



LME COLLECTIONS

130 SUPER CARD DANCE PRESETS

After Effects 7.0 or higher for Mac or Win.

A multitude of original Card Dance configurations for displaying photos, Quicktime, logo, presentations and other graphics. (Card Dance breaks down a flat surface into squares and or rectangles.) We've taken advantage of the x, y and z rotation fields and the number of columns and rows to give you a broad assortment of arrangements to choose from. We use placement art to show you what the preset animations look like. It's simple to replace our art with yours. The tutorial shows you how. (See page 4)

Plus it comes with 10 gradation masks effect projects that will allow you to create your own amazing configurations.

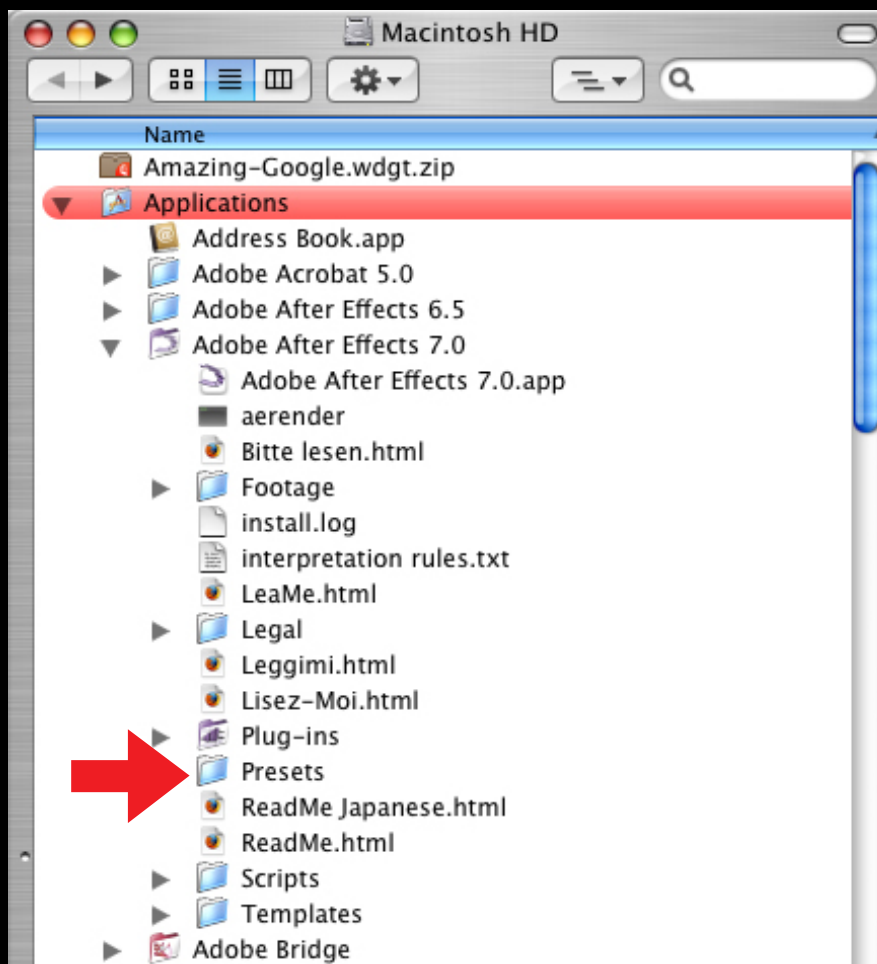
To view an animated gallery for each of our collections go to [GALLERIES. www.little-men.com/GALLERIES_GENERIC.html](http://www.little-men.com/GALLERIES_GENERIC.html))

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

WHERE TO PUT THE PRESETS FOLDER

1

In the collection folder there is a **CARD DANCE PRESETS** folder. Place that into the **PRESETS** folder inside the **After Effects** application folder.

