

Carousels and Galleries Template Quick Start Tutorial

Thank you for choosing this item!

This item comes with 200+ carousel and gallery designs splitted into 26 different categories.

1, Installing fonts:

There are 4 free fonts included in this item, all in below:

Fjalla: <https://www.fontsquirrel.com/fonts/fjalla>

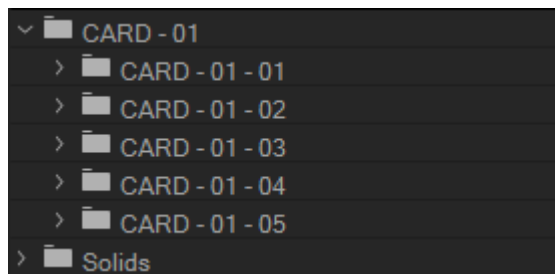
HansonBold: <https://fontlot.com/101019/hanson-bold-free-font/>

Antonio: <https://www.fontsquirrel.com/fonts/antonio>

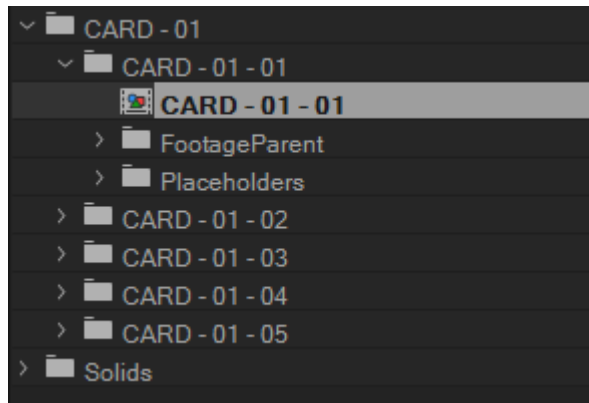
LTSuperior <https://www.dafont.com/lt-superior.font>

2, Introduction to project structure:

Each “aep” file contains design template of one category, lets use “CARD - 01” as example, it has 5 design after effects folder in this category, like in below:

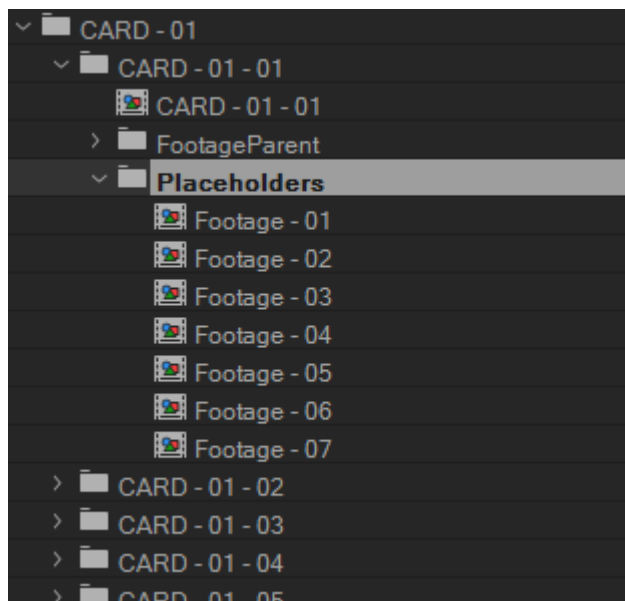


Each category has a main comp, for example there is a “CARD – 01 - 01” comp in design “CARD – 01 - 01” folder, we will use this comp for editing, viewing and rendering



Here is how to add your footage:

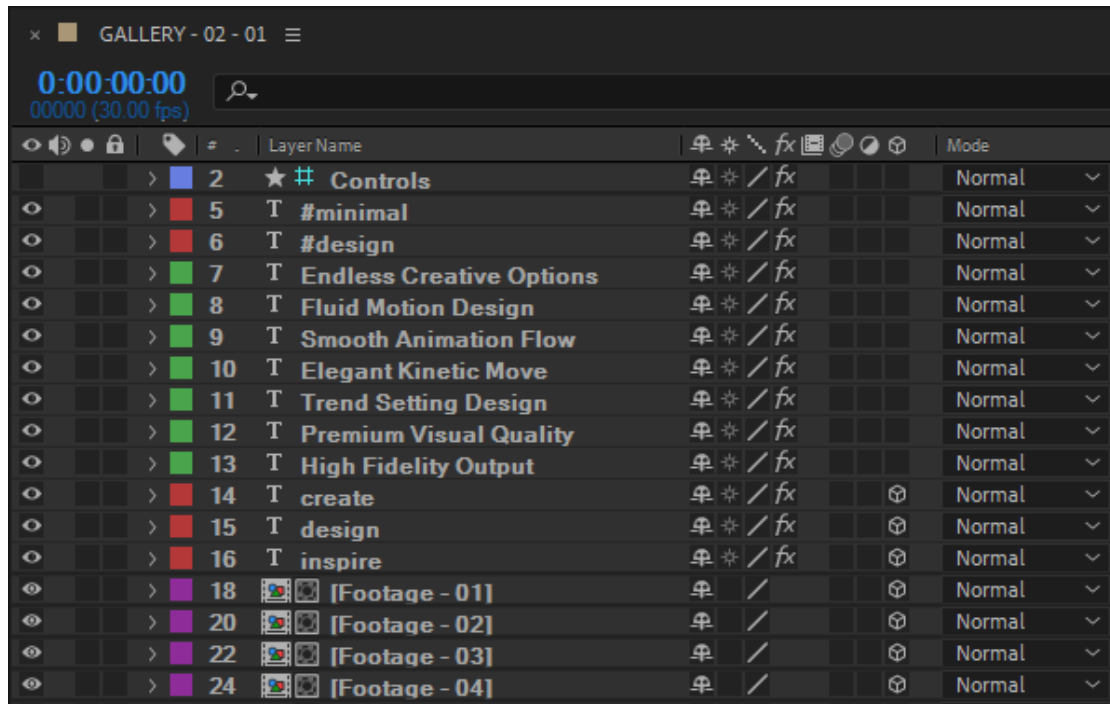
There is a “Placeholders” folder included in each design, this is the folder responsible for adding footages into our design, you can open all “Footage – 0*” comps in it, add your footage into each comp. and see the result in main comp, “CARD – 01 -01” comp in this case.



