TRANSFORMING LOGO REVEAL

Thank you for purchasing this project.

- This project is compatible with CS4 and above versions of After Effects (CS5, CS5.5, CS6, CC, CC 2014, CC 2015)

- HD 1920x1080 and 1280x720 - 25 fps

- 2 project folders are included:

- **Transforming Logo Reveal (Optical Flares required) - "Video Copilot OPTICAL FLARES" plugin is required for this version.**

- **Transforming Logo Reveal (NO PLUGINS required) - NO PLUGINS REQUIRED for this version, because Optical Flare effects are pre-rendered.**

- Soundtrack link:
http://audiojungle.net/item/transform-logo/12452245

PROJECT OPENING INSTRUCTIONS

1. First thing you need to do before opening this project, is to download and install required font from next link:
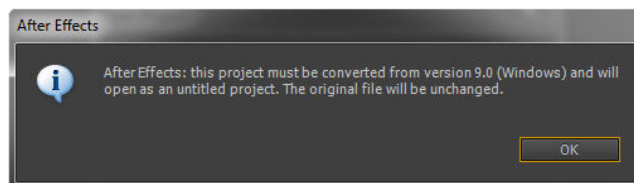
http://www.dafont.com/bombardier.font

After download, just install it as any other regular font, and that's it.

2. After font installation open one of the project files from unzipped " Transforming Logo Reveal " folder.

If you don't have installed "OPTICAL FLARES" plugin, you need to go to the "Transforming Logo Reveal (NO PLUGINS required)" folder.

3. If you are using After Effects version above CS4, on opening you will get this message:

It's just information that project is created in earlier version of After Effects. Click OK, "Save" project with any name you want and proceed to editing.

LOGO (TEXT) EDITING

Import (File/Import) your logo image with alpha channel (transparent background) to the project.

Inside project tab, double click on the "! Logo Placeholder" composition to open it.

Turn off visibility or delete existing text layer and drag and drop your logo image on his place.

If you want to use only text instead of logo, then double click on the "YOUR LOGO" layer to type your text and edit it.
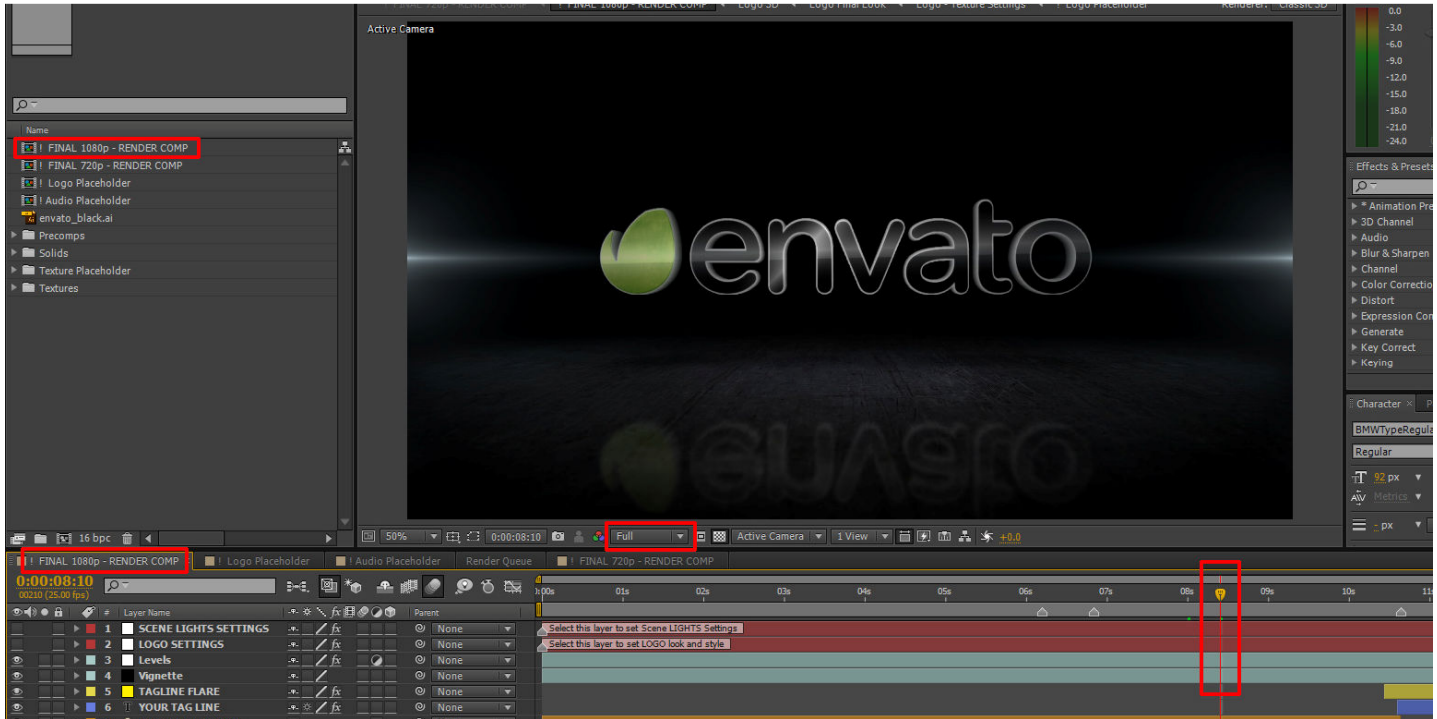
Use "Character Tab" for font adjustments and already applied "Ramp" in "Effects Controls" window for color gradient adjustments.

