



LME COLLECTIONS

CONVERTING LME TEMPLATES TO HD & THE WEB TUTORIAL

Most of all the 1500 templates in our collections can be easily resized to your HD specifications or for the Web.

First back-up your collection folder and master comp. Open up the copy of the master collection comp. Isolate the comp you want to use by using the REDUCE function under FILE in the AE menu. Replace out photos with the graphics you are using. All of the graphics used are 720 X 480. So you will have to keep your replacements that size. If you make them larger you will have to go into the comps and precomps and do space adjustments.

NTSC

NTSC DV 720X480
NTSC D1 720X486
NTSC D1 SQUARE PIXEL 720X540
NTSC DI WIDESCREEN SQUARE PIXEL
864X486

PAL

PAL D1/DV 720X576
PAL D1/DV 768X576
PAL D1/DV WIDESCREEN 1024X576

HD

HDV/HDTV 1280X720
HDV 1080 1140X1080
HDTV 1920X1080

DVCPRO

DVCPRO HD 960X720
DVCPRO HD 1280X1080

Between PAL, NTSC and DVCPRO there are many HD sizes
In this tutorial we will show you how to convert from the size of our comps 740x480 to any of the above sizes as well as for the Web.

You can apply this tutorial to all our collections.

HD CONVERSION

1

Create a new comp to the HD or Web size that you need.

We created most of our comps from precomps that are very large. So if you are increasing the size of the pre-comp to fill an HD size all you have to do is resize the precomp or precomps that are used. An easy way is to create a new comp to the HD size that you need and place our comp in the timeline, then resize.

Many HD sizes are proportionally different than 720 X 480 so you might not be able to size it larger and have it fit perfectly in your new HD comp. Top and or bottom edges may get cropped a little.

If this is not OK with you, you may have to go into the precomps and change the spacing.



720 x 480

RESOLUTION CONSIDERATIONS

2

All the art, photos and or Quicktime files used in our comps are 720X480. So if a precomp has 50 photos that are all this size that precomp is going to be very large. We did that so if there was a close-up of one of the photos during the animation there would be no loss of resolution.

This is something you should consider when you're using a comp bigger than 720X480. If you resize the elements of one of our comps to fit your new HD size and there is a close up of one of the photos during the animation take notice to see that it's not much bigger than 720X480 as it's presented in the animation or you may loose resolution quality just at that moment in the time.

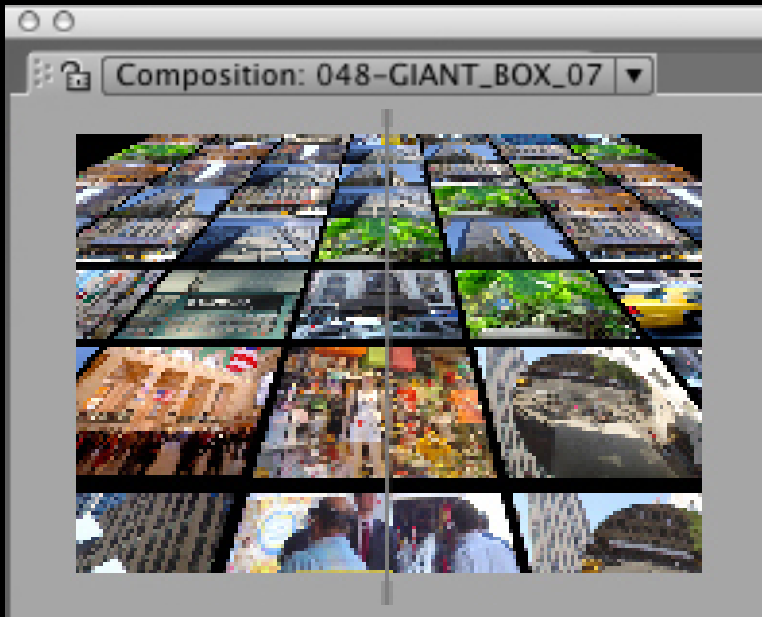
To fix that you would need to replace that photo with a larger photo that is bigger than 720X480, plus you may have to adjust the size and position of that photo throughout the animation. Or adjust the project so that specific piece of art does not have such a dramatic close-up.

How much bigger you make that photo or photos will depend on your HD size and what occurs in the animation.

