



LME COLLECTIONS

112 TRAPCODE FORM COMPS & 99 PRESETS

After Effects 7.0.1 or higher for Mac or Win.

This plug-in creates a special kind of eye candy that no other plug-in can produce and we have put in hundreds of hours of experimentation to offer you an unprecedented spectrum of possibilities. A collection of Form configurations that can be used for a multitude of broadcast design projects and presentations: high tech, medical, scientific, extreme energy and any design that needs brilliant effects to give it that added punch.

The collection comes with 99 presets that are not include when you buy the plug-in. Our tutorial will show you how to transform a Form configuration into a stunning logo or graphic reveal and explain the setup of the collection.

Use our keyframes as is or adjust our keyframes to make a perfect fit for your project.

It's easy to find the comp and or preset you want to use: The numbering of the Quicktime animations in the gallery correspond to the numbering of the comps in the master AE project for this and all our collections. If the collection has presets, they also correspond.

To view an animated gallery for each of our collections go to GALLERIES. www.little-men.com/GALLERIES_GENERIC.html

WHERE TO PUT THE VARIOUS FOLDERS FOUND IN THE COLLECTION

1

FORM_COLLECTION.aep:

For Windows user place the **FORM COLLECTION.aep** inside the **ELEMENTS** folder inside the **FOOTAGE FOLDER**, before opening it.

LME_TRAPCODE_FORM_PRESETS folder:

Place inside the **PRESETS** folder inside the **After Effects** application folder.

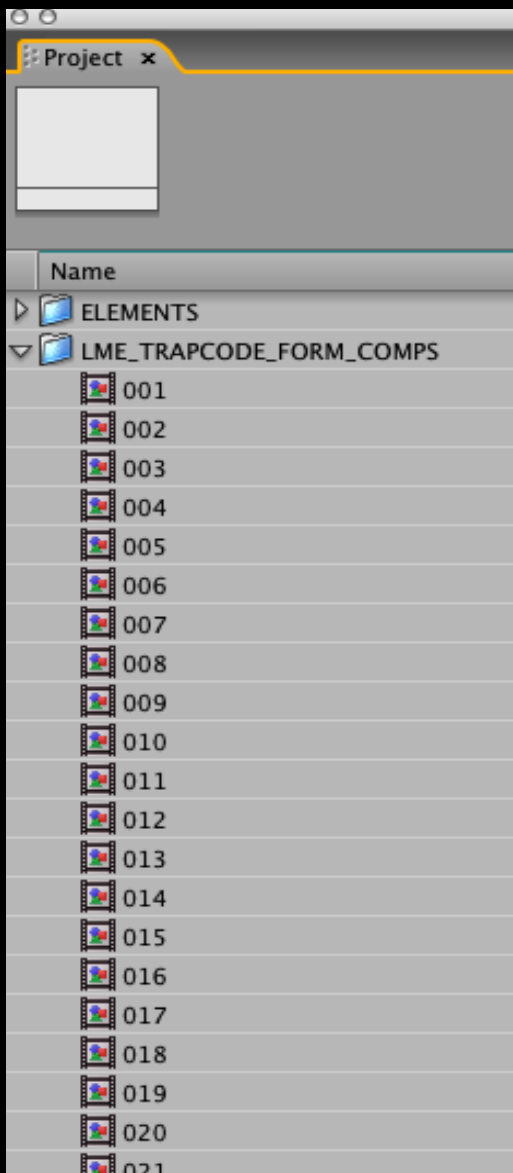
FORM_BRIDGE folder:

Place inside the **TEMPLATES** folder inside the **After Effects** applications folder.

