



LME COLLECTIONS

AMAZING VIDEO & PHOTO WALL DISPLAYS VOL 2 TUTORIAL REPLACING OUR CONTENT WITH YOURS

**THIS TUTORIAL WORKS FOR ALL OUR
AMAZING VIDEO/PHOTO DISPLAY COLLECTION**

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

This is the second volume in this series of collections. 104 comps of stunning configurations for displaying Quicktime files, photos or graphics. Making each comp your own is as easy as replacing our photos with your content. This collections includes 6, 8, 10, 12, and 20 sided geometrics. 4 sided cubes constructed from video walls consisting of 1, 2, 3, 4, 6, 7, 8, 9 and 12 columns and rows in horizontal and vertical spaces.

In addition comps with streaming rows and columns of screens that bend around corners in many cool eye candy variations. Plus Video walls that turn like pages in a book, tumbling walls, walls of 4, 6, 8, and we where individual screens turn in Card Dance styled formations, plus dozens of other innovative displays Applications for these displays include television, film, the Web, commercials, exhibit, Powerpoint and other presentations. No plug-ins needed. Works with After Effects 6.5 or higher for Mac and Win.

Replace our graphics 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.)

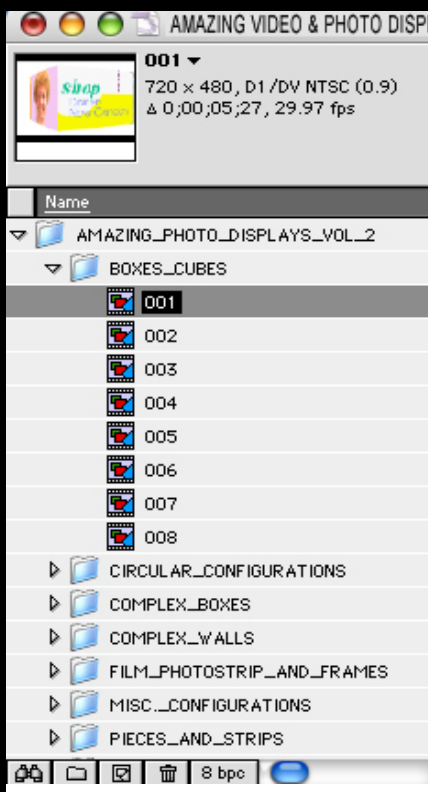
FINDING THE COMP YOU WANT TO USE & ISOLATING IT 1

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

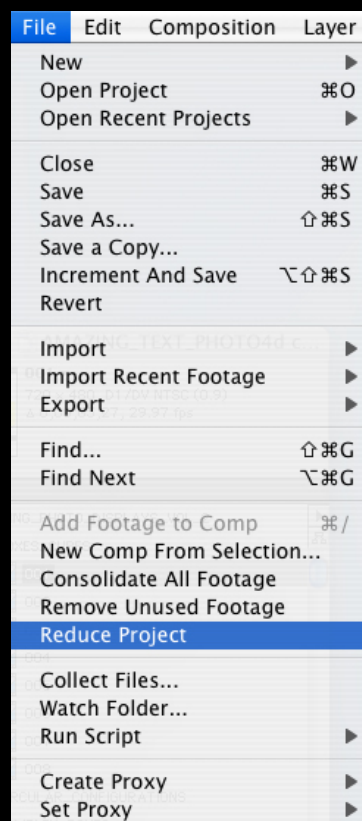
You can see what all the different comps look like by looking at the Quicktime animation gallery associated with the collection. The numbering of the Quicktime files correspond to the numbers of the comps in the master project.

Select the comp you want to isolate and then select **REDUCE** in the **FILE** section on the **MENU**.