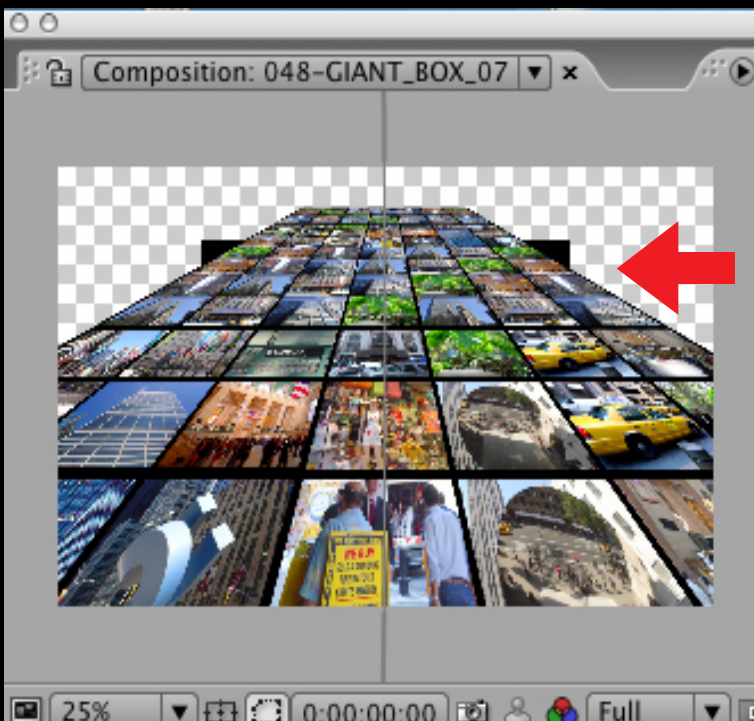
AN EXAMPLE OF CHANGING A COMP FROM 720 X 480 TO 1280 X 720.

3

Before size was increased 720 X 480



The same comp after the size was increased TO 1280 X 720.

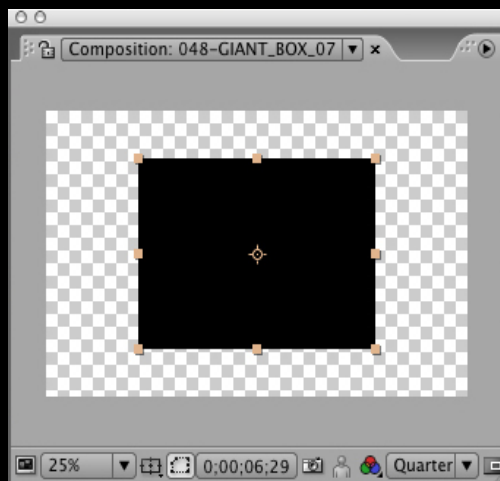
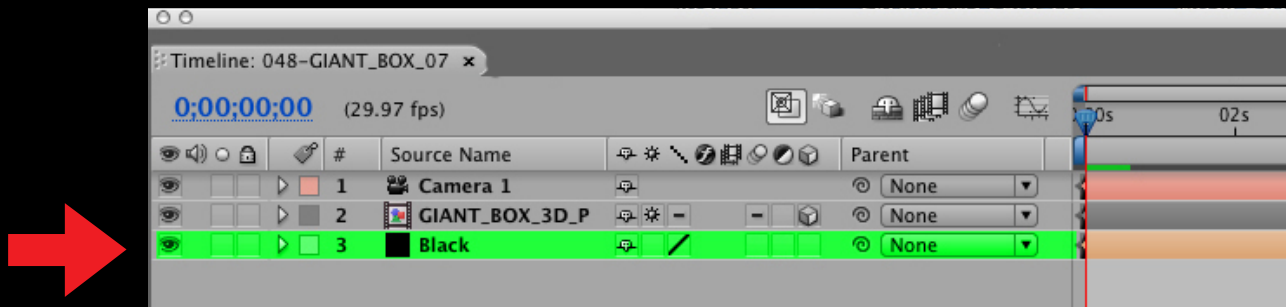


The background art ,a black solid, size has not yet been resized.

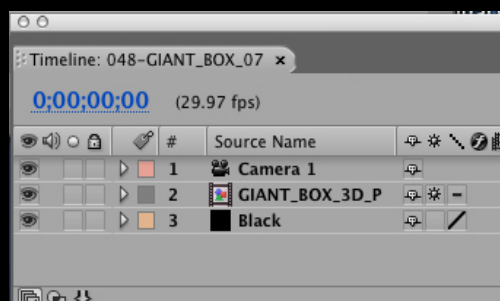
RESIZING OTHER ELEMENTS OF THE COMP

4

Select the solid layer in the timeline. Under **LAYER** in the AE menu go to **SOLID SETTINGS** and change the dimensions to 1280 x 720.



Before.



After

To make the new sized comp animation look just like the original you may need to adjust settings for Z depth for the Giant Box 3D precomp as well as other keyframe for both this layer and the Camera layer.