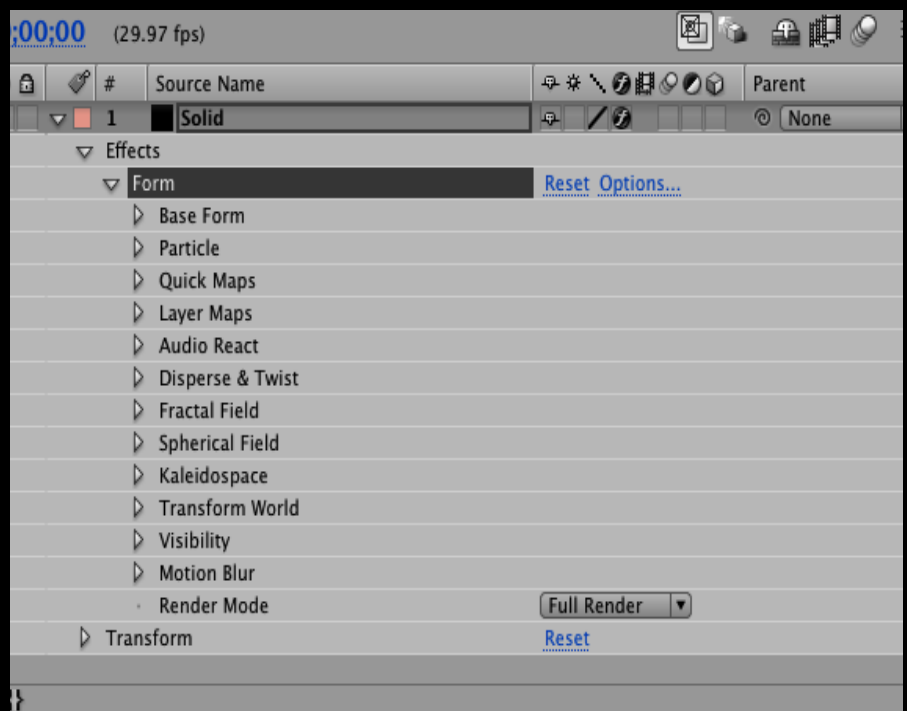
COLLECTION BASICS

2

When you open the master AE comp you will see 2 folders. **ELEMENTS** contains the graphics and precomps and the other folder contains the 112 comps. The first 99 have corresponding pre-sets. 100-112 use custom objects and or art for special results. (The graphic to the left is cut off so you only see some of the comps.)



The Form plug-in is applied to a solid. For the most part we used black. Here you see the Form effect toggled and all the parameters revealed.

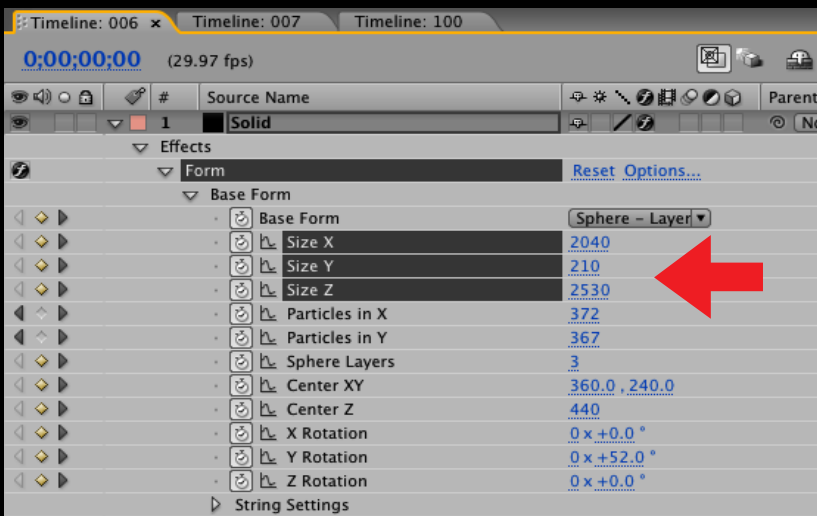


FORM PARAMETER BASICS: SIZE OF THE SHAPE & THE NUMBER OF PARTICLES USED IN A X,Y, & Z SPACE

3

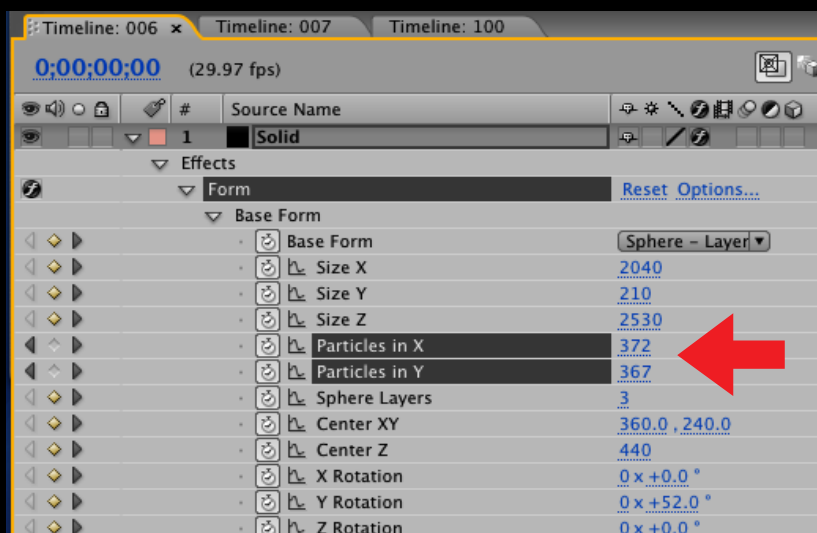
If your comp is 720 x 480 and you set the X and the Y of your Form shape also at 720 & 480, then it will fit so everything can be seen in the composition window. The Z size is for depth. So unless you rotate your form or move it over time you won't see the full effect of that part of the shape.

