project! This project might have some small problems with expressions and/or performance, and I need your feedback in order to fix it. So if you run into any problems, please contact me through my profile page at <http://videohive.net/user/cooreets>. You can expect more scenes, elements and other cool stuff as free updates in the future. And feel free to suggest new features for my project, because I might just make them happen!

Getting Started

Before you open a project file in After Effects and start editing it, be sure to go through the following checklist:

- Go to <https://www.theleagueofmoveabletype.com/league-gothic> and download and install the League Gothic font family.

How to install a font on Windows:

<https://www.google.com/search?q=how+to+install+a+font+on+windows>

How to install a font on Mac OS:

<https://www.google.com/search?q=how+to+install+font+on+a+mac>

- Create a new folder and unzip all of the project files you've just downloaded from Videohive into it. If you just open it from an unzipped file, there will be some dependencies missing in After Effects.



The following step is not necessary, but highly recommended if you don't mind more comfort in editing:

- Download True Comp Duplicator at <http://aescrpts.com/true-comp-duplicator/> and install it following instructions that are included with it. You can download it for free, by entering "0.00" in the "Name Your Own Price" field, although I highly recommend supporting the author by paying suggested price of \$24.99. But ultimately that's entirely up to you.

True Comp Duplicator allows you to duplicate complicated compositions in their entirety, including all sub-compositions with a press of just one button. I recommend using it to duplicate comps like Image/Video placeholders, Character comps, Testimonials, Logos and every others that's are the same, but intended to contain different content. Otherwise you might end up with problems like when you insert a video in one placeholder, it automatically changes to the same video in a second placeholder.

Recommended System Configuration

CPU: intel i7 Processor

RAM: 8-16GB (2GB per core for best experience)

GPU: Nvidia Graphics card with CUDA support (or Nvidia Quadro for best experience)

HDD: 7200rpm Hard Drive (or an SSD Hard Drive for best experience)

Music Used in this Project

“Bubble Gum” by Soundroll - <http://audiojungle.net/item/bubble-gum/6212871>

“Sucessful Journey” by guitarsstate - <http://audiojungle.net/item/successful-journey/1037525>

How to Edit Text

Step 1:

In After Effects make sure that **Character** and **Paragraph** panels are visible and docked to your workflow. If they are not visible, then you can bring them up by going to **Window->Character** (or by pressing **CTRL+6** on Windows, **⌘+6** on Mac) and **Window->Paragraph** (or by pressing **CTRL+7** on Windows, **⌘+7** on Mac).

Step 2:

Select Horizontal Type Tool (**CTRL+T**, **⌘+T**).



Step 3:

Click on the text you wish to edit.



Step 4:

Edit the text. Try to maintain about the same character length as in the example and **then align it to the text above (or below) by varying the font size in Character panel**. Here is the general recommendation on editing Kinetic Typo:



Diagram illustrating incorrect alignment. The text "AND RECENTLY SHE HAD" is aligned to the left, while "YOUR TEXT HERE" is indented to the right. A large red 'X' is drawn over the text, indicating this is an incorrect alignment method.

AND RECENTLY SHE HAD
YOUR TEXT HERE



Diagram illustrating correct alignment. The text "AND RECENTLY SHE HAD" and "YOUR TEXT HERE" are both aligned to the left, maintaining consistent alignment across lines.

AND RECENTLY SHE HAD
YOUR TEXT HERE



Diagram illustrating incorrect alignment. The text "AND RECENTLY SHE HAD" is aligned to the left, while "YOUR TEXT LONG HERE" is indented further to the right. A large red 'X' is drawn over the text, indicating this is an incorrect alignment method.

AND RECENTLY SHE HAD
YOUR TEXT LONG HERE

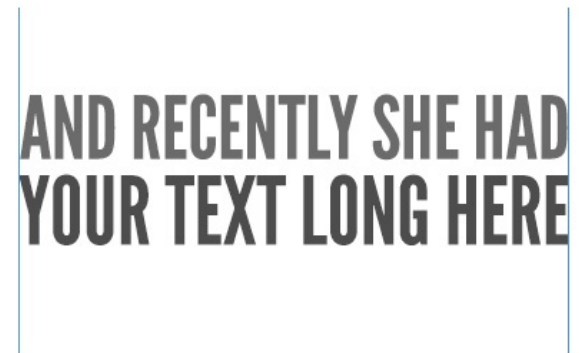


Diagram illustrating correct alignment. The text "AND RECENTLY SHE HAD" and "YOUR TEXT LONG HERE" are both aligned to the left, maintaining consistent alignment across lines.

AND RECENTLY SHE HAD
YOUR TEXT LONG HERE

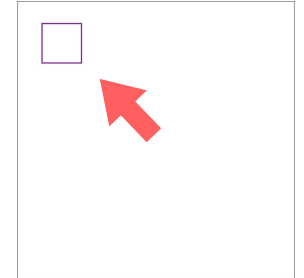
How to Work with Debbie & Dillan Characters



Step 1:

Make sure that you have **Effect Controls** panel visible (Window->Effect Controls).

Important!

