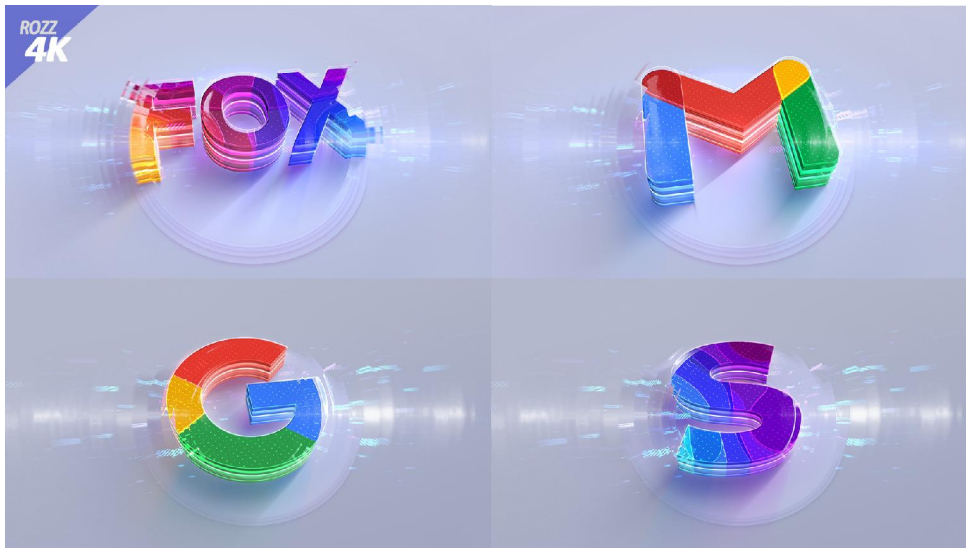




Digital Futuristic Logo Intro Elegance White 3D



Hello Dear!

Thank you for purchasing my after effects template.
I hope you would like it and very useful.
Thanking for your support,
it's highly appreciated.

Adobe After Effects [CC2019](#) (software)
or
Newer version required to open this template file.

Digital Futuristic Logo Intro Elegance White 3D

Steps that you need to follow:

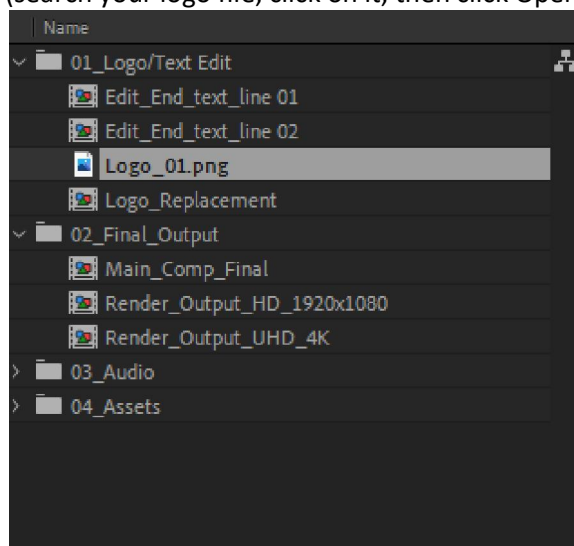
1. Logo
2. Tagline
3. Audio
4. Edit Controllers
5. Render

First select the [\(Digital Futuristic Logo Intro Elegance White 3D\)](#)

(after effects project) and to open from the [zip file extracted folder](#).

1. Logo:

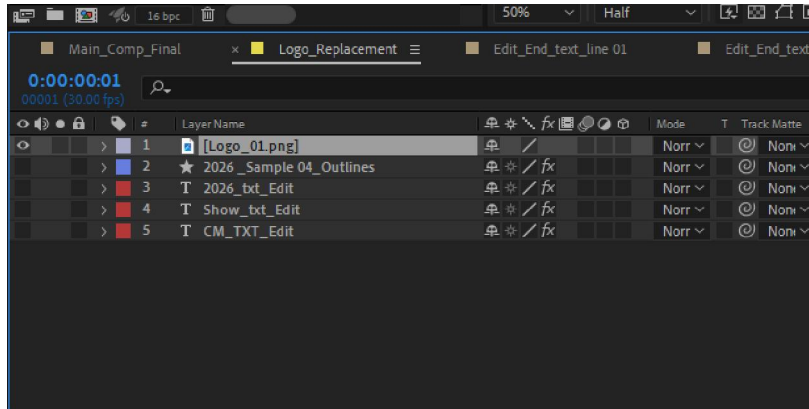
- a. Import your logo in to After Effects.
- b. In the Project panel get into ["01_Logo/Text Edit"](#) folder
Right click on the ["Logo_01.png"](#) file-> **Replace footage** -> **File**
(search your logo file, click on it, then click Open)