SET THE SIZE



The higher the number of particles you set for X & Y the more work there will be for your computer's processor. You'll have to experiment to see what works best for you.

SET THE NUMBER OF PARTICLES



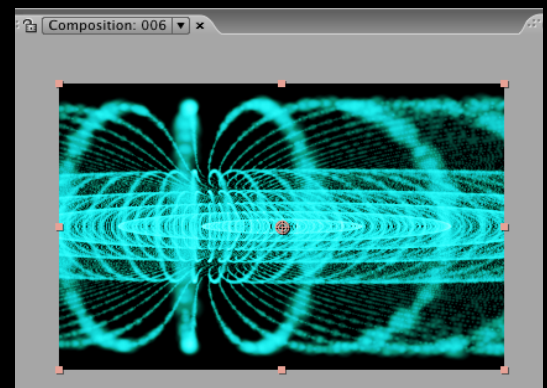
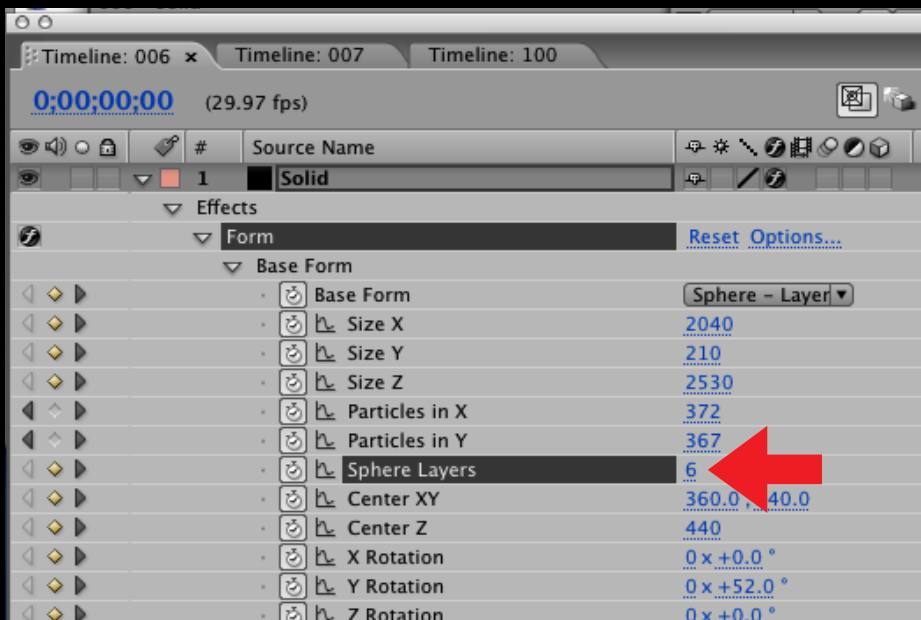
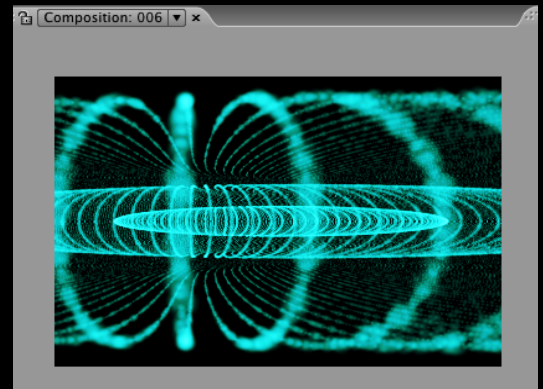
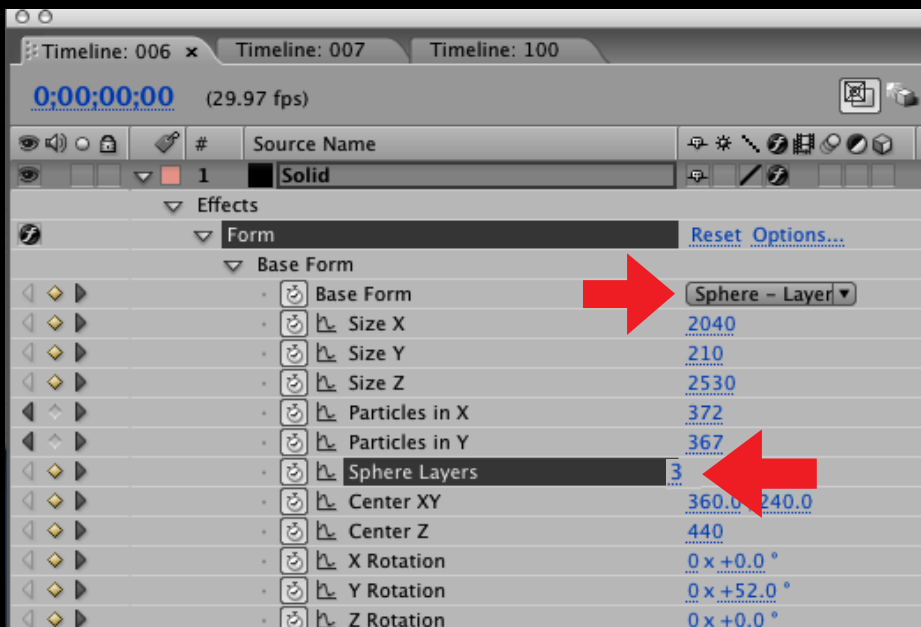
BASE FORM & 2 KINDS OF SPHERE LAYERS