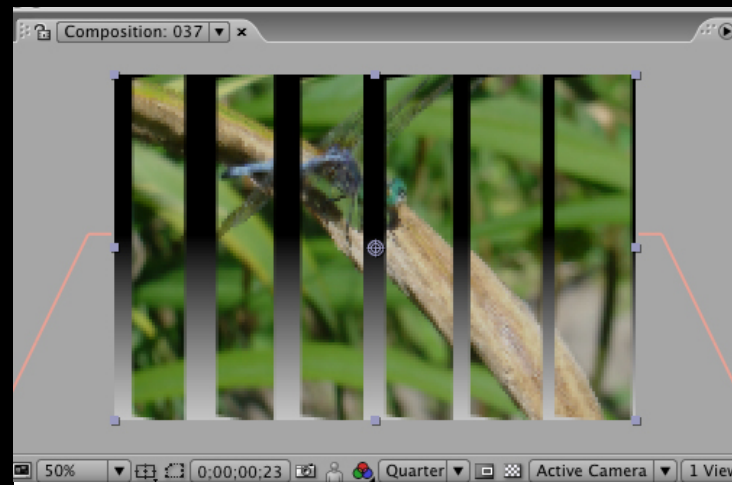
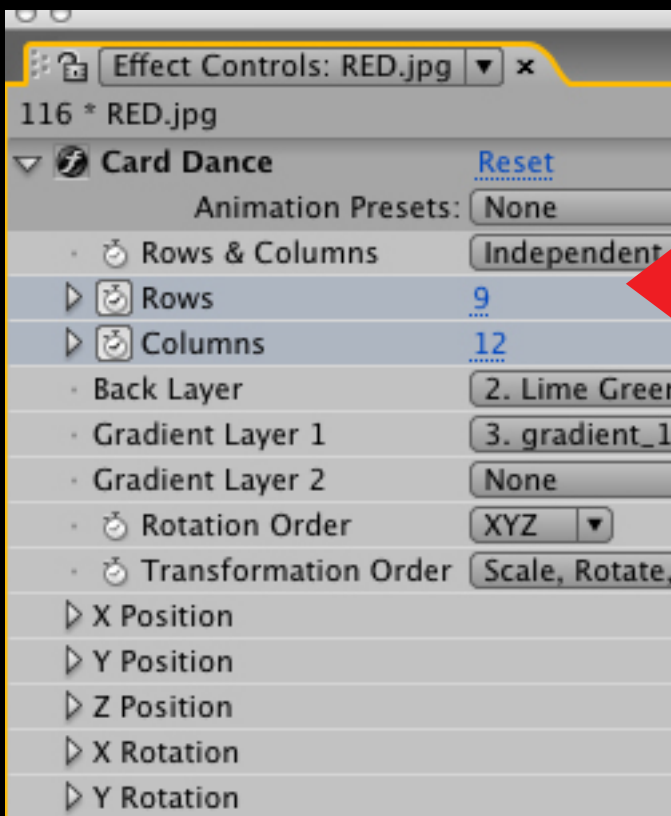


CARD DANCE CONTROLS: ROWS & COLUMNS

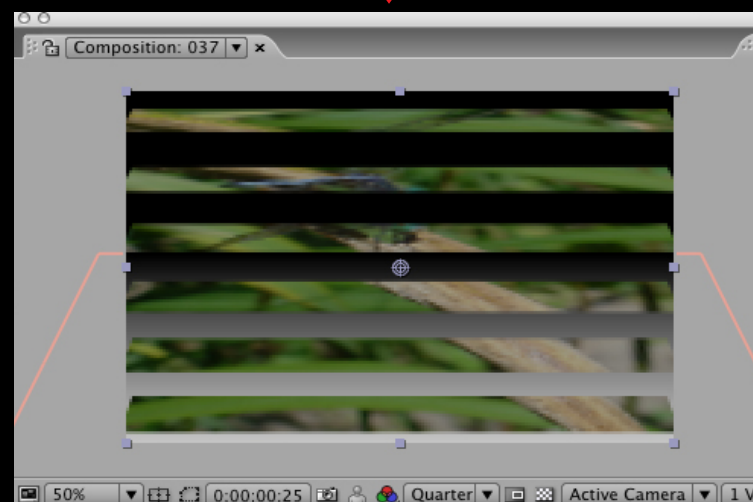
2

Specifying how many rows and columns you want is the first thing you want to think about. Above that you can choose Independent, or columns follow rows. To make things simple we left it at Independent for all the comps. We like to keep parameters simple for you, so we keep Rotation Order and Transformation Ordering their default settings.

Rows & Columns parameters:
If ROW is set to 1 & COLUMNS to 6 it will look like this.



Rows & Columns parameters:
If ROW is set to 6 & COLUMNS to 1 it will look like this.