LOGO SETTINGS IN FINAL COMPOSITION

Go to "Project tab" and double click on the "! FINAL 1080p - RENDER COMP" composition to open it.
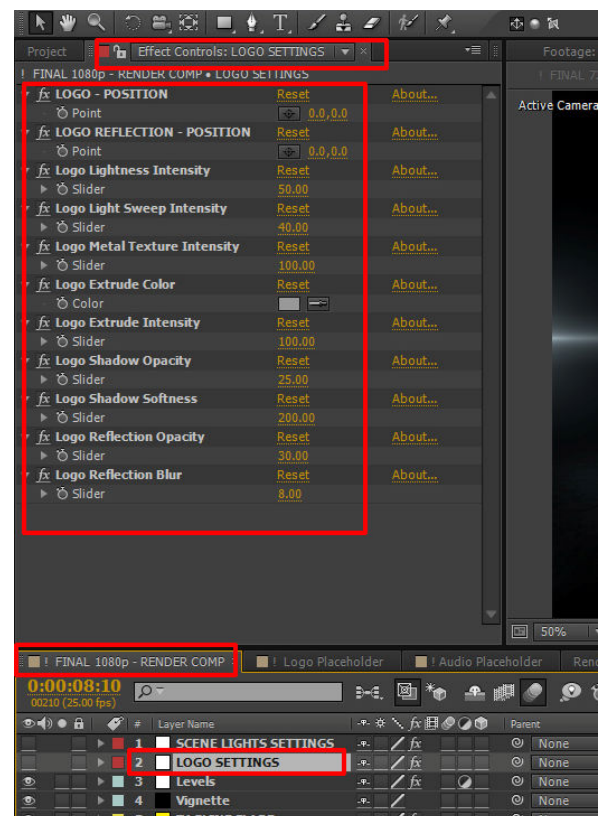
Move "Timeline cursor" to around 8 second to see your final logo look (you can switch preview resolution from "Half" to "Full" to check how it will look at the end in full resolution.

In the timeline select "LOGO SETTINGS" layer and in the "Effects Control" tab you will see controls for your "Logo".