4

To the right of BASE FORM you have 3 options:
SPHERE LAYERS, BOX STRINGS & BOX GRID.

In the project below the BASE FORM is SPHERE LAYERS.

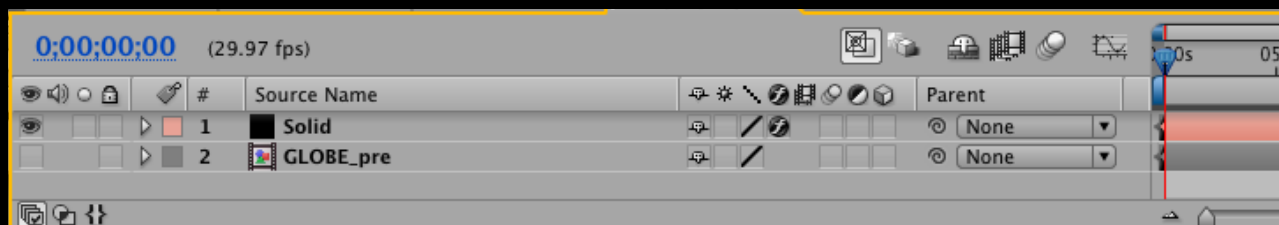
There is also a parameter called Sphere Layer. In the diagrams below you see that set at 3 and at 6. Changing the number of Sphere Layers will have a different effect for each of the BASE FORM settings.



