



**motion  
land**

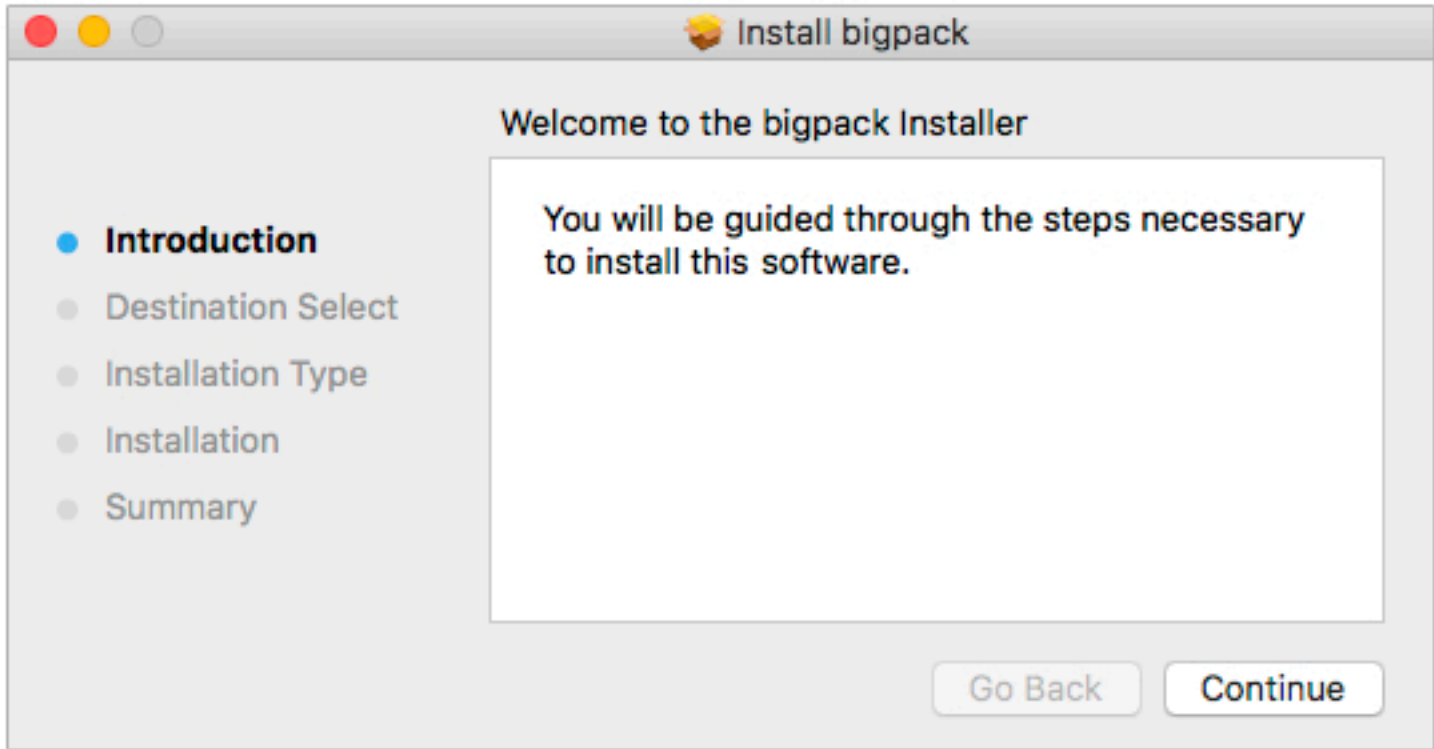
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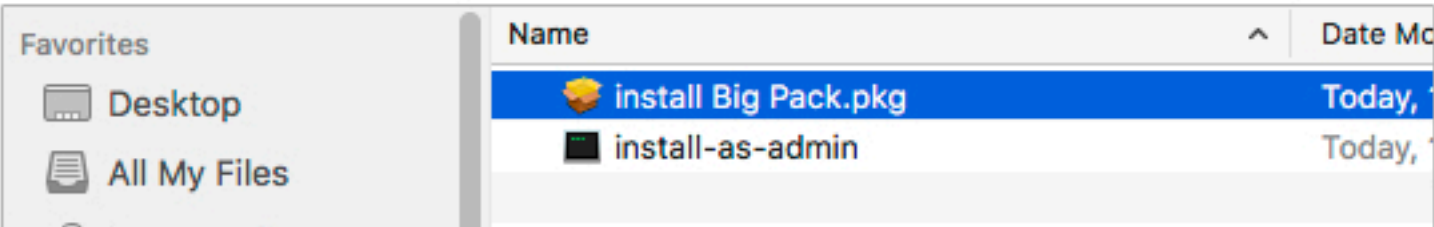


# INSTALLATION

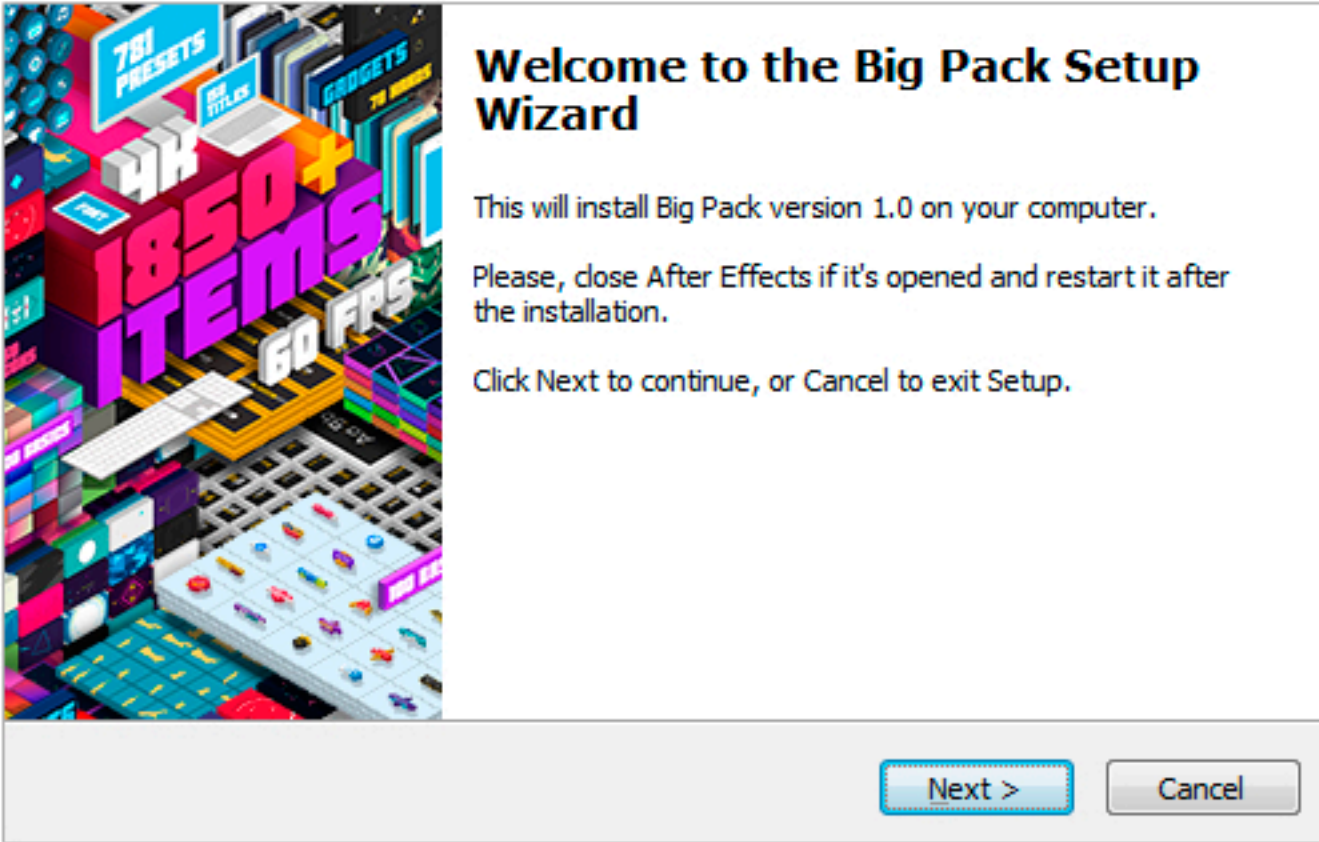
Mac OS:  
Double click on BigPack.pkg



If you can't find AE Viewer extension under the Windows > Extensions menu, run install-as-admin file from the same directory and reboot your Mac.