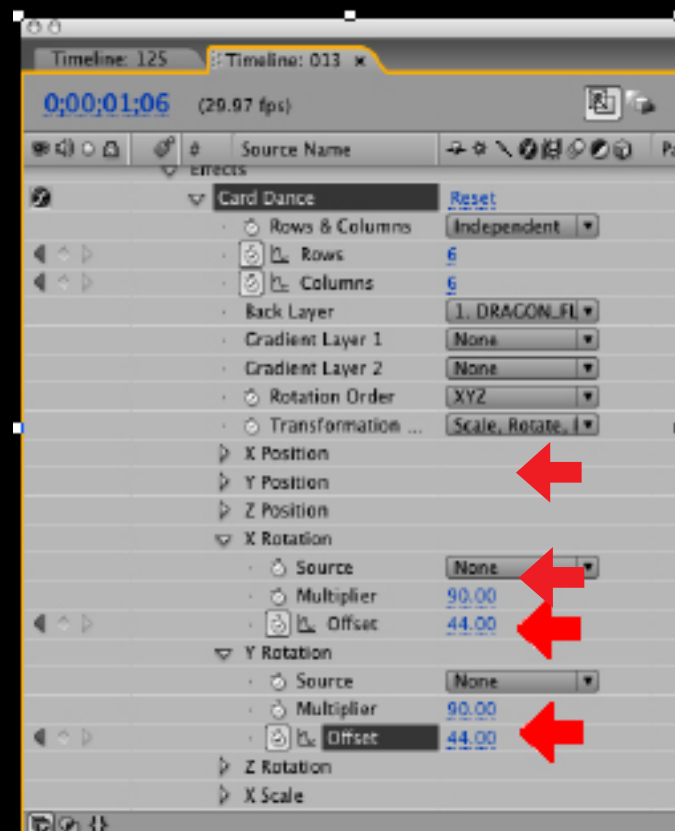
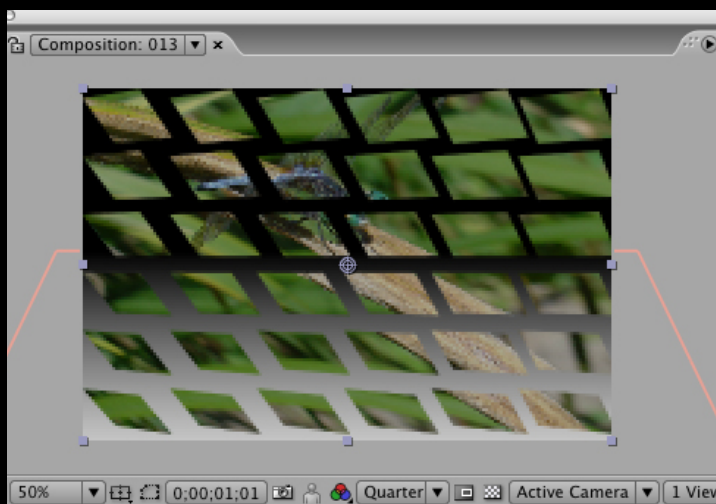
ADJUSTING BOTH ROWS & COLUMNS

3

This is what it looks like if you set both rows & columns to 6. Unless you adjust one of the 3 rotation parameters you won't be able to see the divisions. In this example we have set the Y and the X rotation offset to 44.

By changing the parameters for the number of rows and columns at different points in the timeline, you can achieve some interesting effects. For the most part we left the Multiplier settings at their default of 90.

Other parameters to play with are the Scale and Position. In addition you can adjust the Transform parameters for that layer creating additional results.



ADJUSTING BOTH ROWS & COLUMNS

4

To replace our graphic with yours do the following.

