



LME COLLECTIONS

AMAZING VIDEO & PHOTO WALL DISPLAYS TUTORIAL

After Effects 6.5 or higher for Mac or Win. No plug-ins needed.

100 comps using 137 precomps creating an amazing variety of configurations for displaying Quicktime files, photos or graphics. Make each comp your own is as easy as replacing our photos with your content.

A spectacular collection that took Little Men Entertainment's broadcast designers hundreds of hours to create.

The possible applications for these animations are only limited to a designer's imagination: Television, film, commercials and corporate presentations. No plug-ins needed.

Some of the categories of configurations include: Large Walls, Giant Walls, Giant Cubes, Open Boxes, Circle Towers, Mega Circles, Geometrics, Unusual Patterns, Giant Spirals, Montages and more.

The designs in this collection use between 1 and 50 photographs. Within a couple of minutes you can go in and replace our photographs with your videos, photos, or graphics, and with a little tweaking of keyframes, you've produced an original animation

**To view an animated gallery for each of our collections go to [GALLERIES](http://www.little-men.com/GALLERIES_GENERIC.html).
www.little-men.com/GALLERIES_GENERIC.html**

The numbering of the Quicktime animations correspond to the numbering of the comps in the master comp for each collection.)

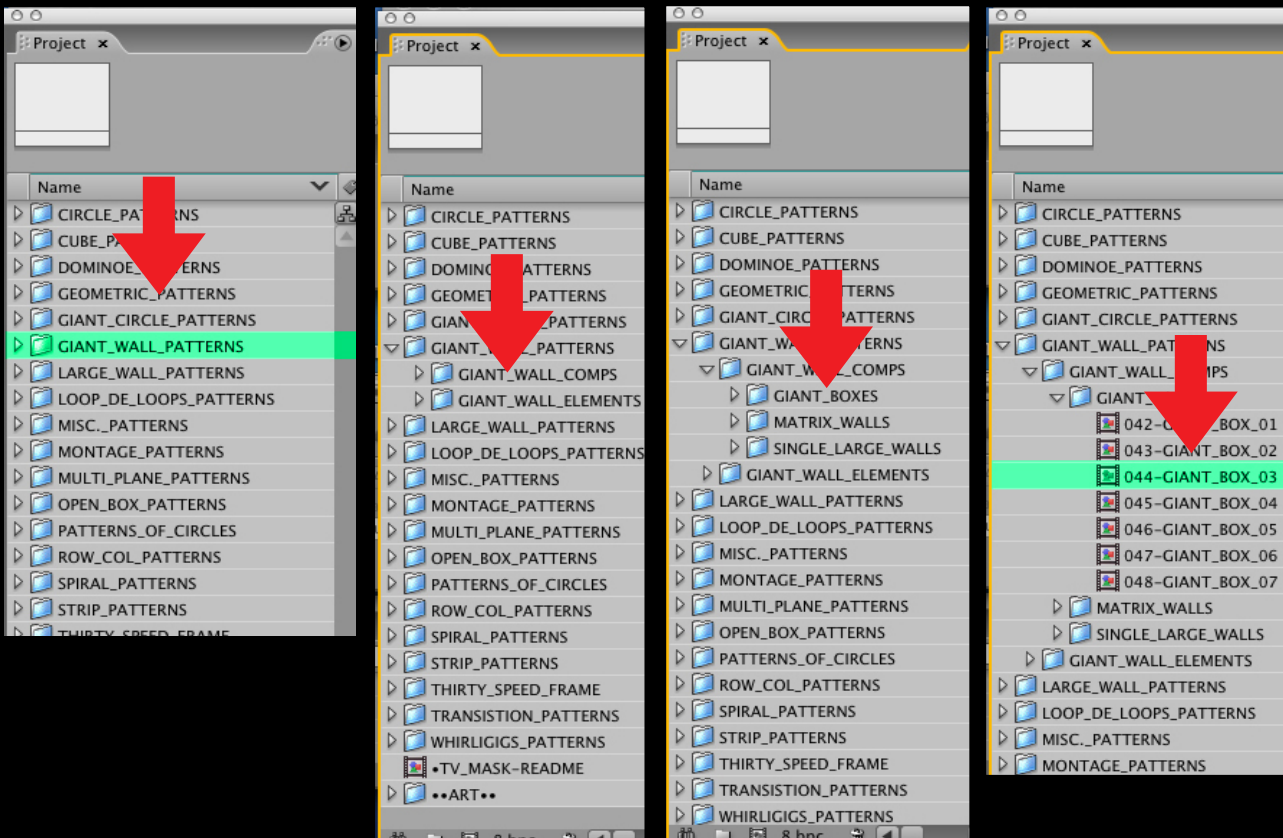
FINDING THE COMP YOU WANT TO USE & ISOLATING IT 1

Before using or isolating any of the projects/comps in the collection make sure you have a back up copy.