Windows:  
Double click on BigPack.exe



If you have any troubles during the installation – shoot us an email [support@motion.land](mailto:support@motion.land)

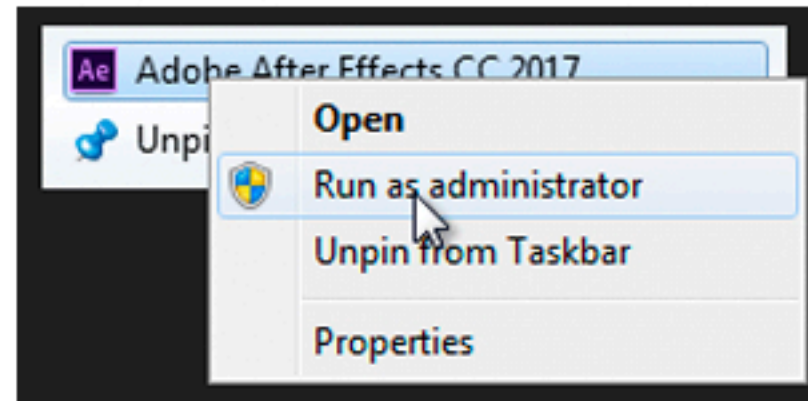
# INSTALLATION QUESTIONS

**Question: When I click Window > AEViewer nothing is happening**

MAC: Open folder "Alternate-Installers\MAC" from the archive and run "install-as-admin" file and reboot your Mac.

WIN: Open folder "Alternate-Installers\WIN" Run " " from the archive and run "add keys.reg" from Administrator.

**Question: I'm on Mac and this window appears on the first launch:**



Open folder "Alternate-Installers\MAC" from the archive and run "fix folder permissions" file.

**Question: I'm on Mac and there is no AEViewer under the "Window" menu.**

Open folder "Alternate-Installers\MAC" from the archive and run "install Big Pack manually" file.

Terminal will be opened and will require you to enter your username password. After installation reboot your Mac, launch After Effects and AEViewer.

If none of this helped, please contact us via [support@motion.land](mailto:support@motion.land) and don't forget to attach your OS and After Effects version.

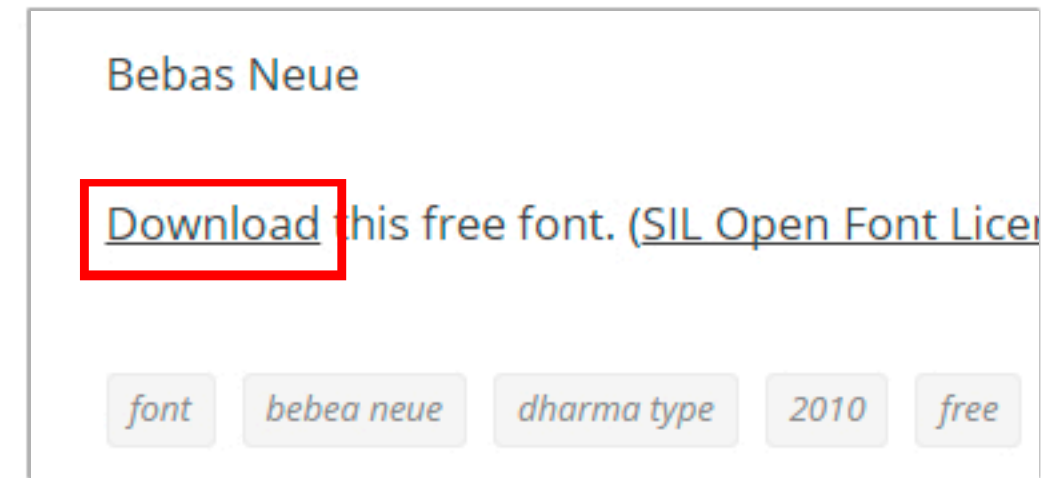
# START TO USE

Download free fonts here:

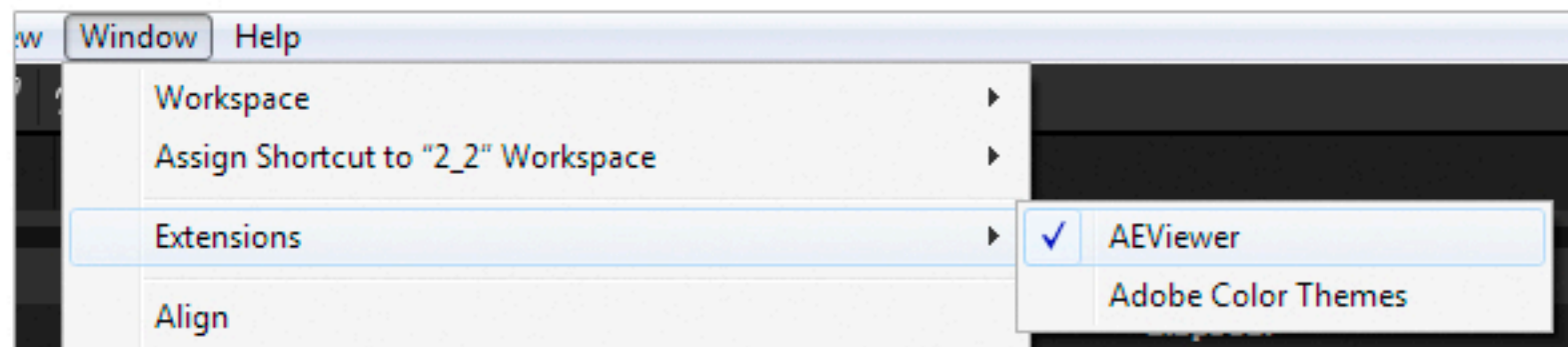
Nexa Bold <http://www.fontfabric.com/nexa-free-font/>