USING CUSTOM PARTICLES

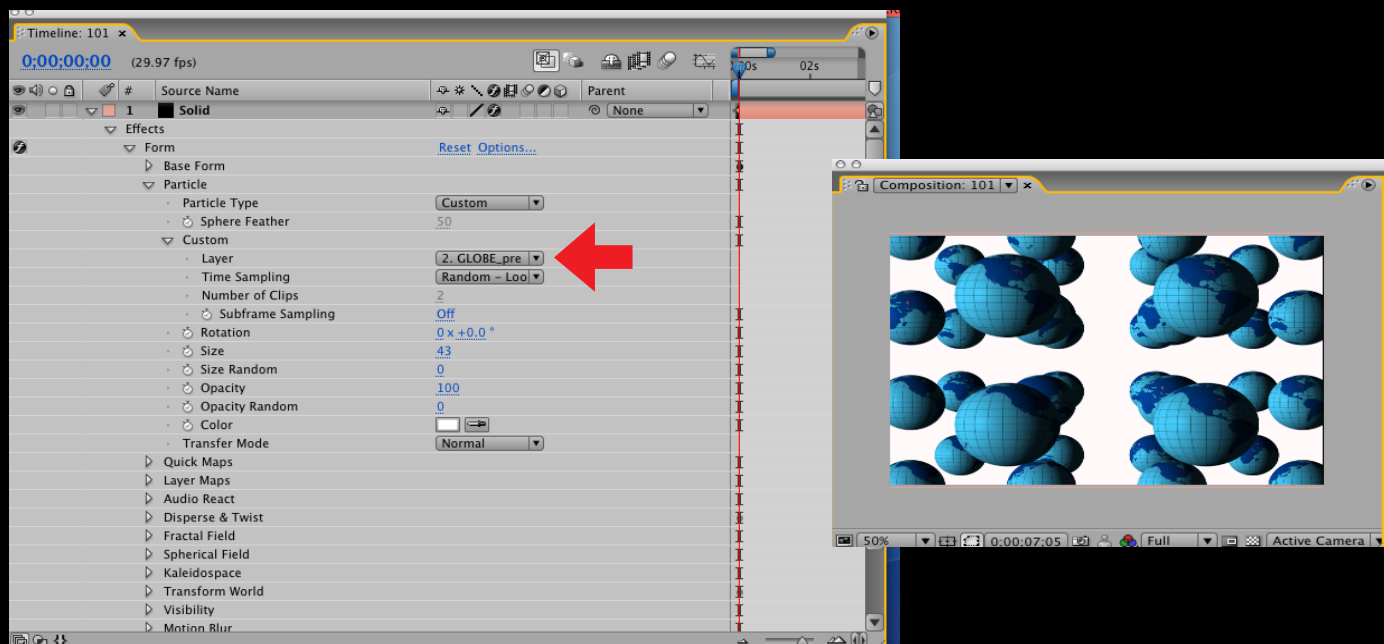
5

Place a graphic or precomp in the timeline. Deselect the Eye so it can't be seen.



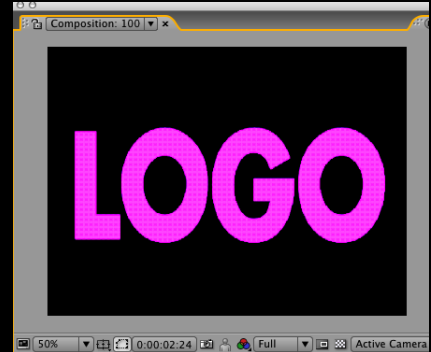
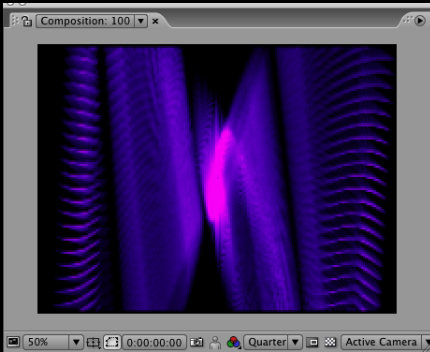
In the diagram below the **PARTICLE** parameter is open. Within that the **CUSTOM** parameter is open. Next to **LAYER** we selected the layer we wanted to use for the custom particle and that was **Globe_pre**.

Other tutorials have suggested that the custom **PARTICLE** can not be bigger than 100 W x 100 H. We have found that larger sizes work. It all depends on the power of your computer