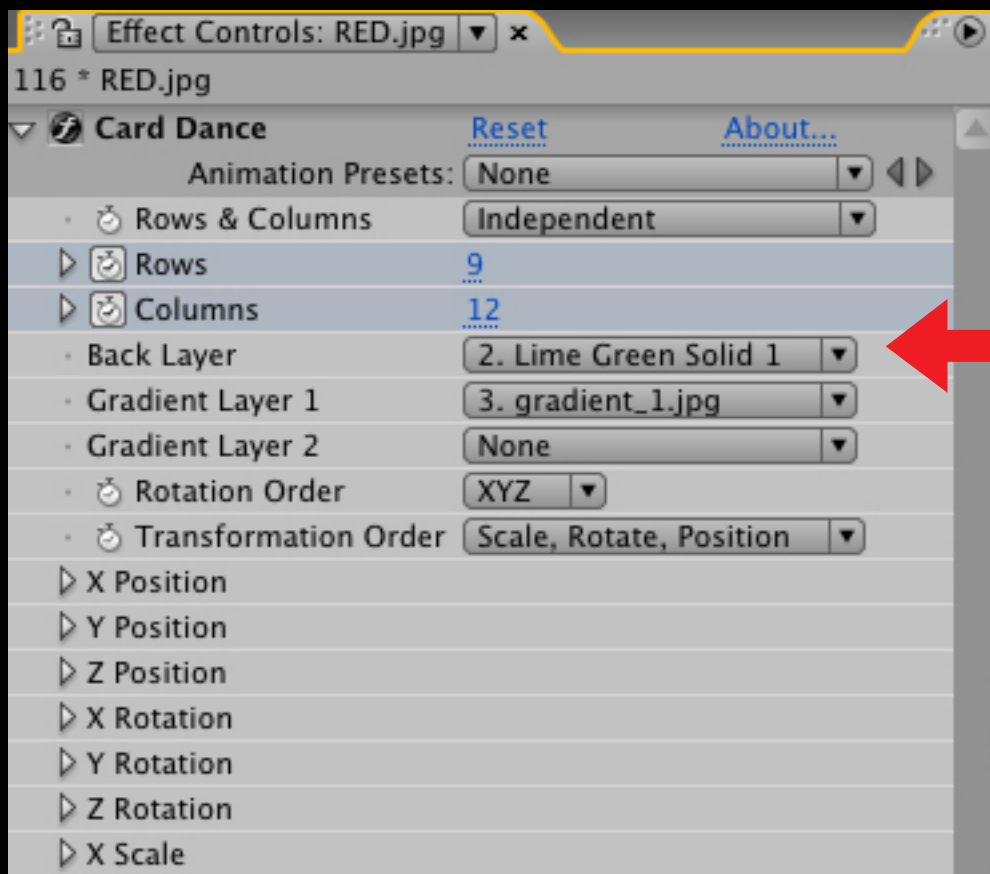
1. Back up the master comp.
2. Highlight the comp you want to use in the Project area.
3. Under FILE select REDUCE
4. Import your new graphic into the Project area.
5. Highlight your new graphic and highlight the graphic you want to replace in the timeline.
6.
(Mac) Option - Apple - Forward Slash.
(Win) Alt - Command - Forward Slash

The new graphic will replace the old, maintaining all the parameters.

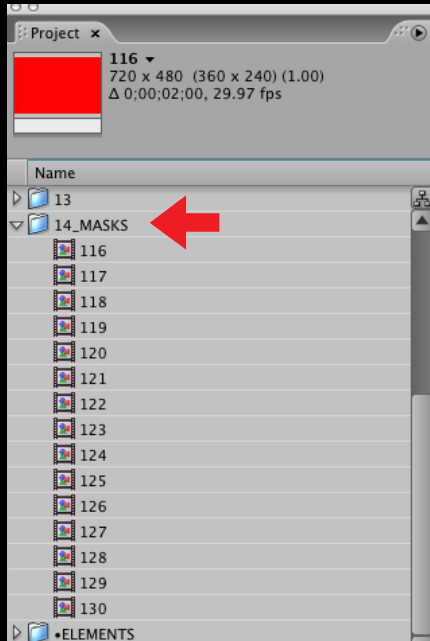
BACK LAYER means that when the Card Dance sub divisions rotate around, on the other side of each piece you'll see that **BACK LAYER** graphic graphic. For the most part we used the main graphic as the **BACK LAYER**.

If a preset uses a **BACK LAYER** and you are applying that preset to your own graphic, Card Dance will make that graphic the **BACK LAYER**.

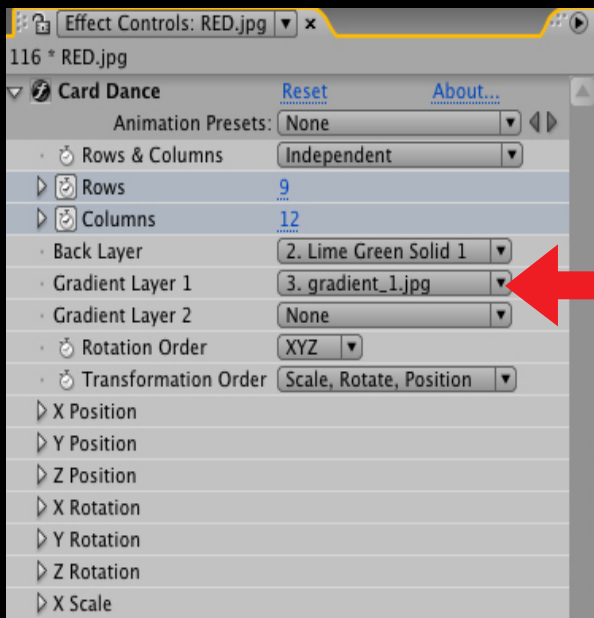
In the sample below the primary graphic was **RED** and the **BACK LAYER** was a **Lime Green Graphic**.