Bebas Neue <http://dharmatype.com/tagged/free>

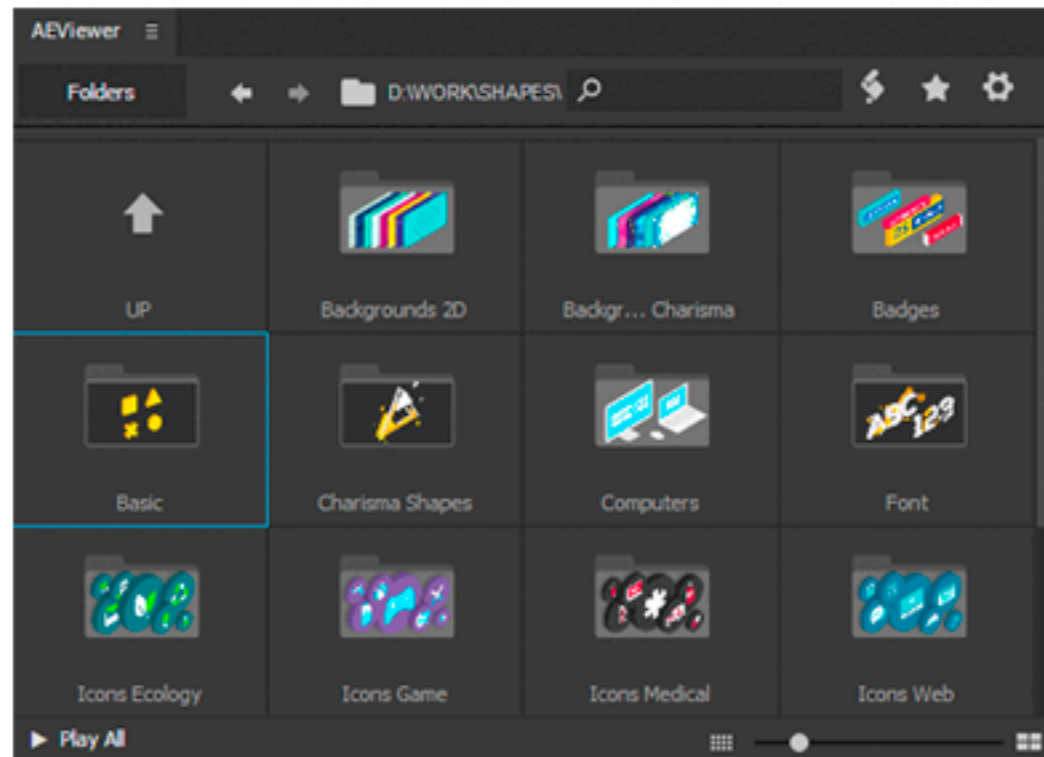


Open the After Effects and go to: Windows > Extensions > AE Viewer

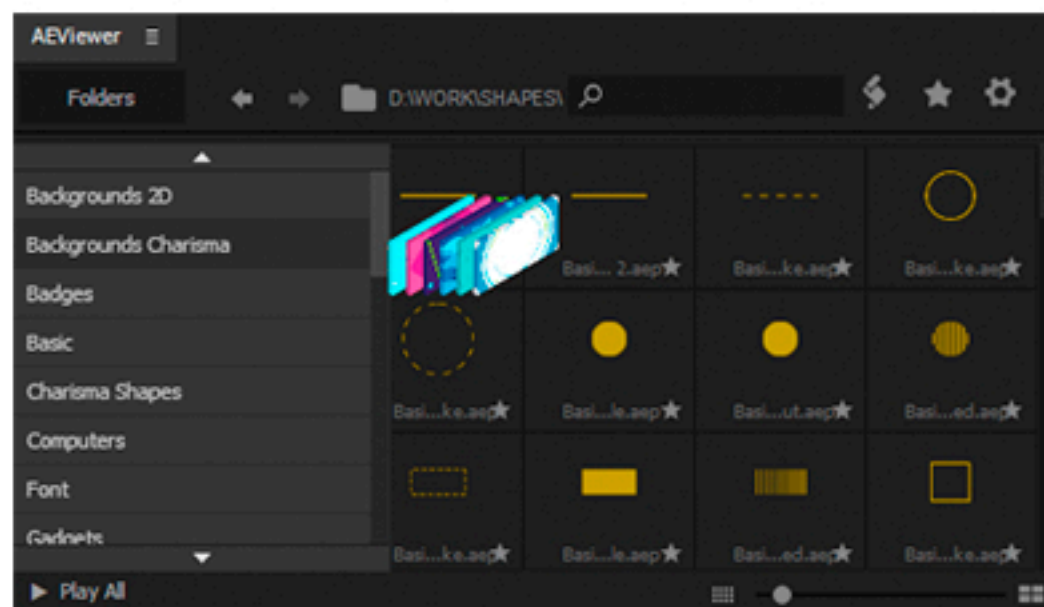


# AE VIEWER

1. You can choose the categories the same way as in the browser, double click – to open the folder.



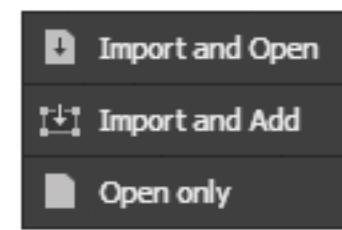
2. To move between the categories quickly, just click and drag “Folders” button at the top.



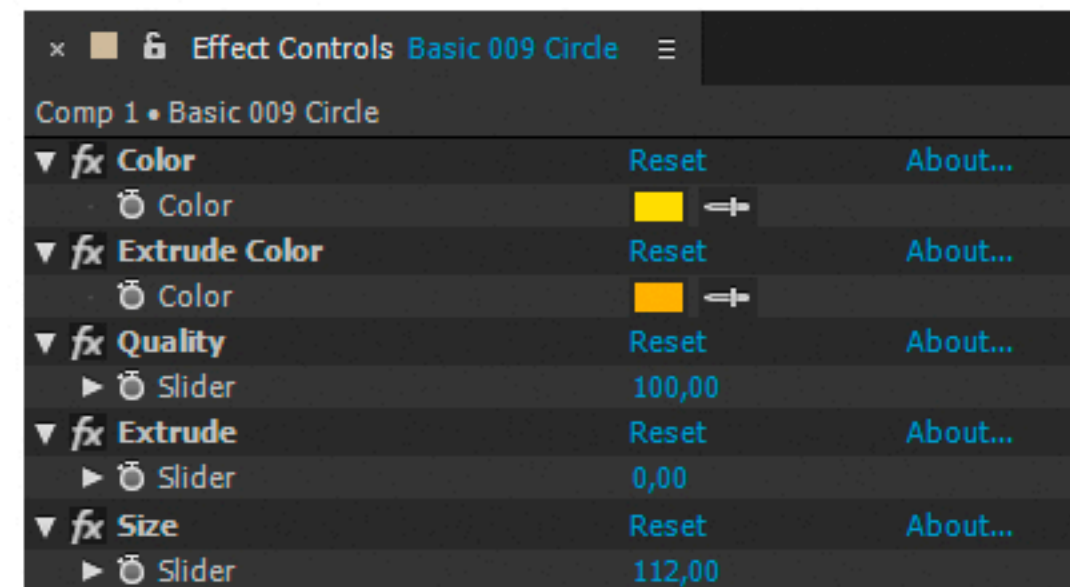
3. Hover over any item to watch it's animation.

4. Double click on the element will add it to the current composition.

5. With right click you can choose different import options.



6. You can change colors and shape of the element under the «Effect Controls» window. (if it's closed, you can open it under the «Windows > Effect Controls»)



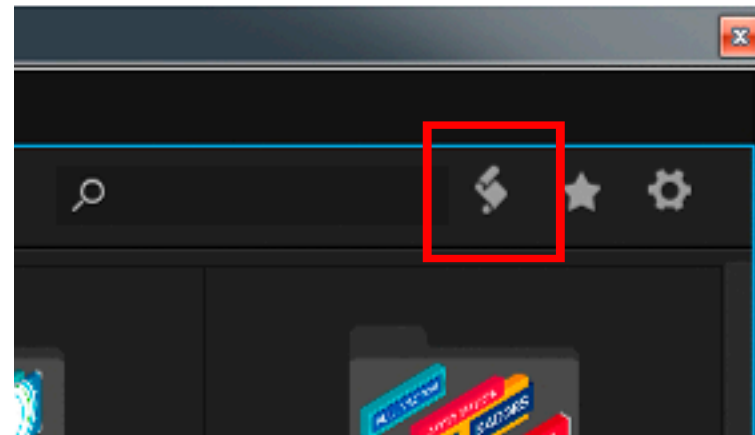
7. In order to make sure that everything works as it should, don't change the name of the main composition and element's name.

8. Want to watch all elements at once? Click “Play All” toggle at the bottom left. If some animations are stopped switch off “Play All” toggle and preview all separately. That can happen if you will scroll lots of elements to fast. If it's necessary to preview all elements at once, restart “Pause All/Play All” and scroll slowly.

