



LME COLLECTIONS

ECHOSPACE TEMPLATE COLLECTION TUTORIAL

**After Effects 6.5 or higher for Mac or Win.
Need the Trapcode plug-in Echospace**

100 comps/templates. (no presets)

Awesome motion effects for presenting photos, Quicktime films, text, graphics and creating transitions.

Configurations use from 4 to hundreds of elements: Flipping, twirling, tumbling, swirling, shooting, falling, twisting rows, twisting columns, random fields, vertical streams, horizontal streams, movements using every possible combination of x, y, z in a 3D space and lots more.

**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.)

BACKING UP AND REDUCING A COMP

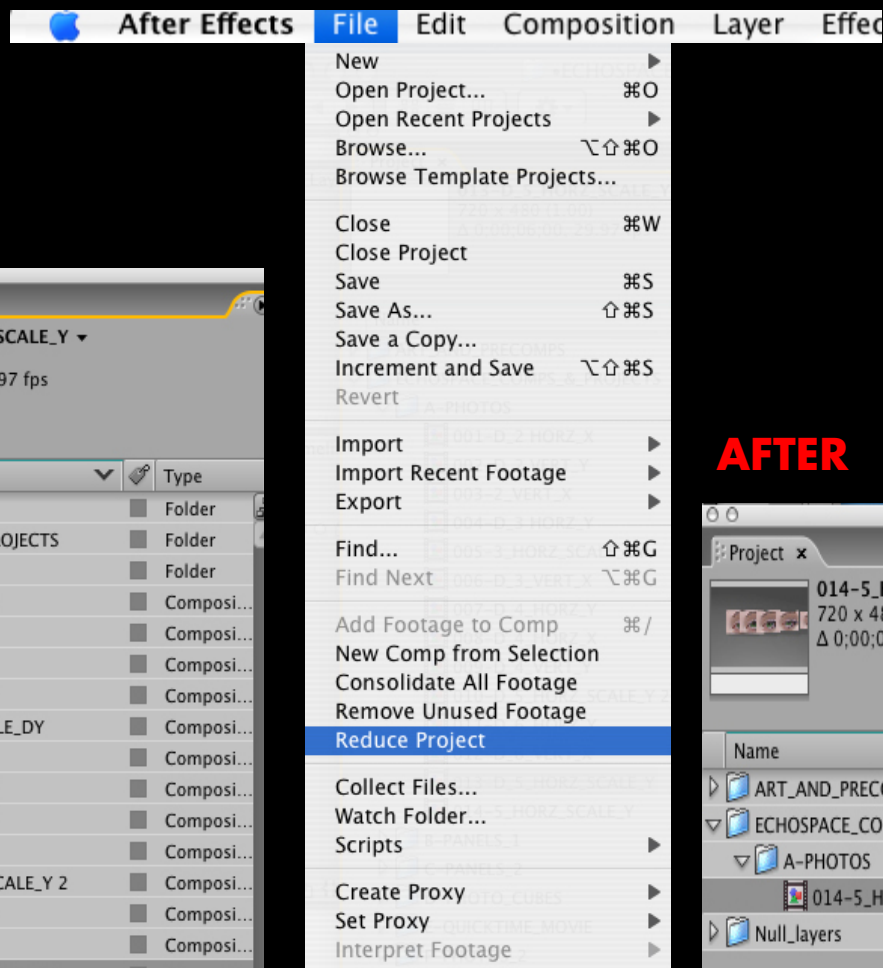
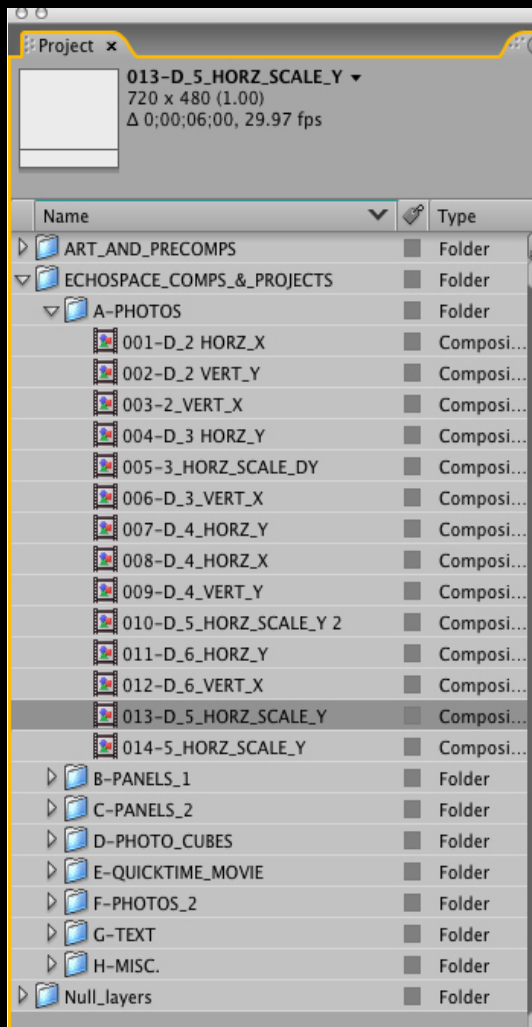
1