You can see what all the different comps look like by looking at the Quicktime animation gallery associated with the collection. The numbering of the Quicktime files correspond to the numbers of the comps in the master project.

Open up the master After Effects project. For this demonstration we will isolate comp 044.

Open up the folder GIANT WALL PATTERNS, then inside of that open up GIANT WALL COMPS, then open GIANT WALL BOXES. We're going to work with comp 044



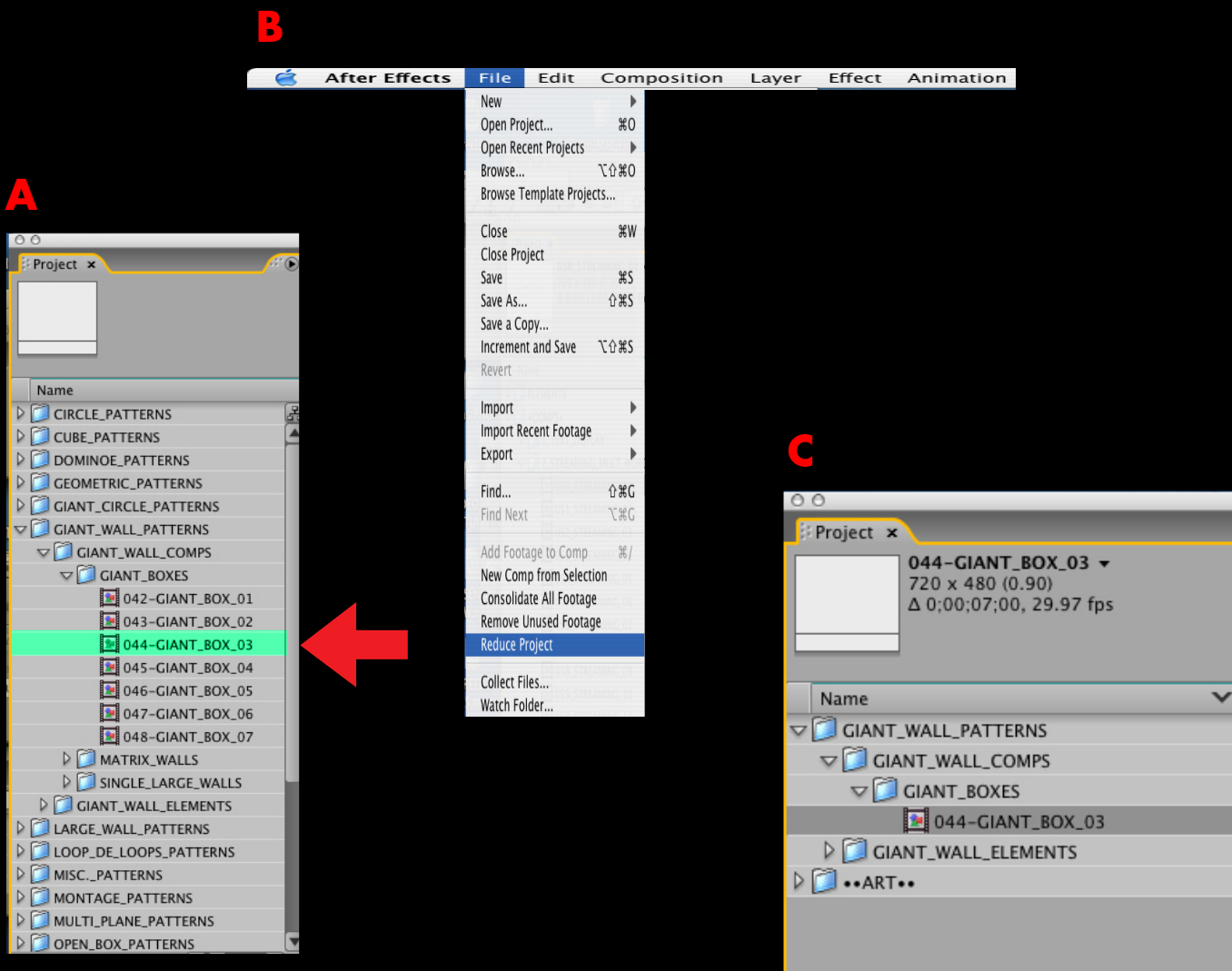
HOW TO REDUCE A PROJECT

2

Select comp 044.