# INSTRUMENTS OF AE VIEWER

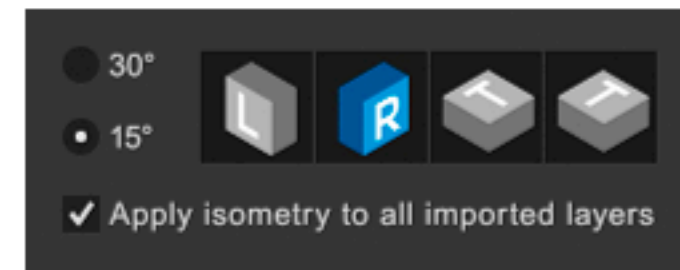
## SCRIPTS

Opens additional instruments



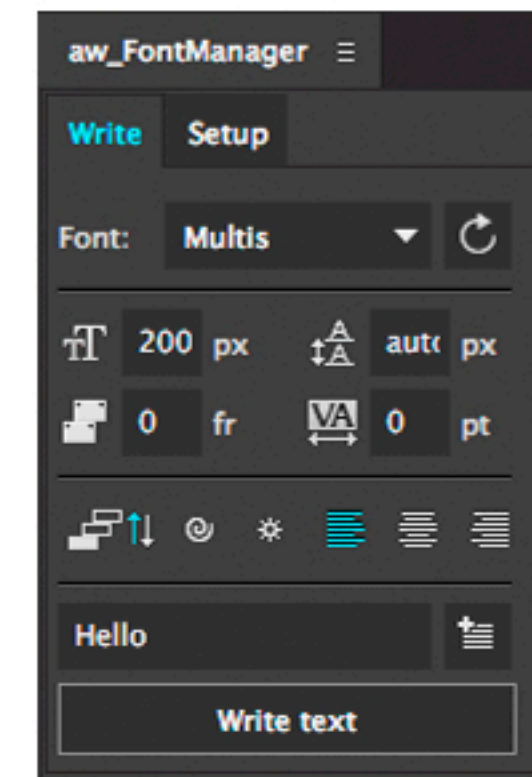
## 1. ISOMETRIC

Works with projections 30 and 15 degree.  
Doesn't work with computers and gadgets



## 2. FONT MANAGER

Type your text and click "Write text"  
button, to write with animated typeface.  
More detailed at page 11



**Font Manager script doesn't open?  
Relaunch AEViewer and try again.**

# SETTINGS UNDER THE EFFECT CONTROLS

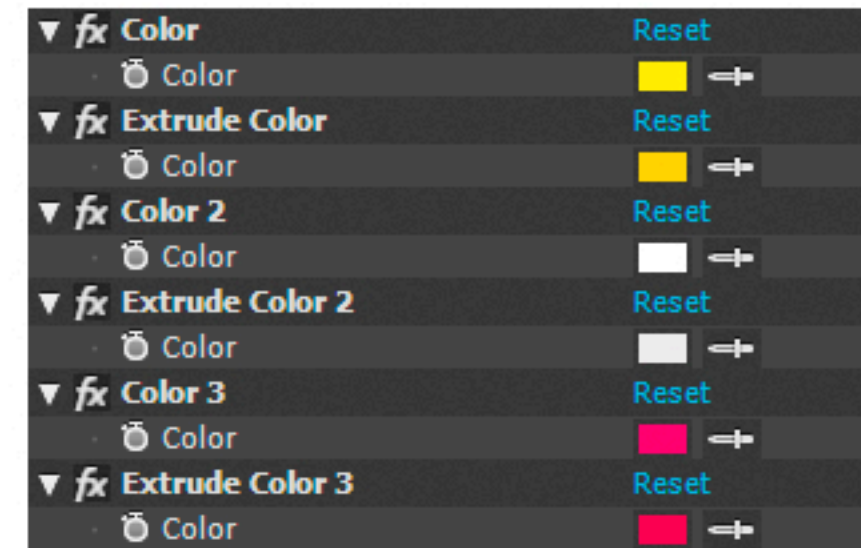
## 1. EXTRUDE

Almost all elements have it. «Extrude» controller creates volume effect. «Quality» makes volume more detailed. «Angle» changes volume axis. If extrude went beyond the composition size, click “Collapse transformation” on the layer.



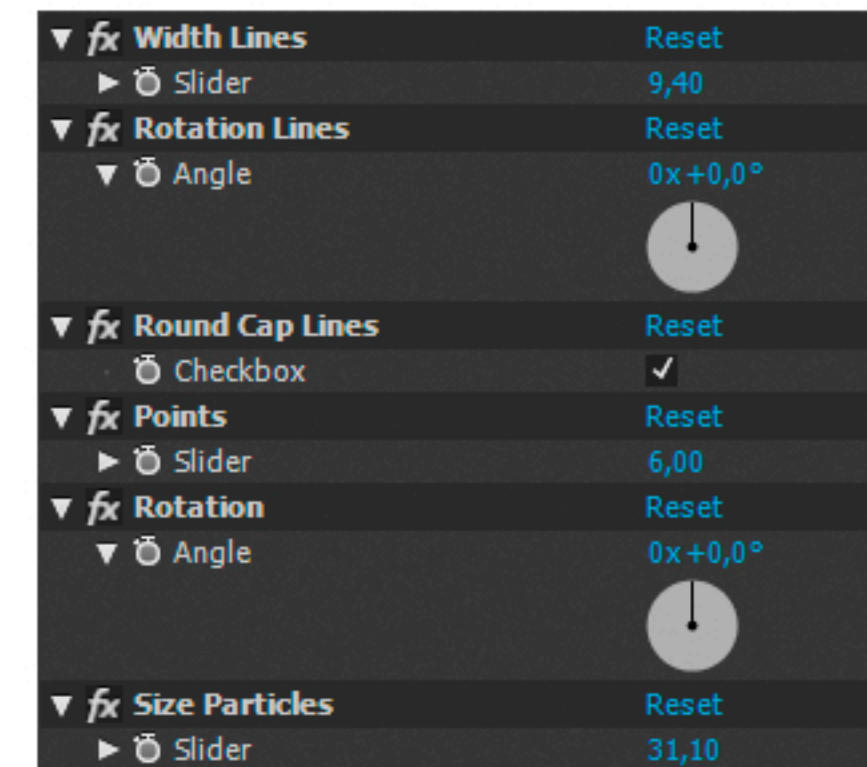
## 2. COLOR

Elements with extrude has paired colors. The first one is frontal color, the second is volume color



## 3. FORM

Most of the elements have their own settings. For example width and height or the placeholder of the title, cap roundness and distance between the lines, particles size, gradient angle etc



# MANAGING ANIMATION

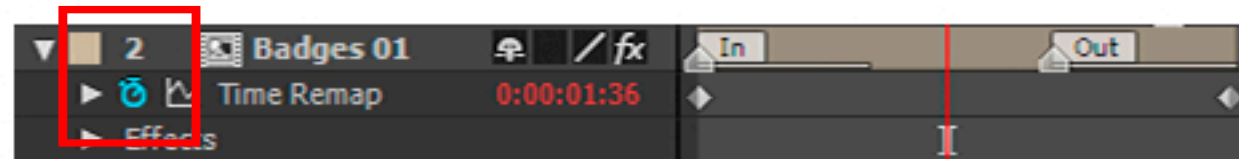
Some elements have In/Out markers. Move them to adjust the start and end of the animation. Elements have fixed time, and animation presets lasts from the edges of the layer to the marker.



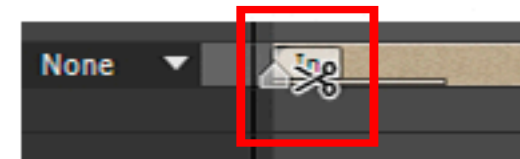
## DETAILED SETUP

If you want to switch markers off, then select the layer

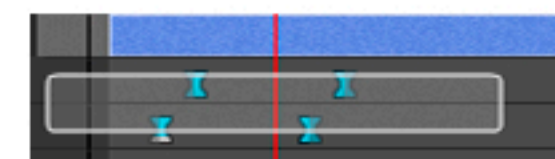
1. Click “U” on the keyboard and click on the stopwatch icon below the “Time-Remap”. After that markers wouldn’t work.