CARD DANCE EFFECT USING A GRADATION GRAPHIC



In the master comp of the collection there is a special folder marked **MASKS**. Those comps 116-130 demonstrate the use of using another graphic to control the results of the Card Dance effect. For most of these comps we used gradations.



The presets don't account for the gradation layer. For example if you are trying to achieve any of effects as demonstrated in comps 116 to 130 using your own graphic, (or as seen in the gallery as animations 116 to 130) you would do the following:

1. Place the gradient art as listed on page 7 (with the "eye" toggled off) in the time line along with your graphic.
2. Find the corresponding numbered preset in the drop down menu at the top of the Card Dance controls. (Our Card Dance preset folder should be placed in the PRESETS folder inside the AE APPLICATION folder)
3. For GRADIENT LAYER 1 pull down the drop down menu and select the graphic as listed per project as shown on the next page.

LIST OF GRADATION GRAPHICS USED FOR COMPS 116-130

Project 116

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_1.jpg

Project 117

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_4.jpg

Project 118

BACK LAYER: Your graphic
GRADIENT LAYER 1: MONA LISA_B&W.jpg
GRADIENT LAYER 2: MONA LISA_B&W.jpg

Project 119

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_7.jpg

Project 120

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_3.jpg

Project 121

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_6.jpg

Project 122

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_3.jpg

Project 123

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_1.jpg

Project 124

BACK LAYER: RED.jpg
GRADIENT LAYER 1: gradient_2.jpg

Project 125

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_5.jpg

Project 126

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_7.jpg

Project 127

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_1.jpg

Project 128

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_10.jpg

Project 129

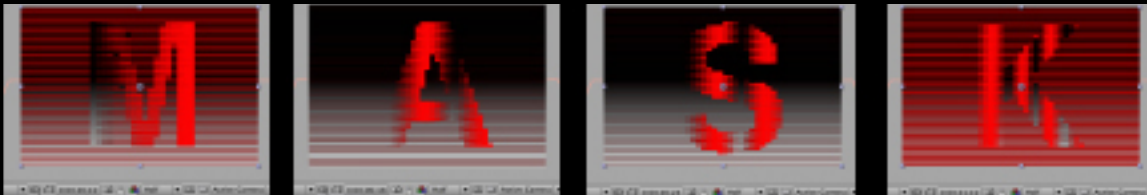
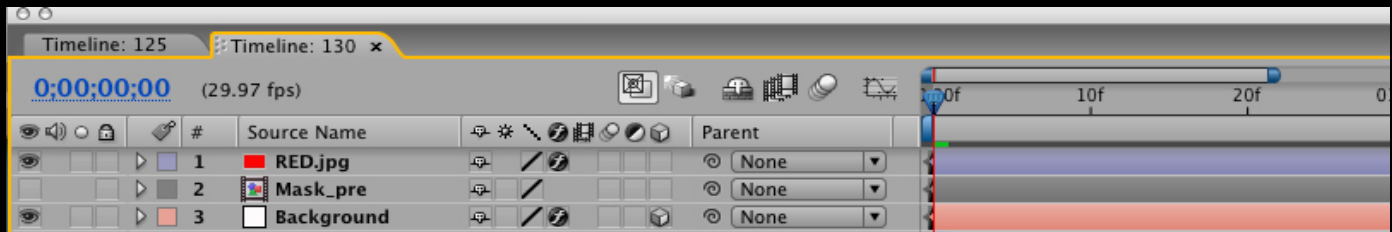
BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_1.jpg

Project 130

BACK LAYER: Your graphic
GRADIENT LAYER 1: gradient_1.jpg

USING ANOTHER COMP AS A MASK

In comp 130 below we used a precomp to create a mask with changing letters.



Below is the precomp used as a mask for the comp above.