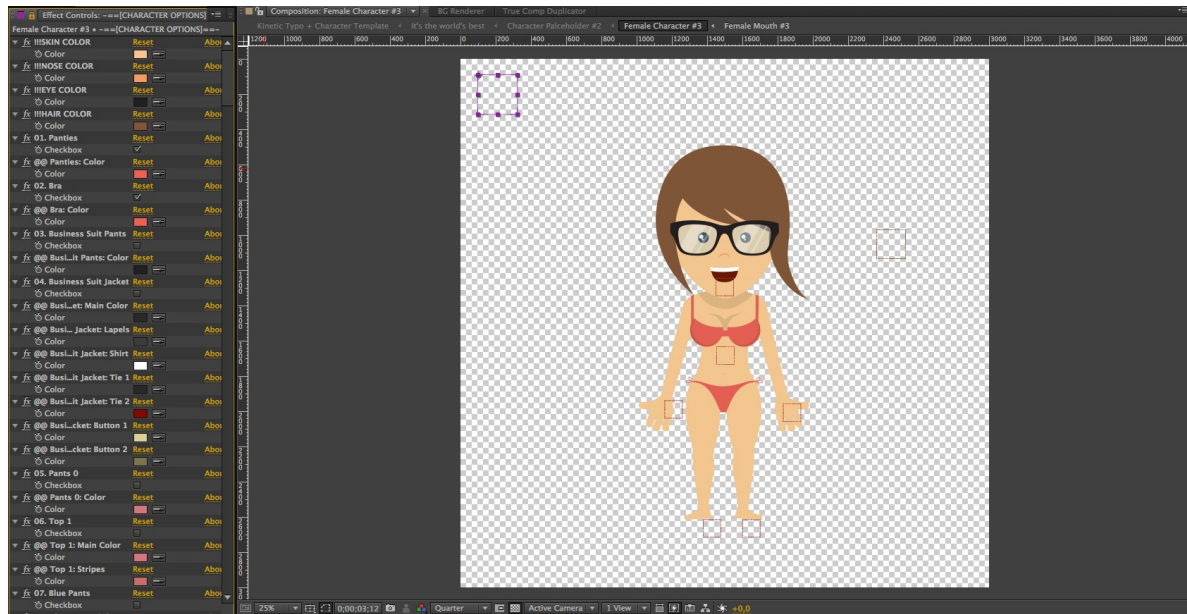
The **Purple Square** in the top left corner of every composition means Options. Click on this square to access all of the options available for this composition in **Effect Controls**.



Make sure that every time you edit the Options you lock **Effect Controls** in place by clicking on  ->  . When you are finish editing, unlock it.

Step 2:

Open Character comp you wish to edit. Use **Male_Char_Reference.pdf** or **Female_Char_Reference.pdf** located in **Reference** folder to quickly find Clothes, hair, etc. that you need. Check the checkbox to show the element, uncheck to make it disappear. Some elements have options right beneath them marked by “@@”. For example, “02. Bra” checkbox has an option of modifying it’s colour called “@@ Bra: Color”.

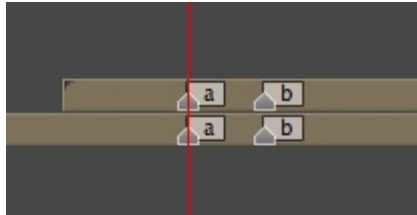


Step 3:

If you wish to change female character to male character, open “Character Placeholder” composition and simply turn Female comp layer visibility off and Male comp layer on. Same rules of editing apply. That’s it!

How to Add/Delete Scenes

There are “a” and “b” markers on every composition in order to help you to align each scene perfectly as shown on image below.



When you add a new scene, simply align those markers for seamless transition.

When you are deleting a scene, select all scenes that come after it and align the first scene in this selection with “a” and “b” markers of the scene right below.

How to Change Color Scheme / Create Your Own

Step 1:

In the **Project** Tab go to “Color Scheme” folder and open “Color Scheme” composition.

Step 2:

Select **MASTER COLOR** layer and in **Effect Controls** modify the value (number) of **Theme Selector**. Use **Color_Scheme_Reference.pdf** located in **Reference** folder to quickly find the number that represents the Color Scheme you want.

*Note: You CANNOT modify colours in **MASTER CONTROL** layer, they are there just to show colors in the current Color Scheme.*

If you wish to create your own color scheme, there are 2 ways of doing that:

1. There are layers called “21”, “22”, “23”, “24” and “25”. These are custom Color Scheme layers that you can modify. Simply modify it’s 6 colors and then enter the number “21” (or up to “25”) in **Theme Selector**. This approach doesn’t give you a lot of control, but it’s quick and painless.
2. Each composition has a checkbox called “Use Color Scheme”. If you uncheck it, then you can freely modify every color available. That can be more time-consuming, but it allows more customisation of each scene.

How to Add Texture/ Edge Darkening.

Texture Selector and Edge Darkening are already added part of both templates. Simply turn the visibility of one or both on to enable them. Use the **Purple Square** inside those compositions to select the desired Texture and/or Edge Darkening.

How to Render

Go to **Composition->Add to Render Queue**.

Here is a nice video about how to render in the highest quality, maintaining reasonable file sizes: https://www.youtube.com/watch?v=J_7C_5CoPt8

Make sure that when you are rendering you have CAPS LOCK enabled. This will make the rendering process faster.