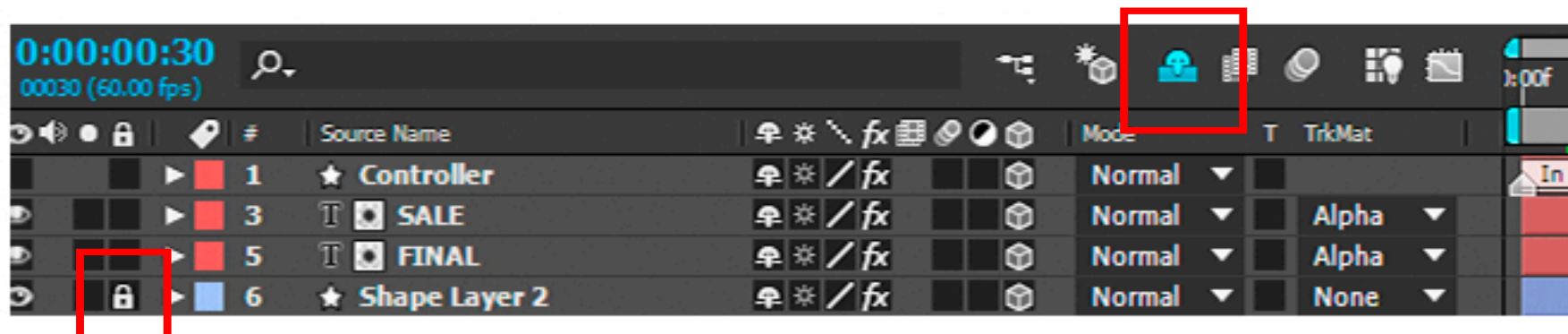
2. To delete them, hold CTRL key and click on them.



3. Now all animation depends on keyframes inside the composition and you can change them.



Some of the layer of animation are hidden. Click on the “Shy” switch to see them and unlock the layers in order to change them.



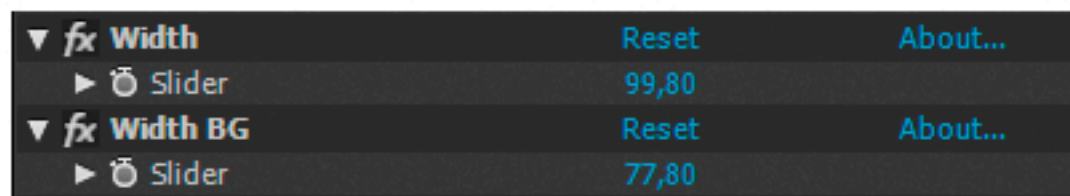
# TYPOGRAPHY

- 100 MINIMALISTIC TITLES
- 25 CHARISMA TITLES
- 25 BADGES

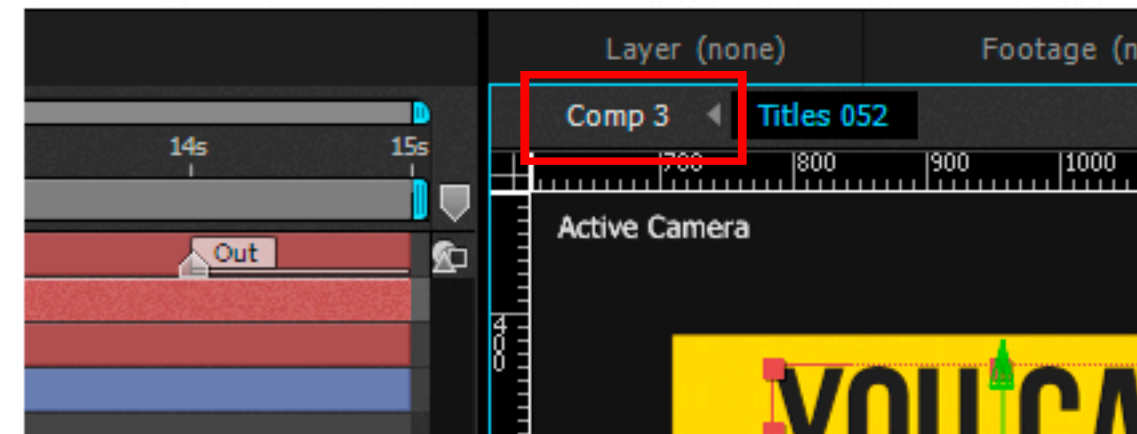
1. To change the text, make double click on composition layer and then double click on text layer.



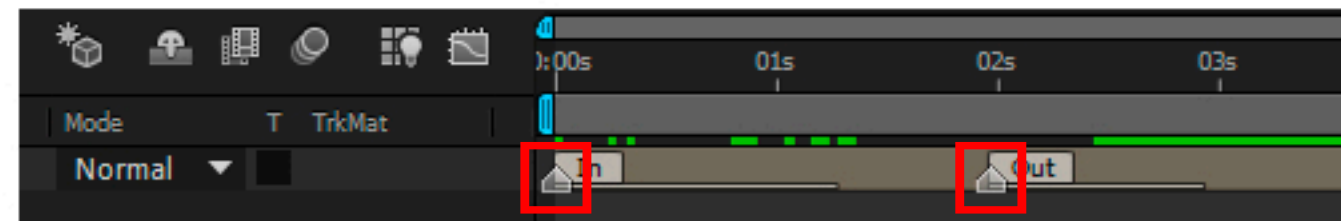
Under the «Effect Controls» you can change width of placeholder, colors and many other options.



2. Type the text and go back to the previous composition.



You can setup start and end of the animation by moving In/Out markers.