- c. Double click & Open "Logo Replacement" comp to adjust it

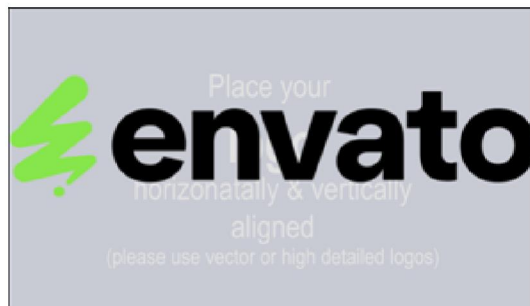
Adjust position and scale if needed.

(To adjust scale click on your logo and **press "S"** key, adjust scale amount



Adjust position click on the logo and drag with the cursor

Scale the logo as to the fullest as possible shown in the sample images.
Keep the Logo fully centered



TEXT INSTEAD OF LOGO

Open "Logo Replacement" composition.

Switch off the "Logo layer and Activate the text layer by clicking the eye ball.

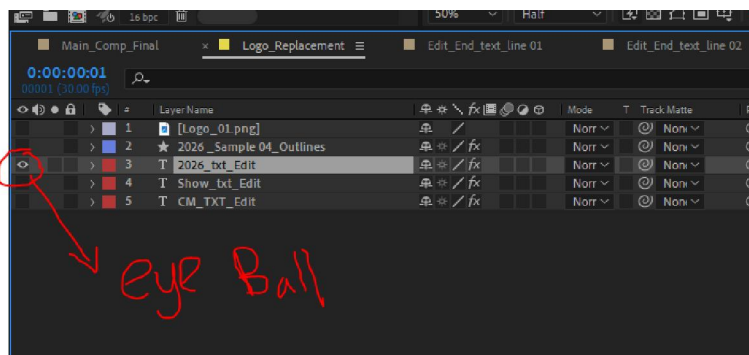
Example as in the preview video

"2026_txt_Edit"

"2026_txt_Edit" "Font" Used " " origin-tech

Text Under Logo - Orbitron

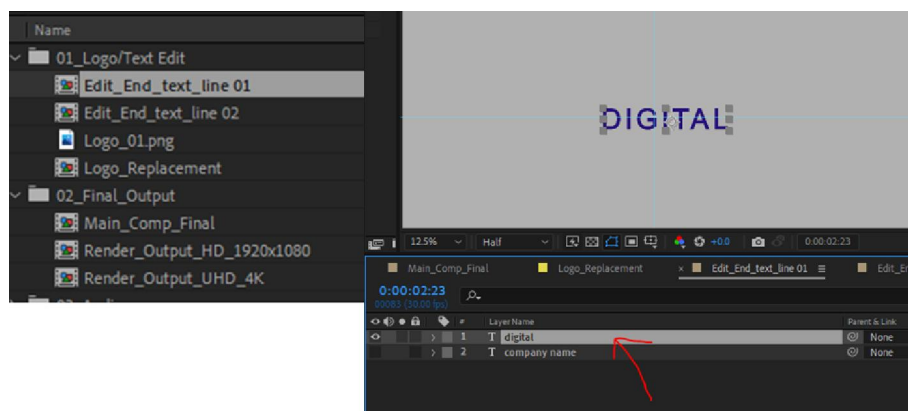
(click on the eye ball switch to activate the layer
(Switch off unnecessary layers by clicking the eye ball)



Double click on the text layer and type your text.