Under FILE in the AE menu select REDUCE PROJECT.

When the function is complete it will look like illustration C.



REPLACING OUR PHOTOS WITH YOURS PART A

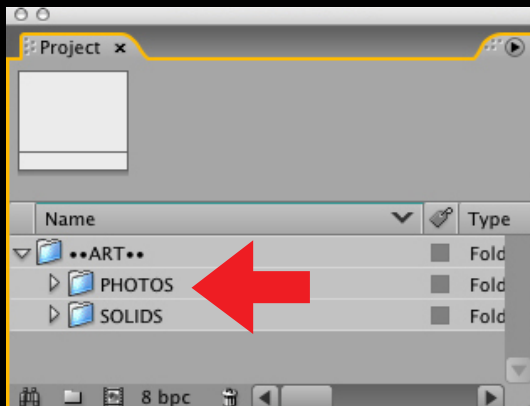
3

COMP 044

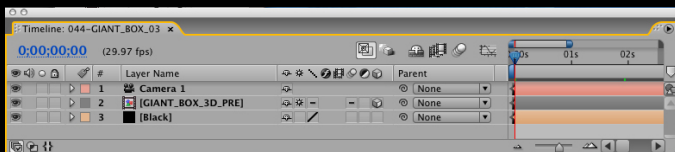


Double click on comp 044 to open it.

In the project bin the photos are in the PHOTO folder in the ART FOLDER. (Illustration B)



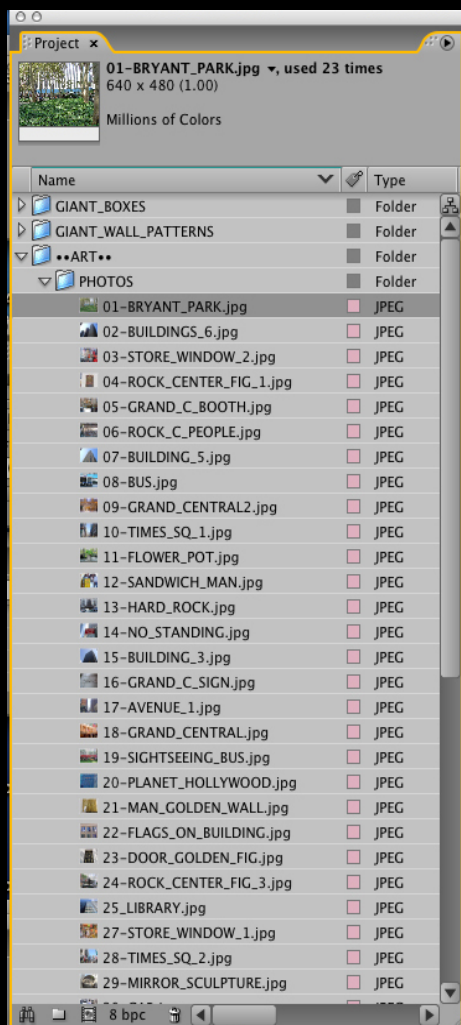
B



REPLACING OUR PHOTOS WITH YOURS PART B

4

Open up the PHOTOS folder. We are going to replace photo 01-BRYANT_PARK. Select the photo and hit (Mac) Apple "e" or (Win) Command "e" to open the art in Photoshop. If you don't have Photoshop go to the collection folder , then footage folder and open the photo directly from there. The photo is open below.



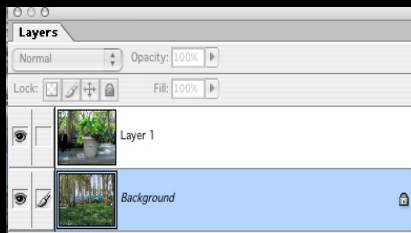
REPLACING OUR PHOTOS WITH YOURS PART C

5

We are going to replace the original photo with a photo that is much wider.