NOTE: there is some of the designs (folder “GALLERY - 09”) needs your footage to be background removed before adding it.

Here is how to change texts:

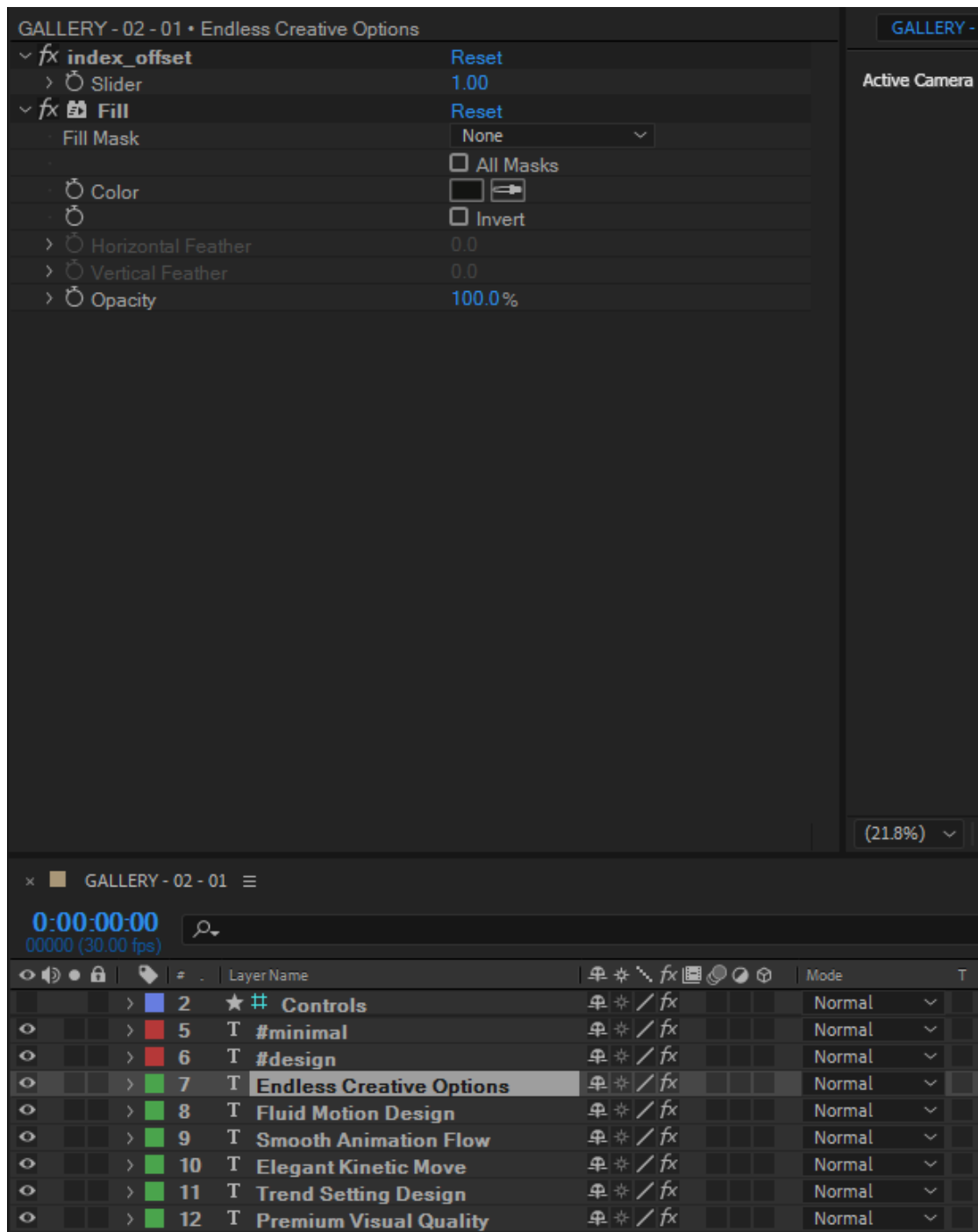
You will see a bunch of text layers in main comp, lets use “GALLERY – 02 - 01” comp as example:



You select one of the text layer in comp, then scroll the timeline to make it appear on composition window, then double click that text on comp window to edit its content, make sure your select layer and text con comp window is the same (cause the entire animation is looped, and multiple text layers are in same location, they will appear and disappear as animation goes, so making sure not editing the wrong text is important).