- LOGO - POSITION
- LOGO REFLECTION - POSITION
- Logo Lightness Intensity
- Logo Light Sweep Intensity
- Logo Metal Texture Intensity
- Logo Extrude Color
- Logo Extrude Intensity
- Logo Shadow Opacity
- Logo Shadow Softness
- Logo Reflection Opacity
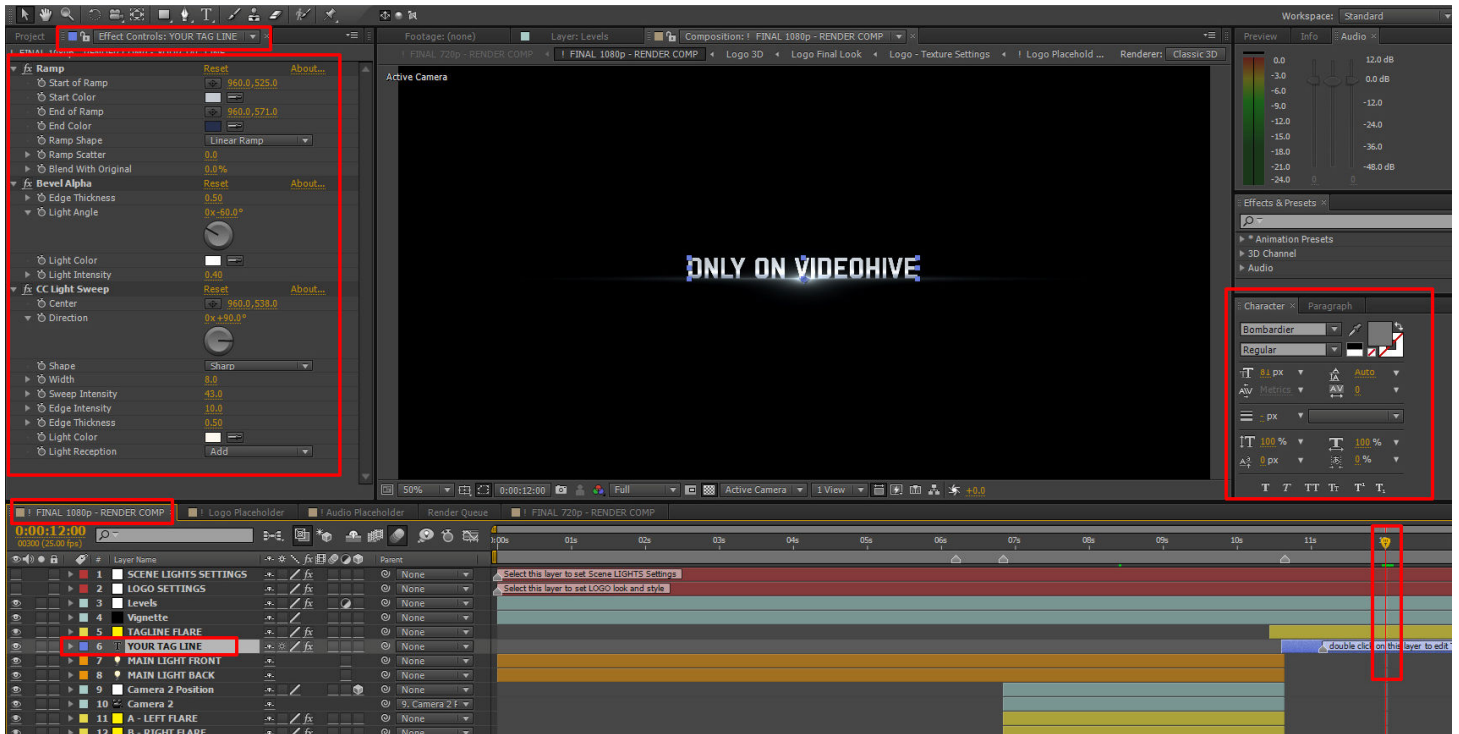- Logo Reflection Blur

For example, if you are not satisfied with your logo or logo reflection position, select "LOGO SETTINGS" layer and in "Effect Controls" box adjust value for "LOGO - POSITION" and "LOGO - REFLECTION POSITION"...