Before isolating a comp make sure you back up the original collection folder and all its elements.

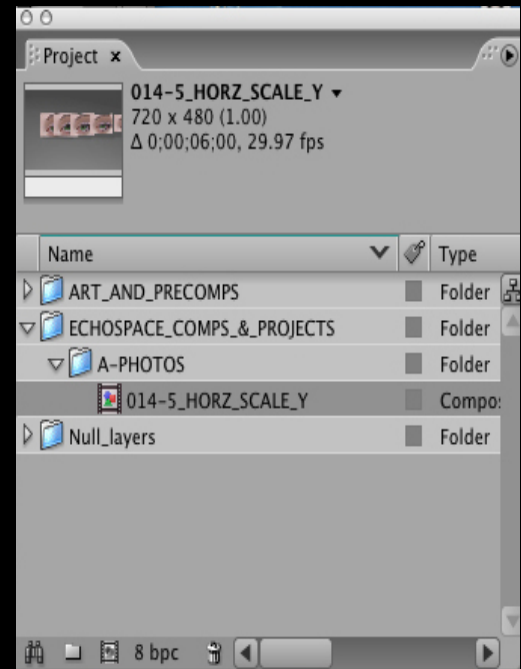
Select the comp you want to isolate and go to **REDUCE PROJECT** under **File** in the **After Effects** menu (see illustrations below).

(In Windows if an error message comes up that you are missing some graphic elements do the following: Quit out of AE. Place the master comp in the footage folder with the graphic elements. Then reopen the master comp.)