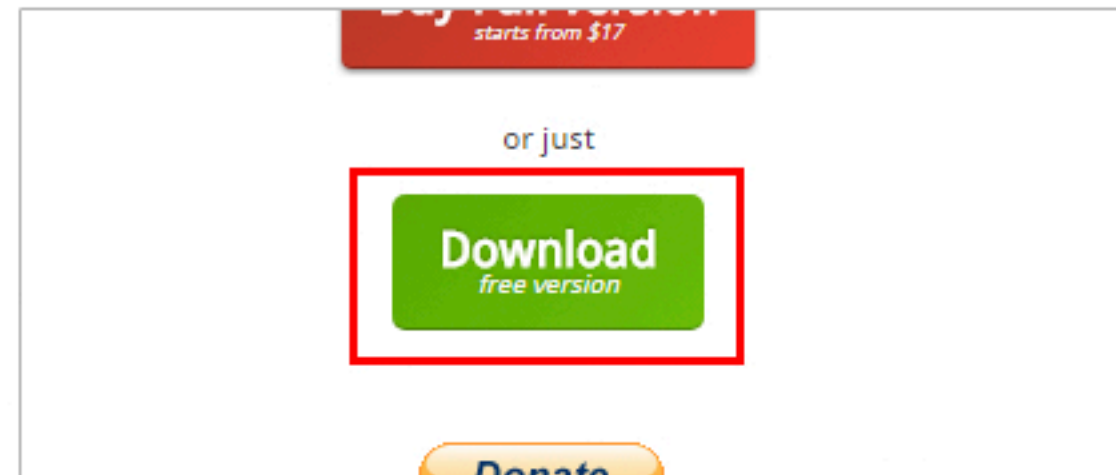


# TYPOGRAPHY

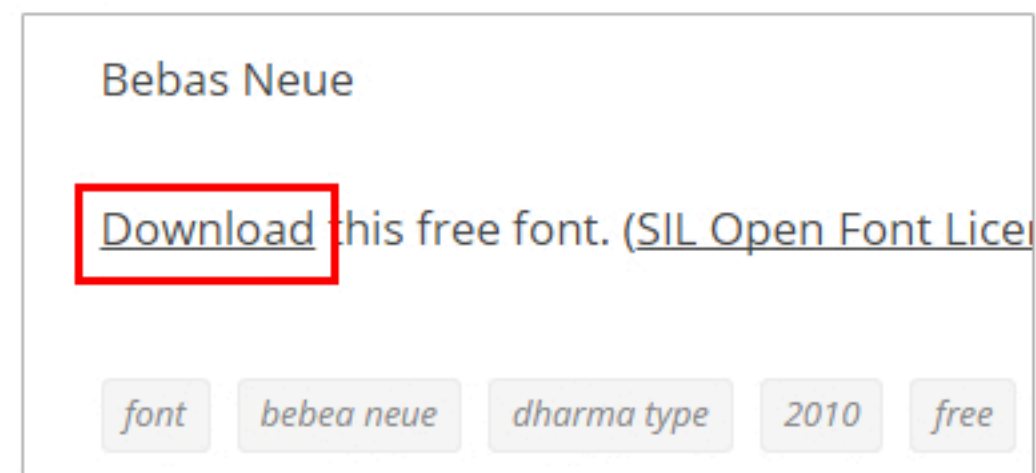
100 MINIMALISTIC TITLES  
25 CHARISMA TITLES  
25 BADGES

Download free fonts here:

NEXA BOLD <http://www.fontfabric.com/nexa-free-font/>



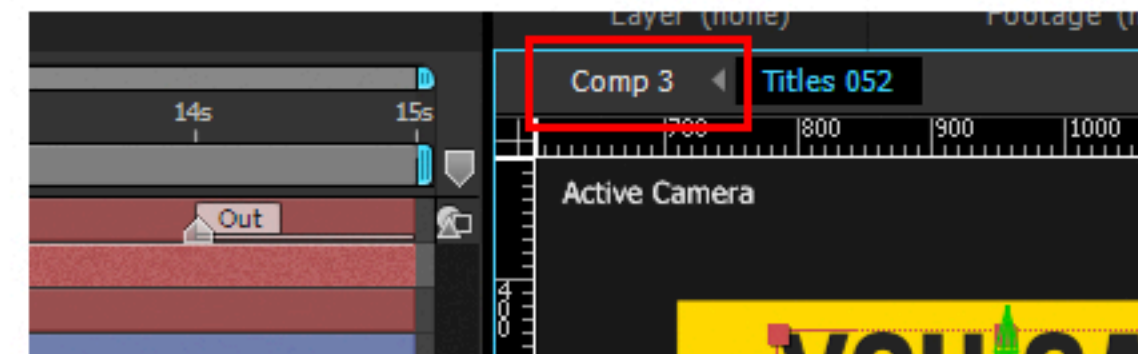
Bebas Neue <http://dharmatype.com/tagged/free>



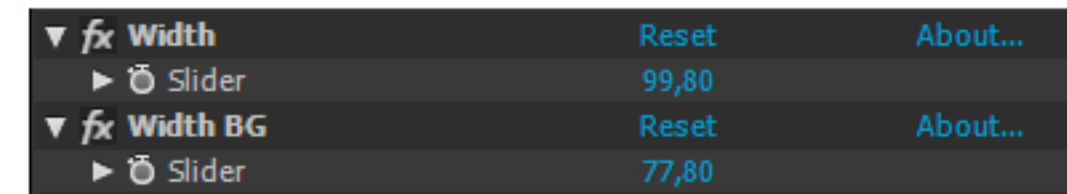
1. To change the text, make double click on composition layer and then double click on text layer.



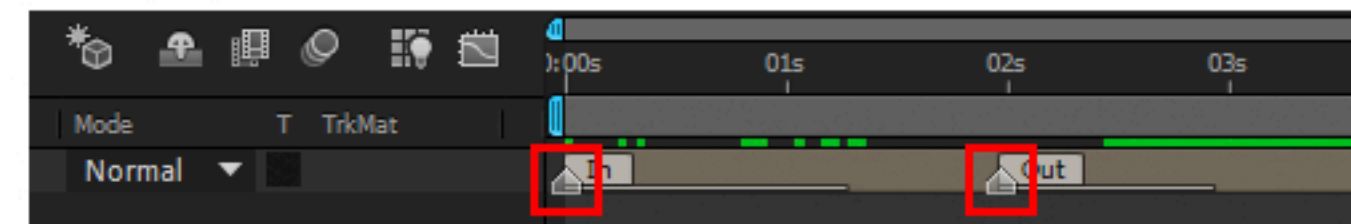
2. Type the text and go back to the previous composition.



3. Under the «Effect Controls» you can change width of placeholder, colors and many other options.



4. You can setup start and end of the animation by moving In/Out markers.

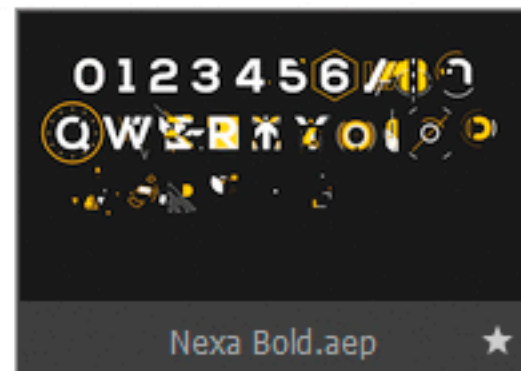


# ALPHABET

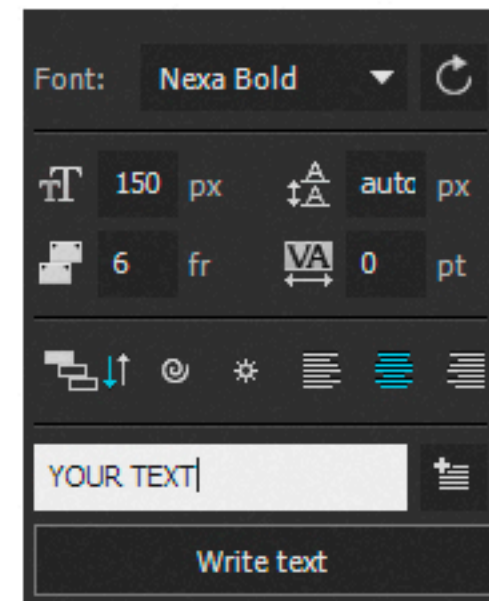
## FONT NEXA BOLD

Designed to create large titles and headlines. Not recommended for typing large amount of text and using on a small scale.

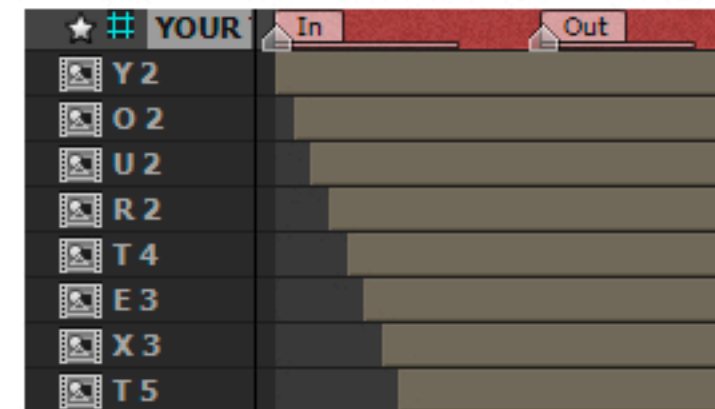
Double click on the font to add it to your project. Font Manager will open automatically.



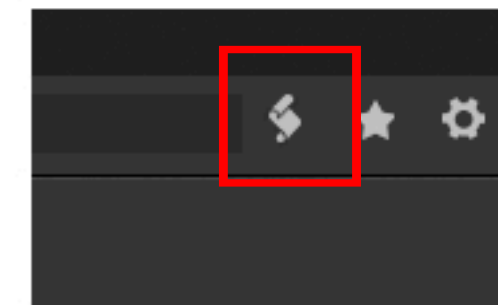
Enter text in the field and click "Write text" button.