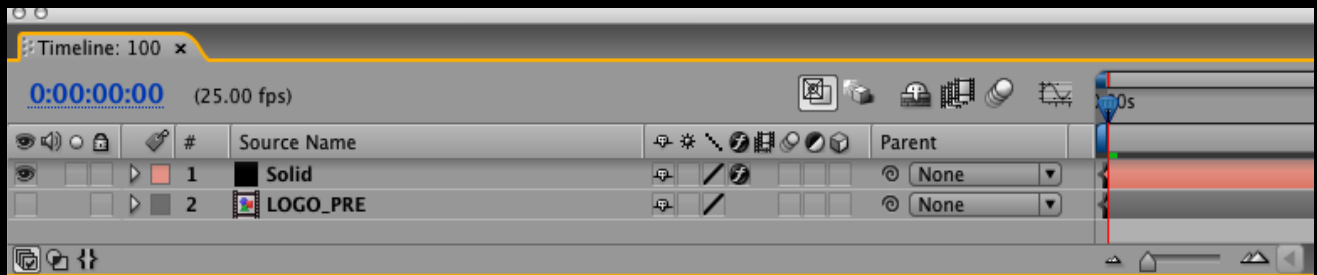


CREATING A LOGO REVEAL EFFECT: PART 1

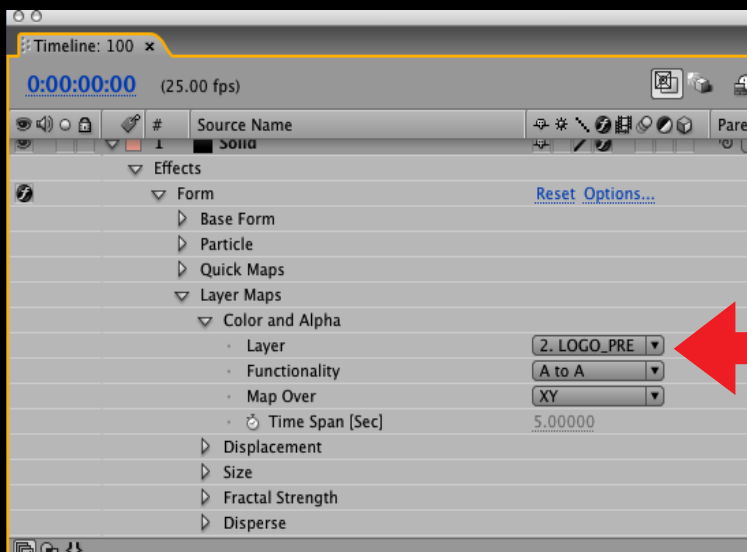
In the 3 diagrams below you see 3 frames taken from a logo reveal project. Any kind of art could have been used. (This is comp #100 in our collection.)



Place a graphic or precomp in the timeline. Deselect the Eye so it can't be seen.

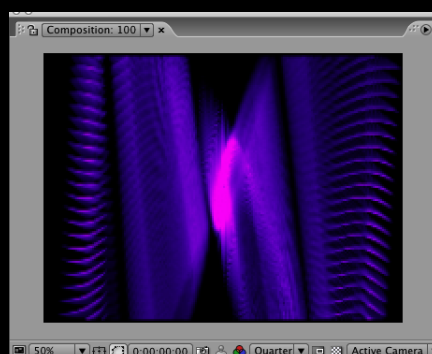
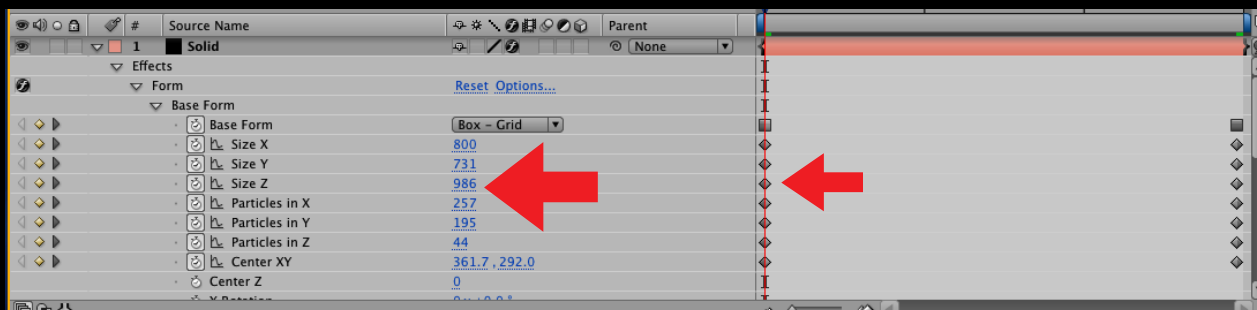


In the LAYER MAPS parameter, open up Color and Alpha. Next to LAYER select the art you placed in the timeline. In functionality choose A AND A. (You can experiment with the MAP OVER parameter)