TAGLINE EDITING

To edit "Tagline" go to around **12 second** in the timeline of the "! FINAL 1080p - RENDER COMP" composition.

Double click on the text layer named **"Your Tag Line"** (it's a blue layer in timeline) and when the text is highlighted type your text.

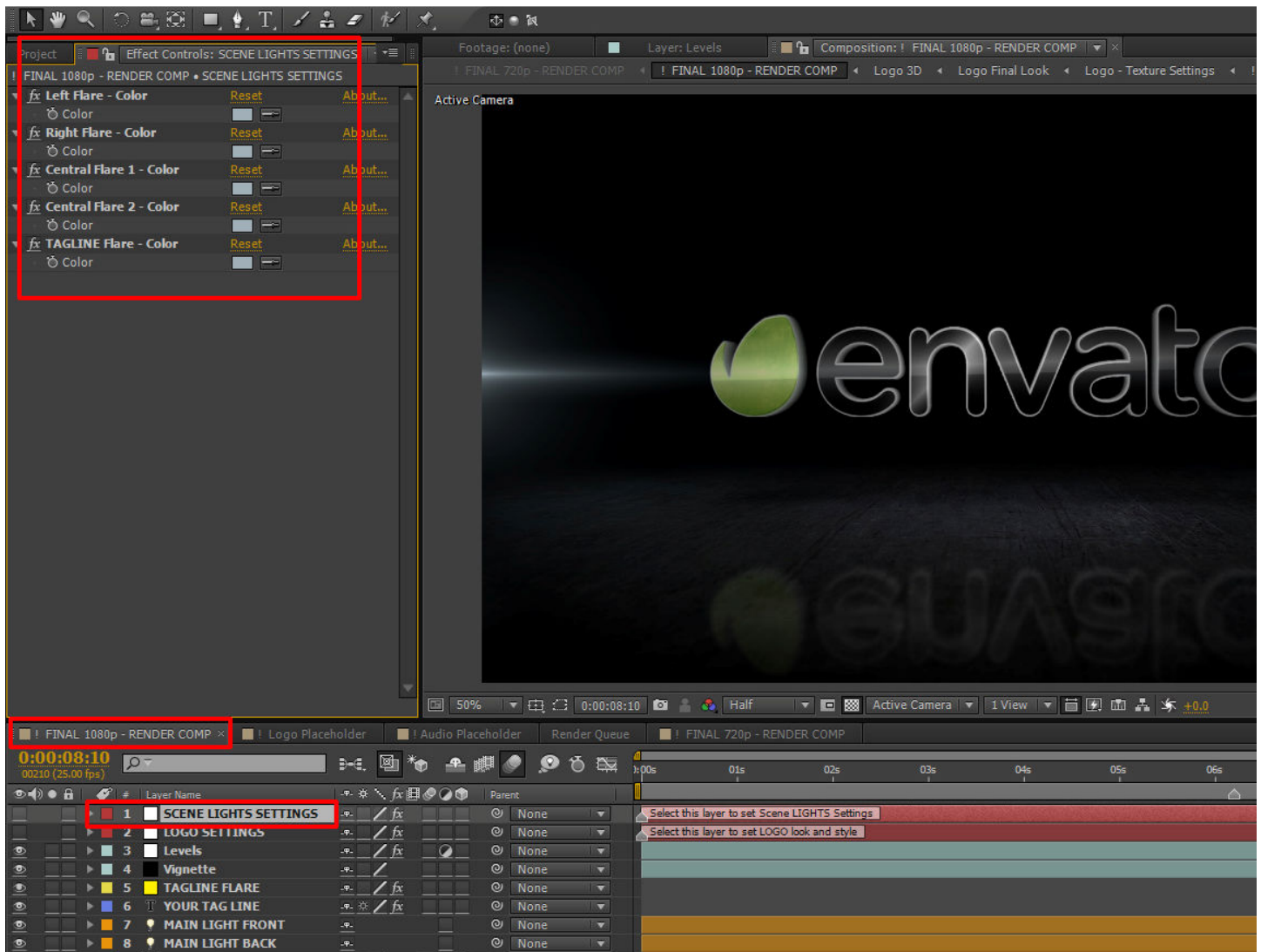Use character tab for font size and other text adjustments.