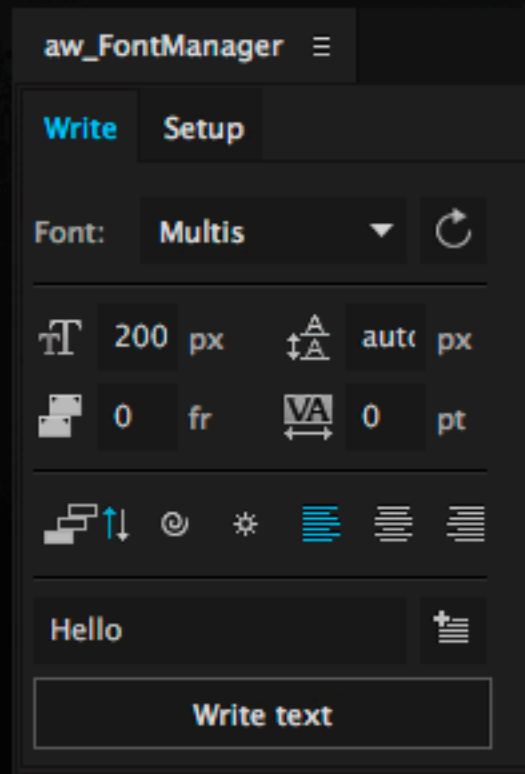
You can manage start and end of the animation by dragging In/Out markers.


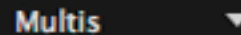
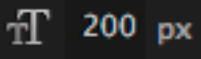
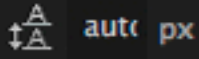
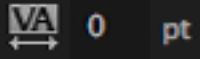
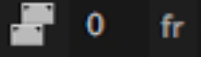




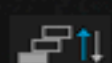






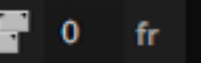


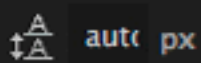


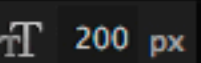

You can close Font Manager and re-open it from the list of scripts.



# TEXT OPTIONS



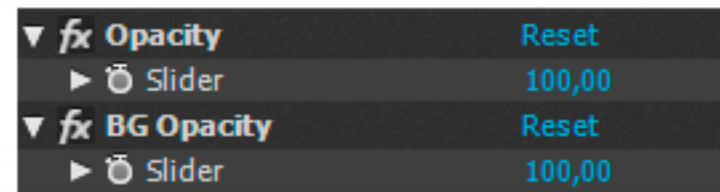
1. After adding animated font click “Refresh”  and select font 
2. Setup font size , leading  and tracking 
3. To make layers appear sequentially, choose layers offset 
4. Activate , if you want to control all paranted properties using one layer
5. If you need to turn on “Collapse Transformation”, activate icon 
6. Choose font alignment 
7. If necessary, you can change the layers order  **WORD** /  **WCRD**
8. Type your text here
9. Or, if you want to type multiline text use this button 
10. Click  to write text

-  You can use these options    even after you have written the text. Just select “Controller ” layer and click on any of these icons. If you want to shift your layers in time, click 
-  You can set “auto” mode , by clicking on  icon
-  You can reset font size to “150” px , by clicking on  icon

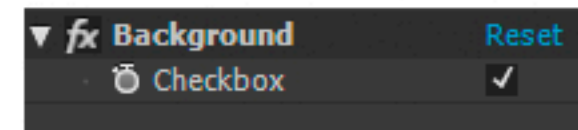
# BACKGROUNDS

25 2D BACKGROUNDS  
25 CHARISMA BACKGROUNDS  
49 GRADIENTS

You can change the opacity of the back side for 2D backgrounds



And back side for charisma backgrounds.



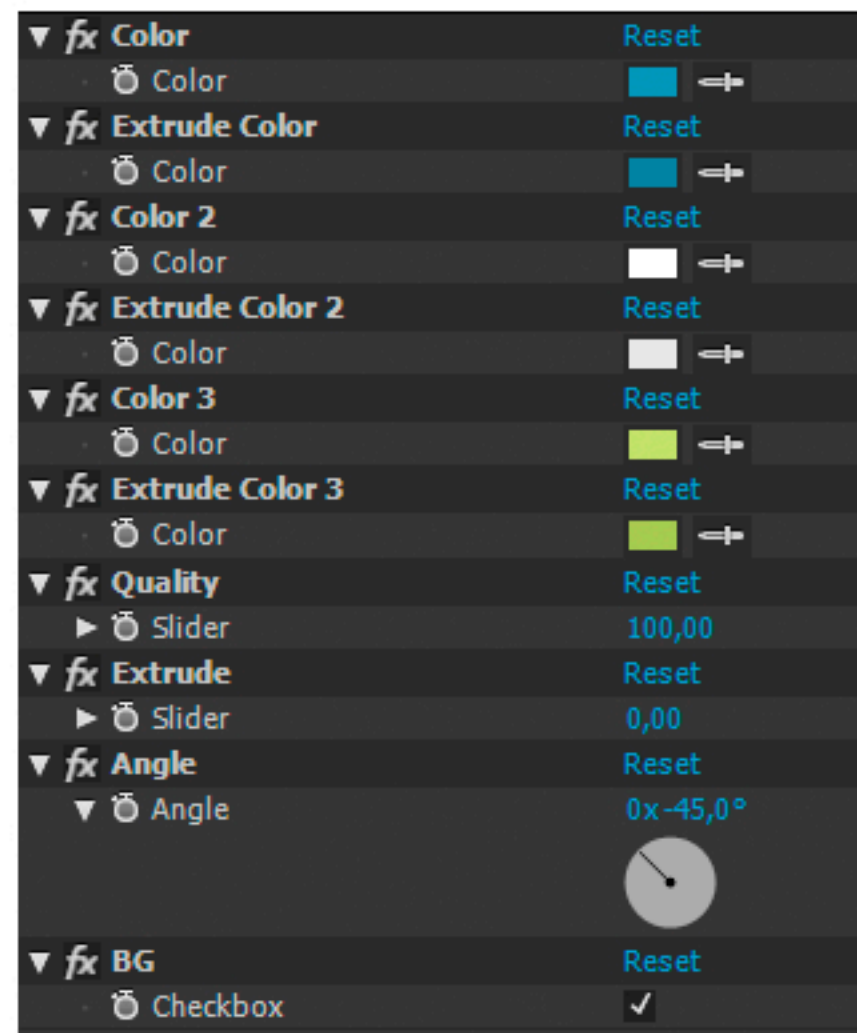
2D backgrounds don't have extrude, but they have more options to customize form.



# TRANSITIONS

25 SIMPLE  
25 CHARISMA  
25 HIGH-TECH

Default set of the colors and extrude.



# SHAPES

- 100 BASIC
- 25 CHARISMA
- 50 LINES
- 50 SPARKS
- 50 PARTICLES
- 50 MIXED

Have different settings for customizing the form.

▼ fx Width Lines	Reset	About...
▶ <input type="checkbox"/> Slider	9,90	
▼ fx Distance Lines	Reset	About...
▶ <input type="checkbox"/> Slider	38,80	
▼ fx Angle Lines	Reset	About...
▼ <input type="checkbox"/> Angle	0x-45,0°	
		
▼ fx Round Cap Lines	Reset	About...
<input checked="" type="checkbox"/> Checkbox	✓	
▼ fx Size Particles	Reset	About...
▶ <input type="checkbox"/> Slider	16,00	
▼ fx Poligon Points Particles	Reset	About...
▶ <input type="checkbox"/> Slider	3,00	
▼ fx Angle Particles	Reset	About...
▼ <input type="checkbox"/> Angle	0x-45,0°	
		

# ICONS

- 30 ECOLOGY
- 30 GAME
- 30 MEDICAL
- 30 BUSINESS
- 30 WEB

«Roundness» makes round edges of the background.