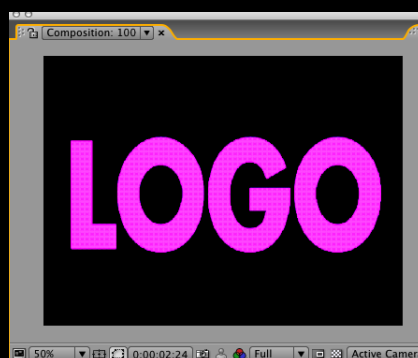
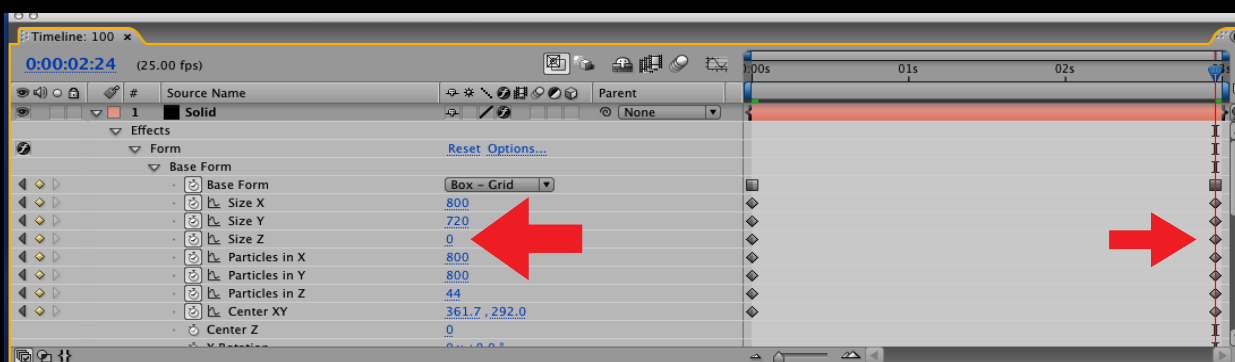


CREATING A LOGO REVEAL EFFECT: PART 2

In the beginning of the timeline we set the depth or Z size as 986.

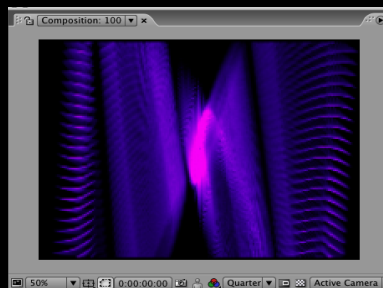
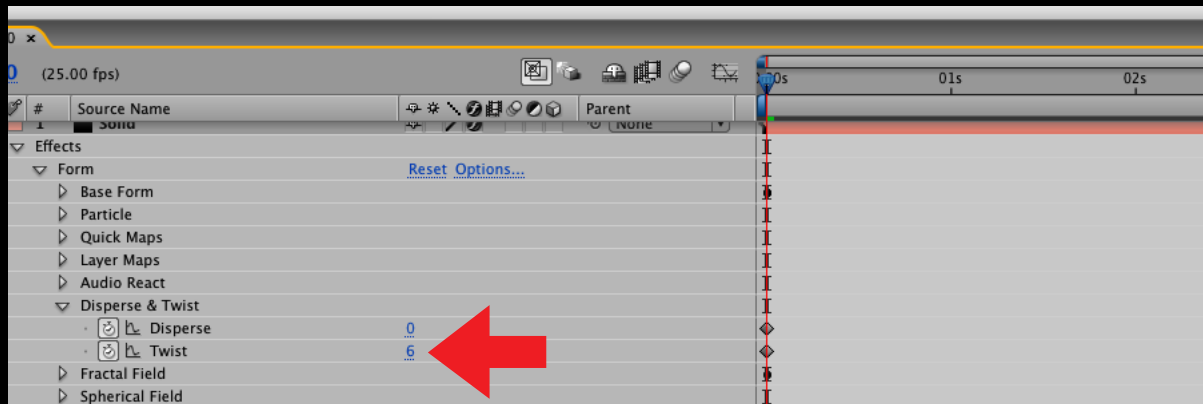


At the end of the time line we set the Z size to 0. That brings the graphic back down to a flat 2 dimensional plane. Other parameters that you set would also have to be brought back to 0 at the point at which you want the art revealed.



CREATING A LOGO REVEAL EFFECT: PART 3

In the beginning of the timeline we set the **DISPERSE** parameter to 6.



At the end of the timeline we set the **DISPERSE** parameter to 0.
As mentioned on the previous page other parameters may also have to be brought back to 0 to make the reveal happen. This will take some experimentation.