Here is how to change text color:

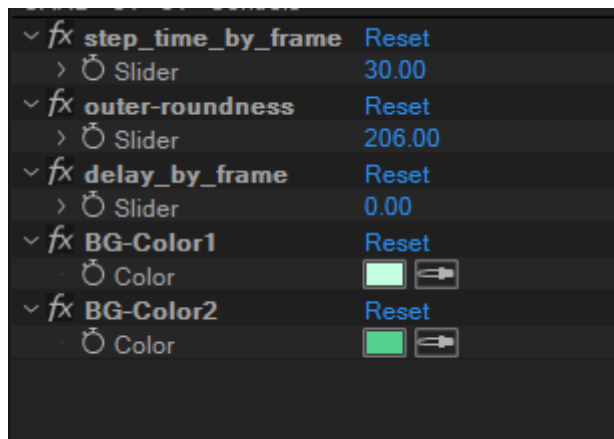
There is a "Fill" effect on each text layer, you can select that text layer and find out that fill effect and change its color:



There are other non-related effects (please do not touch them).

3, “Controls” settings in main comp:

If you opened up the main comp and select its “Controls” layer you will see a bunch of small control sliders in it (if you are not seeing these sliders, you right click on “Controls” layer, choose “Open”, and click “Open Effect Controls”).



Introduction to control sliders:

1), "step_time_by_frame": this is the slider that responsible for controlling the speed of overall animation, yes, overall animation can be faster and slower, you will see its value is 30, and it is "by frame", not by seconds or any other units, you can see all animation occurs by step in our design, means each card or footage moves from "position1" to "position2", then from "position2" to "position3" so on, so moving from one position to another is called a "step", this slider is the time spent on one step, it is by frame, and its value is 30, means it used 30 frames on one step (frame rate of all comp is 30, so it is 30 divided by 30, exactly 1 seconds), if you set it to 60, means it will uses 60 frames for one step (2 seconds), animation will slows down, vise versa.

2) "outer-roundness": it is the roundness of all cards in current design.

3) "delay_by_frame": some times you will want the animations of cards or footages to delay from one another, this is the delaying controller, and its "by frame", means animation of next card will delays by x frame than current card animation,

4), "BG-Color": straightforward, it is the background color of the design, sometimes you will see "BG-Color1" and "BG-Color2", more than one background color, because some designs uses gradient like backgrounds, these are the two colors of that background.

5), you will see different controls sliders in some designs that I did not described above, they are very straightforward and very easy to understand.

4, Using "CarouselEditor.jsx" script:

1), Installing the script,

(1), locate your script folder:

Windows: C:\Program Files\Adobe\Adobe After Effects [Your Version]\Support
Files\Scripts\ScriptUI Panels

macOS: /Applications/Adobe After Effects [Your Version]/Scripts/ScriptUI Panels

(2) copy the script:

copy your "CarouselEditor.jsx" file, by clicking Ctrl+C on windows or Command+C on macOS.

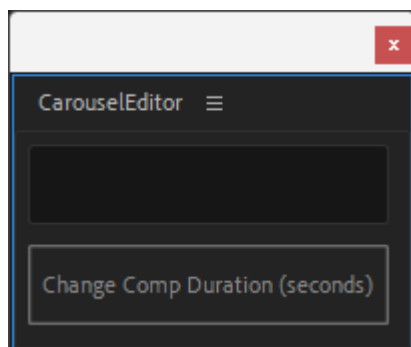
(3) paste the script:

paste the file into the ScriptUI Panels folder by clicking Ctrl+V on windows or Command+V on macOS.

(4) restart After Effects, close and reopen After Effects, do not forget to save your edits when closing after effects.

(5) open the Script in AE:

go to "Window" in the top menu → "CarouselEditor.jsx" will appear there.



2), Using the "CarouselEditor.jsx" script:

"CarouselEditor.jsx" script used for changing the time duration of the current design, design has a bunch of layers and nested comps, so manually changing duration is tedious. script window has a text input and a button, you open and choose a main comp ("CARD – 01 – 01" comp for example), then you input a time value (by seconds) in script and click "Change Comp Duration (seconds)" button, it will change all time durations in current design for you. sometimes you will see result is disappearing on extended part when extending a comp duration, this is not a error of the design template or script, you just have to save your design and re-open in after effects (guess it is a caching problem).

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Thank You!