When the "Tagline text layer" is selected in the "Effect Controls" tab you will see that it already have some effects applied on it:

- Ramp (use this to adjust your Tag Line text gradient color... for example to match it with you logo colors or lights colors in the scene)

- Bevel Alpha (it's used to add little 3D edge look to your tag line text)

- CC Light Sweep (used to add shiny light reflection line on the middle of your text)

You can keep those effects if you like that kind of look, or delete them all and pick one color from character tab if you want to use flat regular solid color text.

SCENE LIGHTS SETTINGS

Inside final composition timeline, first layer is **"SCENE LIGHTS SETTINGS"** layer.

When you select it, inside "Effect Controls" tab you'll see color controls for all lights/flares in scene.
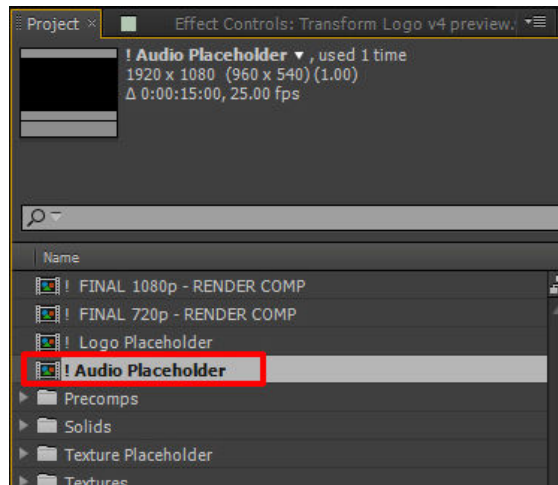
- Left Flare - Color
- Right Flare - Color
- Central Flare 1 - Color
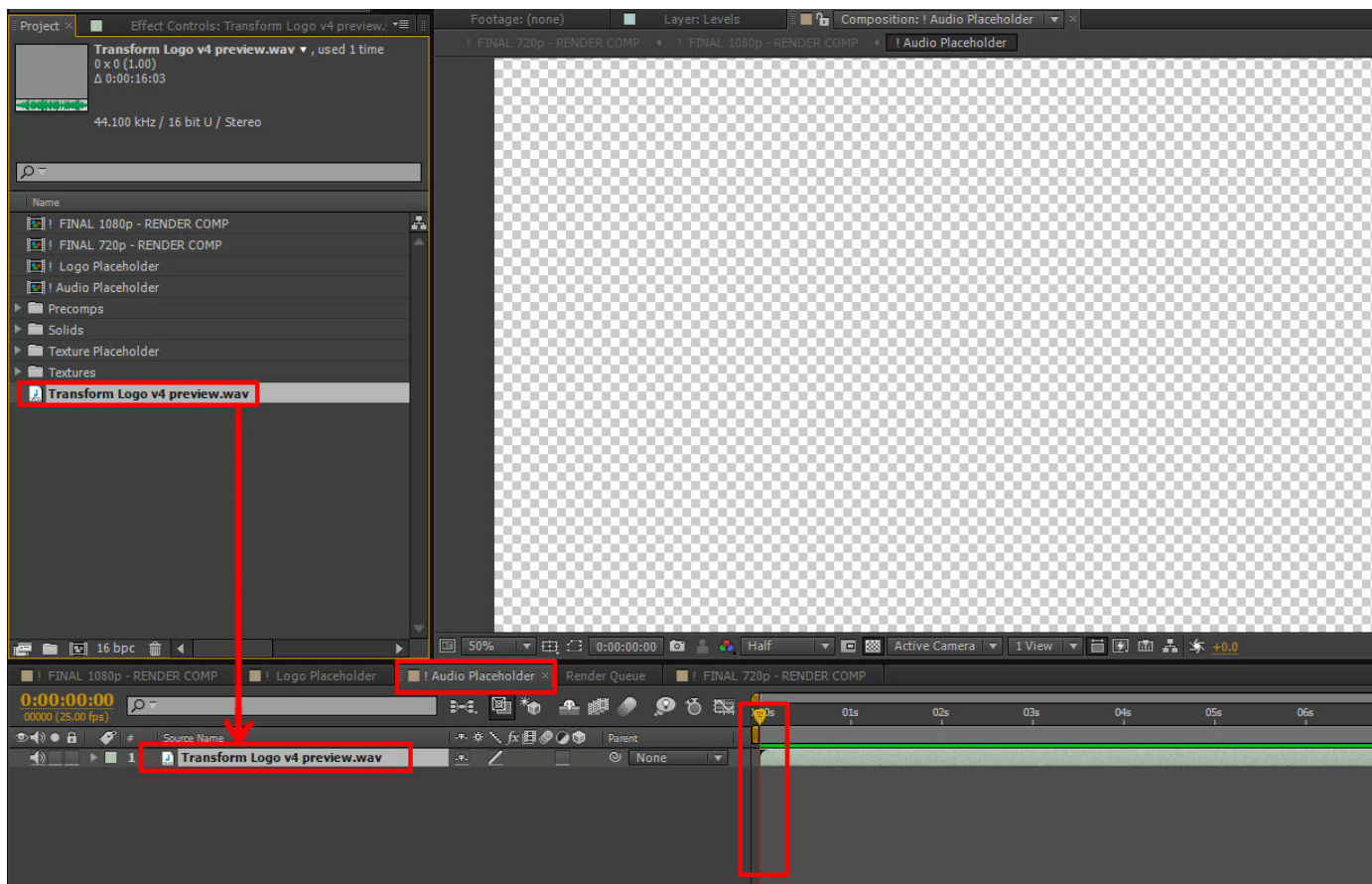- Central Flare 2 - Color
- TAGLINE Flare Color