«Background» turns off the background.



«Extrude Top Animation» Turn off extrude of the icon, but leaves it for the background.

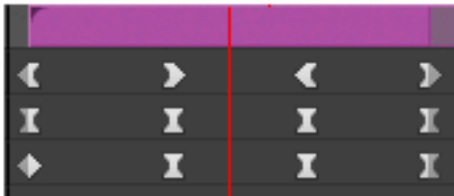


# COMPUTERS AND GADGETS

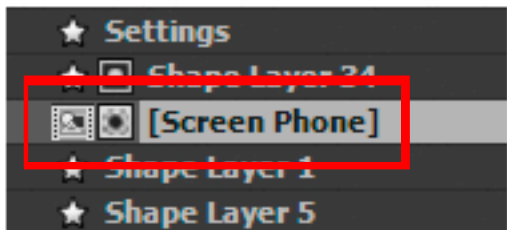
- 16 GADGETS × 3 ANIMATIONS
- 6 COMPUTERS × 3 ANIMATIONS × 4K VERSIONS
- 2 KEYBOARDS
- 2 MOUSES

The most complex elements in their structure. They allow you to create a 3d volume effect without using special editors. But due to the fact that the After Effect rendering does not always work correctly, some layers can merge and that's why the top layer could disappear. To avoid that, do not make the objects too small and don't put them too far from the camera. Also don't combine too much elements in one frame.

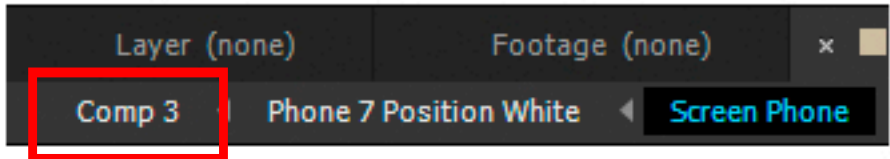
Elements are imported with the finished animation so you can move the keyframes and adjust the appearance distance.



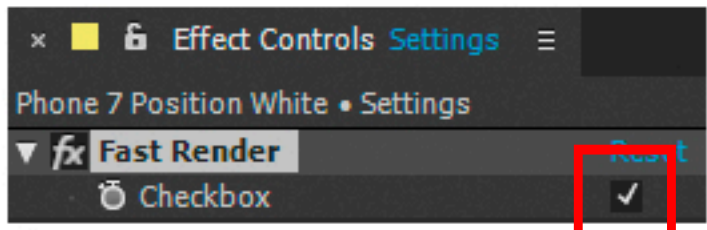
1. To add your animation to the screens, double-click on the layer, and then double-click on the layer "Screen". All layers inside the composition "Screen Pad" can be deleted.



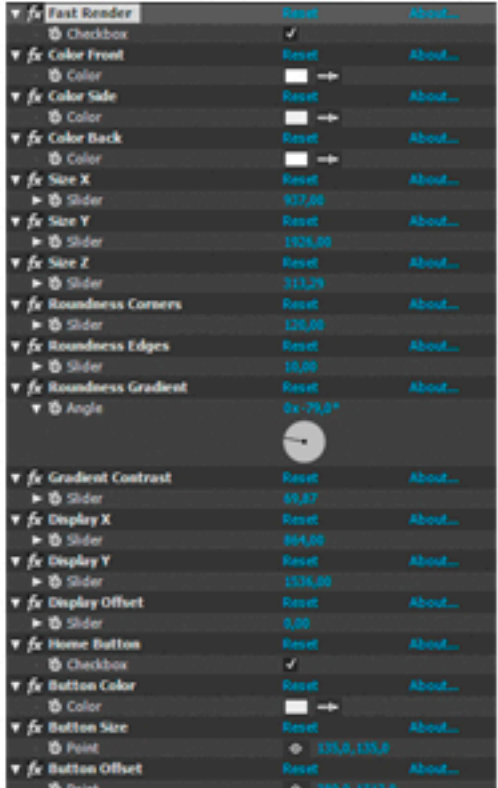
2. You can quickly return to the main composition by selecting it at the top.



In order to speed up the animation, select settings and click the "Fast render". It will turn off the visibility of the layers through one, which will speed up the render.



All elements are vector made, however the resolution on the displays is fixed. All as in real life.



# HANDS

Some hand-elements have a Null object in addition. Parent your layer to the Null object that you want to add to the frame or take it from the frame. Some hands put something in the frame, some hands take something.



Just unwind the Current Time Indicator at the end of the animation and parent your layer using the “Parent” button.



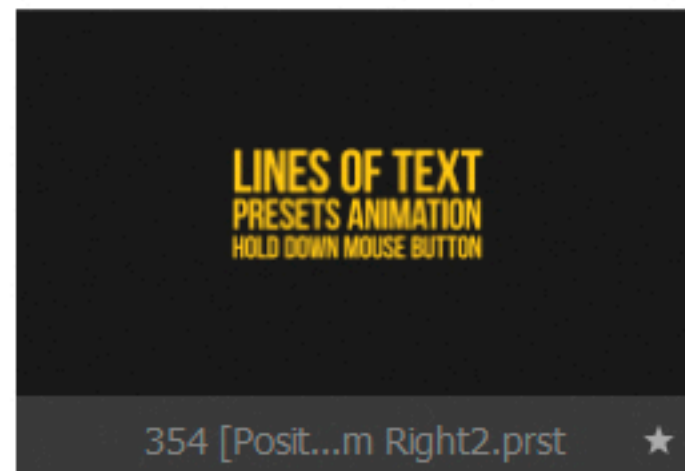
Result:



# PRESETS

179 2D PRESETS  
248 3D PRESETS  
354 TEXT PRESETS

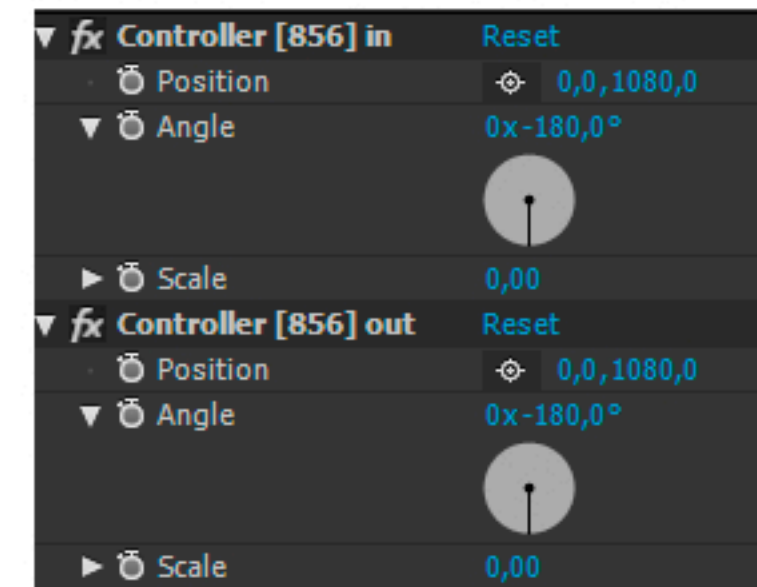
Select 2D, 3D or text layer and make double-click on the desired animation preset. Start and end of the animation will be the same



To make different start and end animations, choose different preset and click and drag the cursor to "IN". Then select the Out preset, and click and drag to the "OUT".



Some presets have settings under the "Effect Controls" window. If you do not see this window, open it via "Windows > Effect Controls"



To change animation speed, move In/Out markers and trim the edges of the layer using keys combinations "Alt + [" and "Alt + ]".



**BIG PACK**