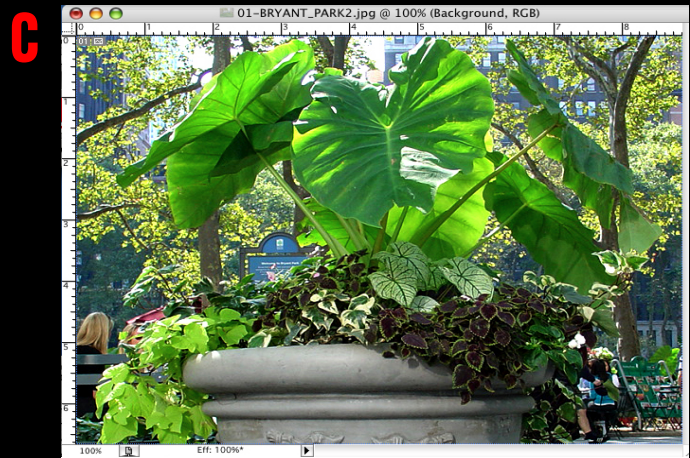
Original photo

The new photo is much wider than the original.



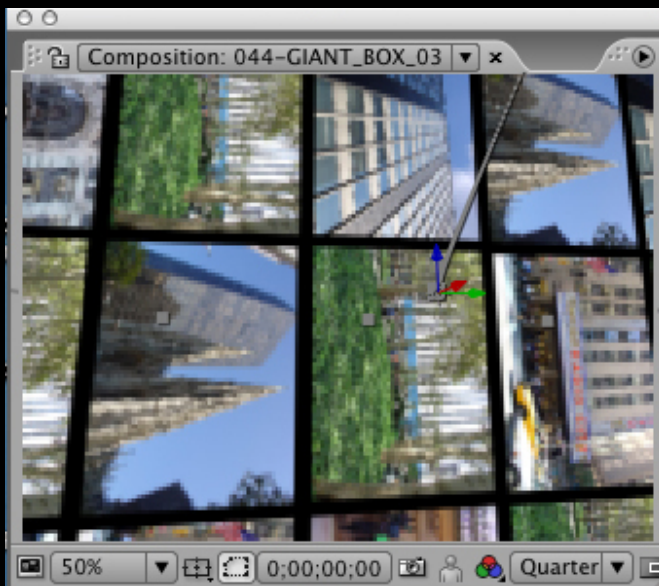
If you copy and past the bigger photo onto the original photo it will look like this illustration **C**. You may have to size it down to incorporate more of the photo.

Don't change the size of the original space 720 x 480 or it will change the look of the original comp.



We have taken the original comp and enlarged a small area of it so you can see the photos more clearly. Illustration **A** shows how it originally looked and illustration **B** is how it looks when we replaced the photo.

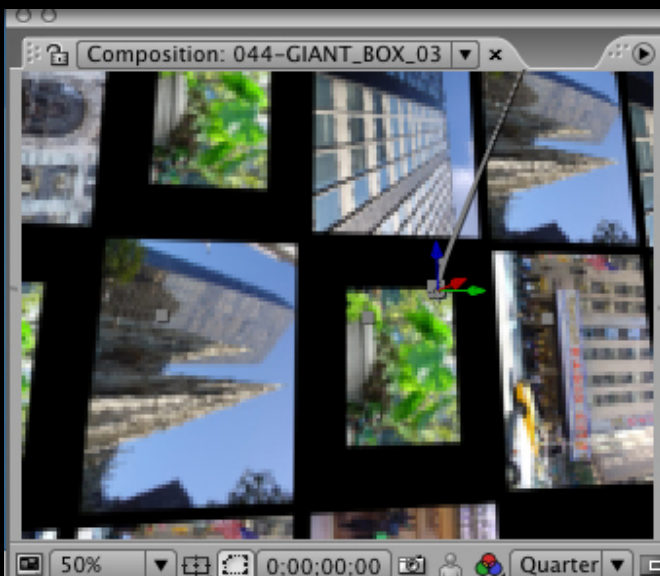
A



B



C



If you made the art smaller than 720 x 480 then it would appear in the comp like this.