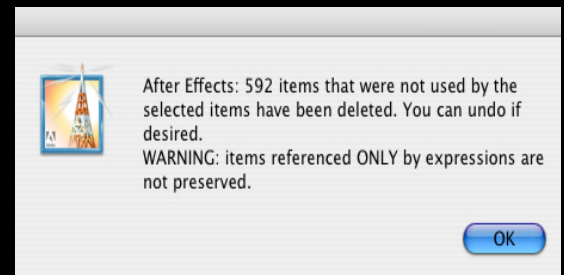
A



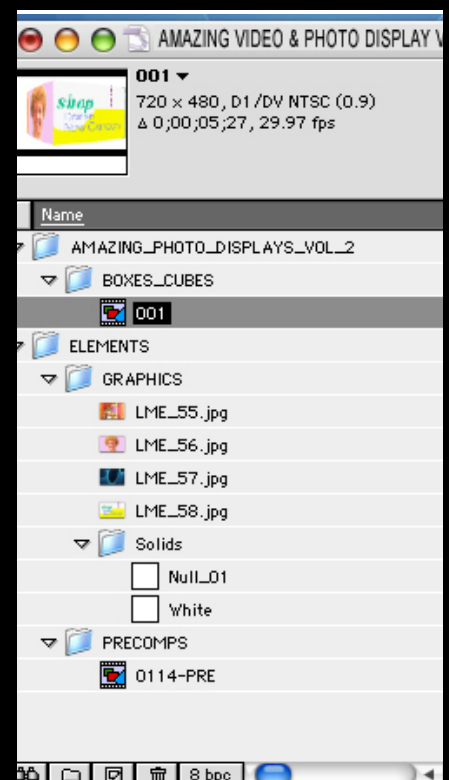
B



C



D

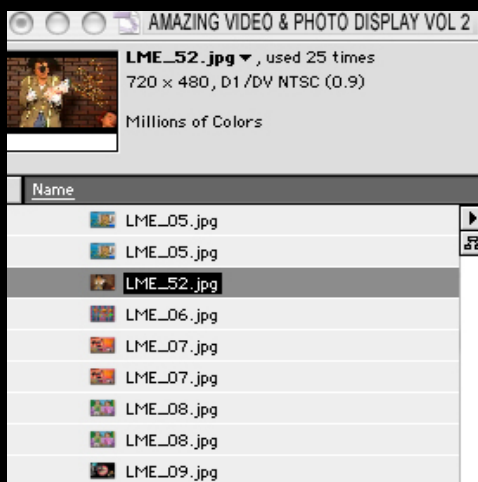


REPLACING OUR FOOTAGE, PHOTOS OR GRAPHICS WITH YOURS **METHOD 1**

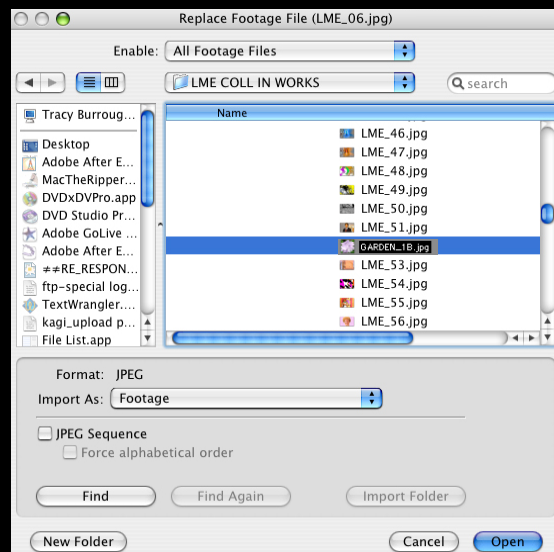
2

In the project bin (illustration A) select the graphic you want to replace. Go to **MENU, FILE, REPLACE FOOTAGE**. (For Mac hit **COMMAND + H** and in Windows hit **CONTROL + H**)
In Illustration B find the graphic you want to use as the replacement. Toggle **OK** or **OPEN**. Illustration C shows that the replacement has been made.

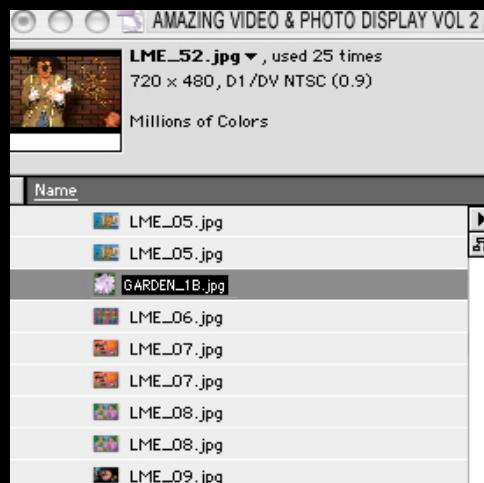
A



B



C



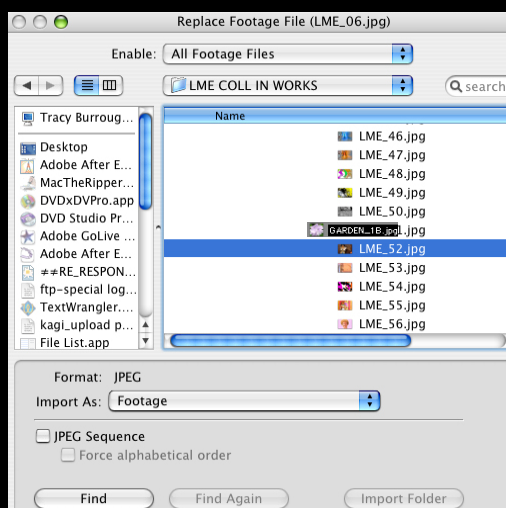
REPLACING OUR FOOTAGE, PHOTOS OR GRAPHICS WITH YOURS **METHOD 2**

3

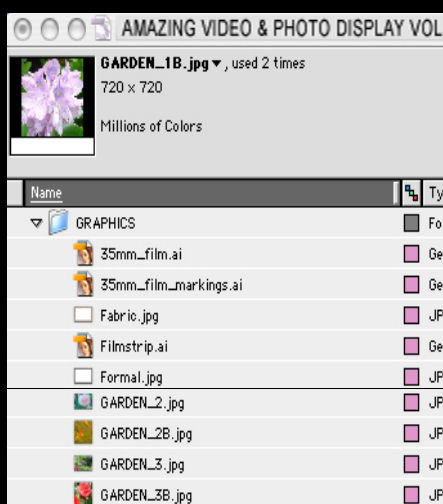
Import the new graphic you want to use as a replacement. Go to **MENU, FILE, IMPORT**. On the Mac hit **COMMAND + I** and in Windows hit **CONTROL + I**. Find the new graphic (See illustration A) This will import the new graphic into the project bin. (See illustration B)

Select the graphic in the project bin (illustration C) and select the graphic you want to replace in the timeline (illustration D). On the Mac hit **COMMAND+OPTION+FORWARD SLASH**. On the Windows hit **CONTROL+OPTION+FORWARD SLASH**. (illustration E shows that the replacement has been made.)

A



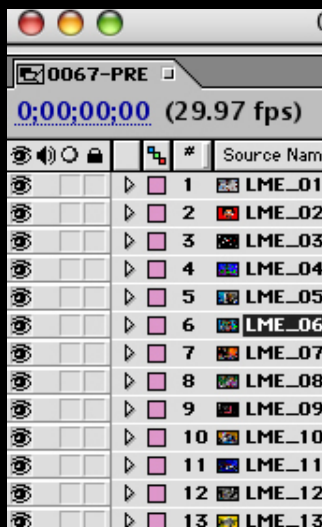
B



C



D



E