BEFORE



AFTER



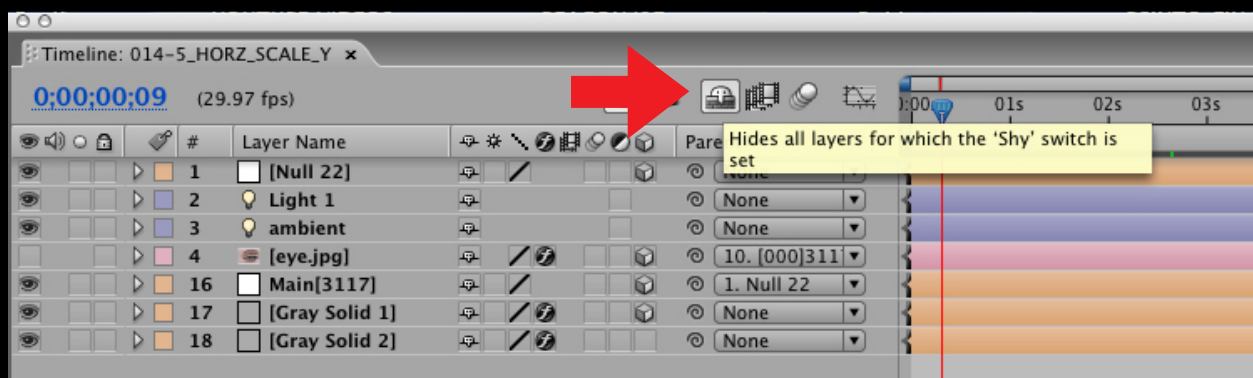
ECHOSPACE AND NULL LAYERS

2

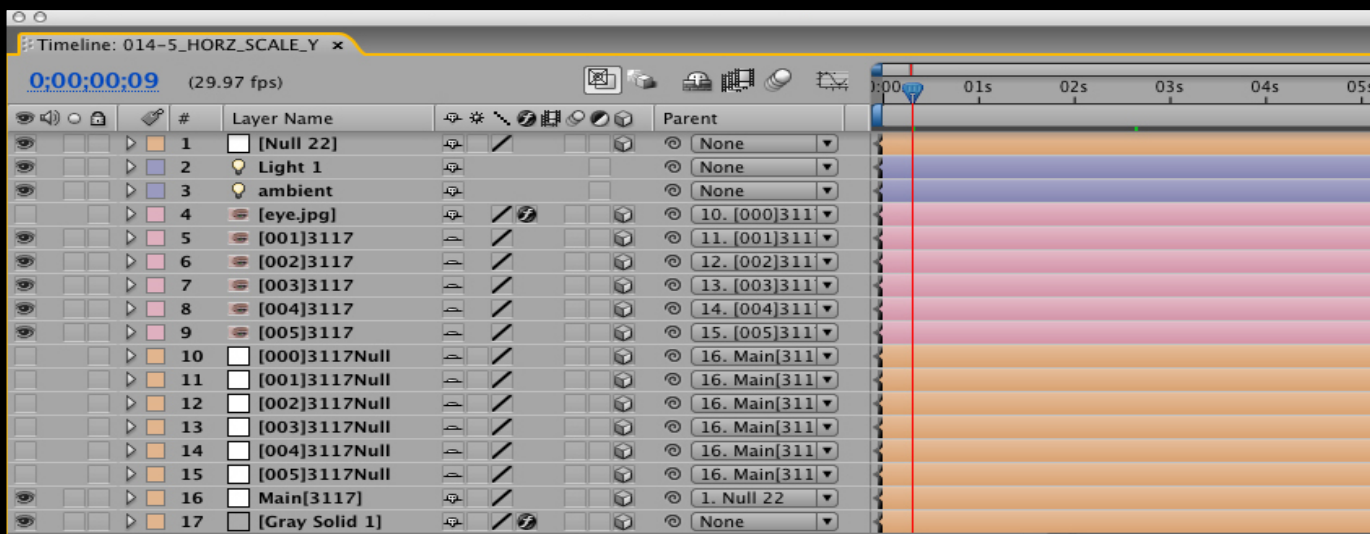
This plug-in works using expressions and null layers that are created automatically when you initially apply the plug-in to a comp.

When you open one of the comps you won't see the null and many of the other layers that have been created.

To see them toggle the SHY switch in the timeline. You don't need to manipulate these hidden layers, that's why they were hidden.



AFTER all the hidden layers are exposed.



