

MEMORIES LANE

INSTALL THE FONTS

- INSTALL THE REQUIRED FONTS
USED FONT IS DANIEL, NOVECEN TO WIDE
LINK TO DOWNLOAD FONT
<https://www.fontsquirrel.com/fonts/daniel>
<http://www.fontsquirrel.com/fonts/novecento-wide>

CUSTOMIZATION INSTRUCTIONS

- LOAD THE PROJECT FILE.
- YOU CAN FIND FOLDER NAMED "*#EDITABLE*" IN THE PROJECT PANEL.
- INSIDE THE "*#EDITABLE*" FOLDER YOU CAN FIND ALL THE COMPS TO BE EDITED

CHANGING THE TEXT

- INSIDE THE “#EDITABLE” FOLDER YOU CAN FIND ANOTHER FOLDER CALLED TEXTS
- INSIDE THE TEXTS FOLDER YOU CAN FIND ALL THE TEXT COMPS TO BE EDITED
- DOUBLE CLICK THE TEXT HOLDER COMPS TO OPEN IT.
- YOU CAN FIND THE TEXT LAYERS TO BE EDITED.
- DOUBLE CLICK THE TEXT LAYER AND REWRITE YOUR OWN TEXT.
- YOU CAN SELECT THE PLACEHOLDER TEXTS LAYER AND MOVE IT ANYWHERE YOU WANT
- ALSO YOU CAN ADJUST THE SIZE OF THE TEXT BAR BY SELECTING THE SHAPE LAYER AND ADJUSTING IT'S SIZE
- THIS PROCESS IS REPEATED FOR THE OTHER SCENES ALSO.

HIDING THE TEXT

- IN THE RENDER COMP YOU CAN FIND A LAYER CALLED TEXT ON/OFF
- SELECT THE LAYER AND HIT F3 TO BRING ITS EFFECT CONTROL PROPERTIES
- CHECK “HIDE ALL TEXT” TO HIDE ALL THE TEXT OR YOU CAN HIDE INDIVIDUAL TEXTS ALSO WITH THE OPTION GIVEN IN THE LAYER

CHANGING THE TEXT BLOCK COLOR

- IN THE RENDER COMP YOU CAN FIND A LAYER CALLED TEXT BLOCK COLOR.
- SELECT THE LAYER AND HIT F3 TO BRING ITS EFFECT CONTROL PROPERTIES
- CHANGE THE COLOR OF THE TEXT BLOCK TO THE COLOR YOU WANT

CHANGING THE PLACEHOLDERS

- INSIDE THE PLACEHOLDERS FOLDER YOU CAN FIND ALL THE PLACEHOLDER COMPS TO BE EDITED
- DOUBLE CLICK THEPLACEHOLDER COMPS TO OPEN IT. DELETE THE BLUE SOLID LAYER
- IMPORT YOUR FILES BY GOING TO FILE->IMPORT->FILE
- THEN DRAG AND DROP YOUR PICTURES INTO THE COMP YOU HAVE OPENED BELOW THE SHAPE LAYER AND ADJUST IT.
- THIS PROCESS IS REPEATED FOR THE OTHER SCENES ALSO.

CHANGING THE MUSIC

- YOU CAN FIND A FOLDER NAMED “#MUSIC” AT THE PROJECT PANEL.
- INSIDE THE “#MUSIC” FOLDER YOU CAN FIND THE MUSIC COMP TO BE EDITED.
- DOUBLE CLICK THE “MUSIC” COMP TO OPEN IT.
- IMPORT YOUR MUSIC FILE BY GOING TO FILE->IMPORT->FILE
- DRAG AND DROP THE MUSIC INTO THE COMP YOU HAVE OPENED.

RENDERING

- FINALLY RENDER THE “!RENDER COMP” AND RENDER IT OUT.

CONATCT

- IF YOU NEED ANY HELP CONTACT ME AT aravind1991rulerz@gmail.com

RATING

- PLEASE RATE IT IN YOUR DOWNLOAD SECTIONS IF YOU LIKE THIS PROJECT.
- THANK YOU SO MUCH FOR PURCHASING THIS PROJECT :D