ADDING AUDIO TRACK

Audio track used in Videohive preview is specially edited for this project, and if you like it you can purchase it from the next link:

http://audiojungle.net/item/transform-logo/12452245

Import audio to the project, and then double click on the **"! Audio Placeholder"** composition to open it.

Just drag and drop audio track to the timeline, and be sure that the track is placed from the beginning of the composition (0;00;00;00). If you are using music from preview it will be automatically synced with the video in the final composition.

RENDERING

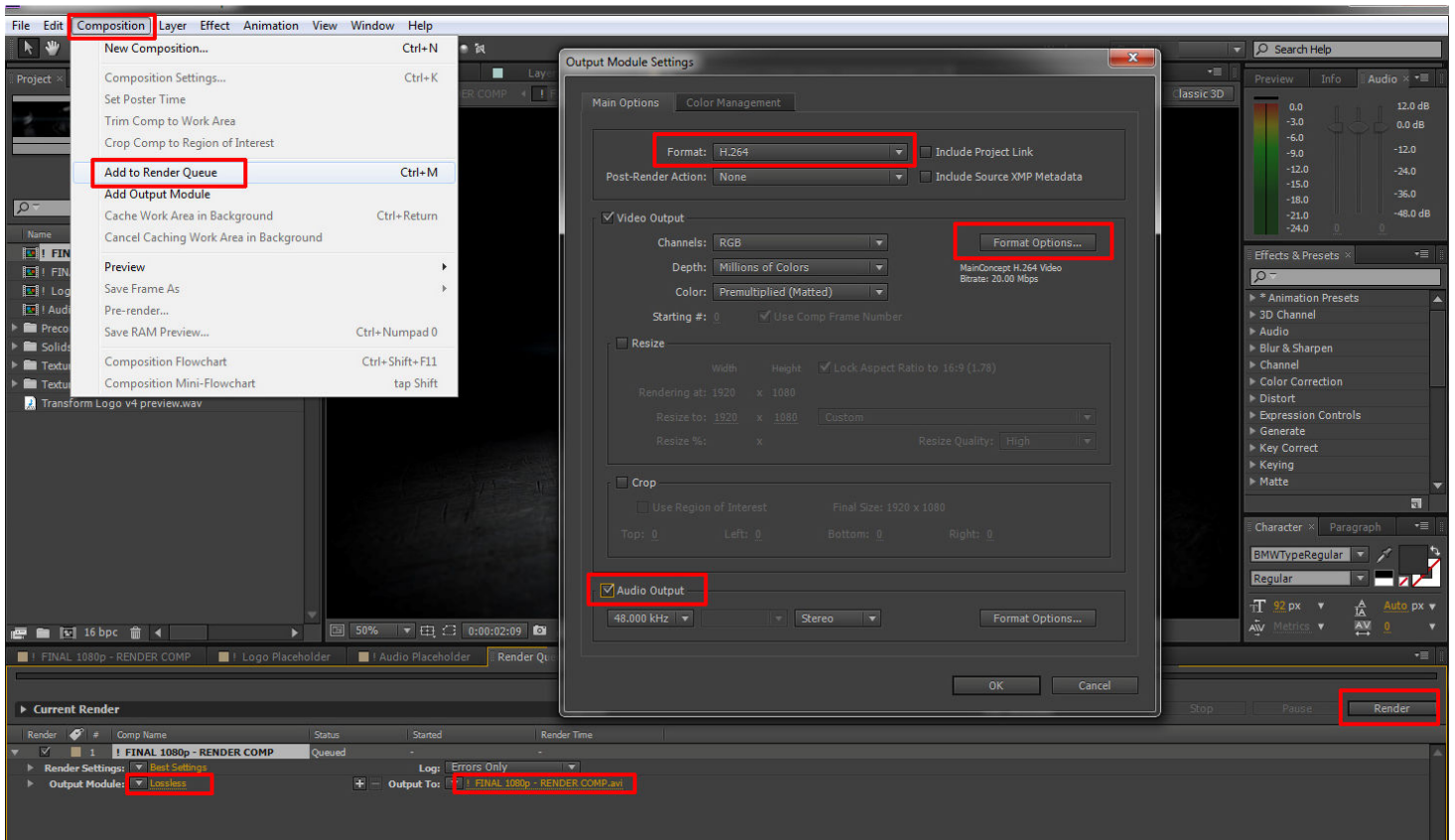Inside "Project Tab" there are 2 render compositions:

- FINAL 1080p - RENDER COMP
- FINAL 720p - RENDER COMP

Select one of them, then go to main bar **"Composition/Add to Render Queue"** option.

Inside "Render Queue" tab click on **"Output Module"** option to set the video format and codec you want.

Don't forget to check "Audio Output" box to enable sound in video render.

In the **"Output To:"** option set where you want to save file. Then click on the **"Render"** button on the right side and wait After Effect to finish rendering.

In newer versions of After Effects CC 2014 and CC 2015 there's no possibility to export video directly to H264 format. To get that format you can send selected Final composition to Adobe Media Encoder where h264 format is supported:
Composition > Add To Adobe Media Encoder Queue

If you like this project you can check my Videohive profile page for other cool projects and updates:
http://videohive.net/user/NenadVFX

If you need any additional help or some advice, please feel free to contact me through my Videohive profile page, or over email: *mailfornenad@gmail.com*

I hope that you will like and enjoy this project!

Thank you,
Nenad

P.S. "Please don't forget to rate this project it in your "download section" on videohive... I'll really appreciate that!"