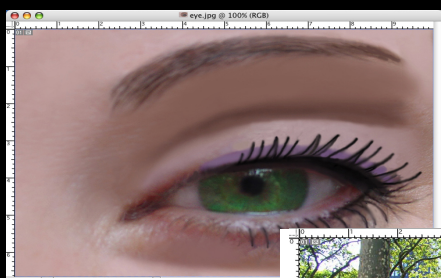
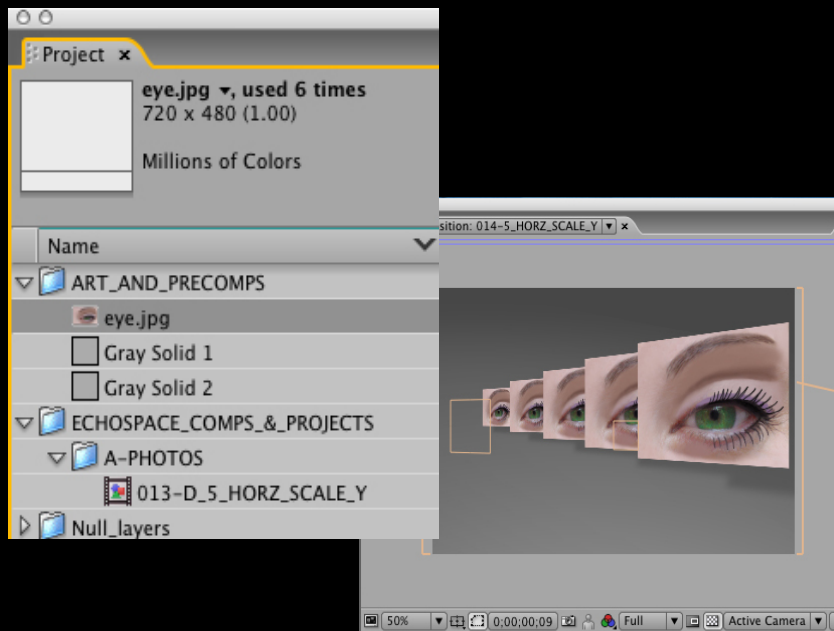
REPLACING OUR ART WITH YOURS PART A

3

After you have reduced the comp, select the art you want to replace and hit (Mac) Apple H or (Win) Command H. Find the art you want to replace it with and your done.

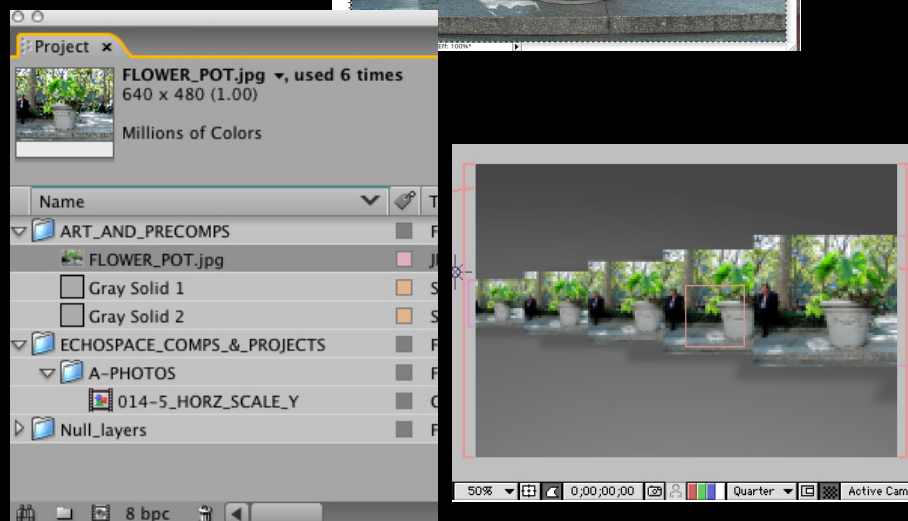
If your new art is not the same exact dimensions and resolution of our art then it will change the look of the animation.

If this is the case you may have to go back and make some keyframe adjustments.



OLD ART

NEW ART



REPLACING OUR ART WITH YOURS IN AE 6.5

4

In AE 6.5 make sure you don't change the names of the art. If you do a photo replacement you will still have to use the name eye.jpg that we used. For example if you are replacing the eye with a photo of a pig called pig.jpg, you have to change the name to eye.jpg before you import it.

(This is the way the plug-in was set up for 6.5). In 7.0 or higher you don't have to worry about it.