2. Tagline:

1. In the project panel get into folder "01_Logo/Text Edit" > Edit_End_text_line



2. Open composition and type your text.

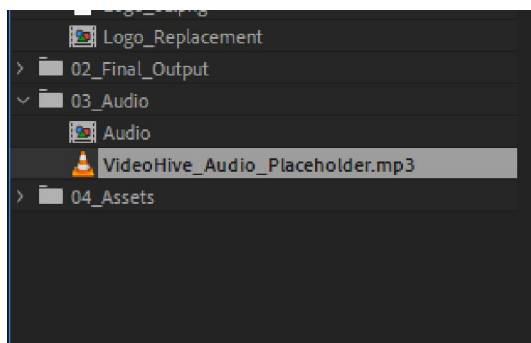
Same procedure for the "Edit_End_text_line 02"

3. Audio:

Audio file purchase link:

<https://audiojungle.net/item/crystal-logo/46372141>

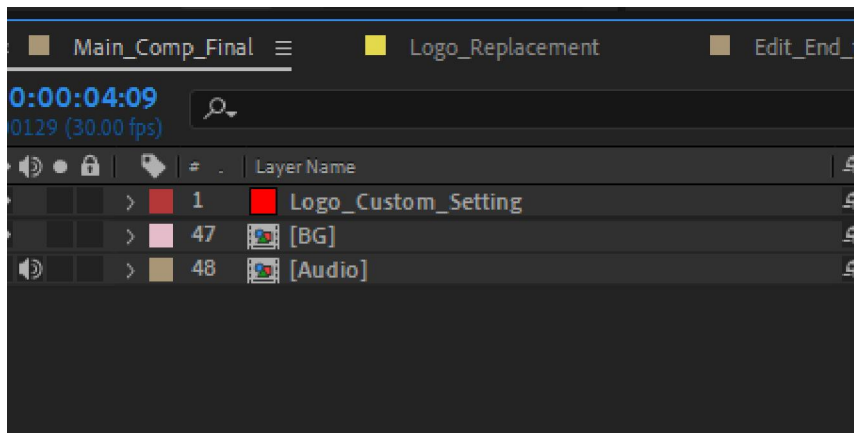
- a) In the project panel get into folder "03_Audio"
- b) Right click on the " VideoHive_Audio_Placeholder.mp3" file:
Replace footage > File (search the audio file, click on it, then click Open)



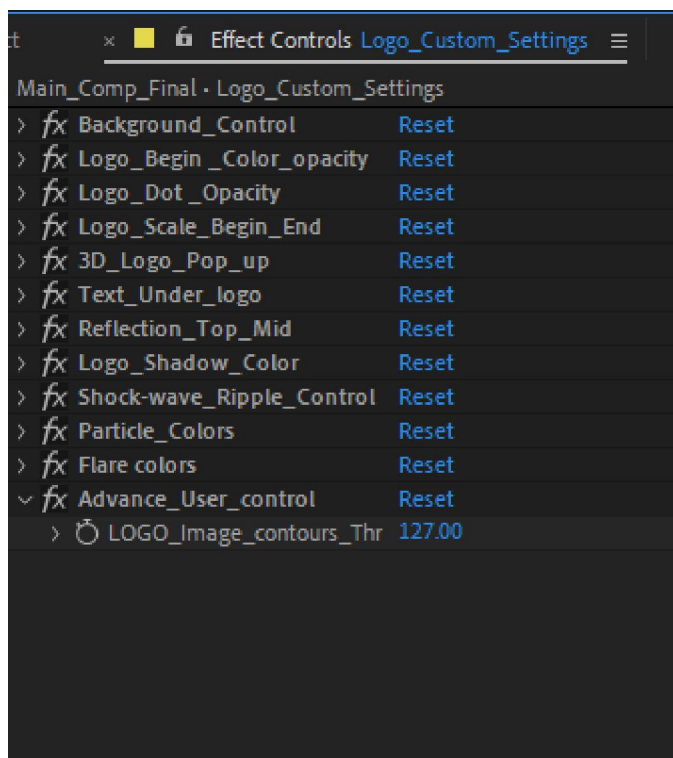
(The music is not included but can be purchased from the "UniSounds"
(Crystal Logo) on Audiojungle.net)

4. Edit Controllers

1. In the project panel get into folder "02_Final_Output "
2. Open the " Main_Comp_Final". comp
3. Choose "Logo_Custom_Settings" adjustment layer



4. Press "F3" in the keyboard. You will see some settings in the effect control window. Change what you need in Effect Control Panel.



5.Render:

1. In the project panel get into folder "02_Final_Output "
2. This time Select composition Named "Render_Output_UHD_4K" or "Render_Output_HD_1920x1080" (depend on your requirement)
3. Go to Menu and select **Composition -> Add to Render Queue**
Adjust the settings and render out video with required file format.
(Ex : .mov .avi .mp4...ect)

Congratulations.

You are done a excellent job. Enjoy!

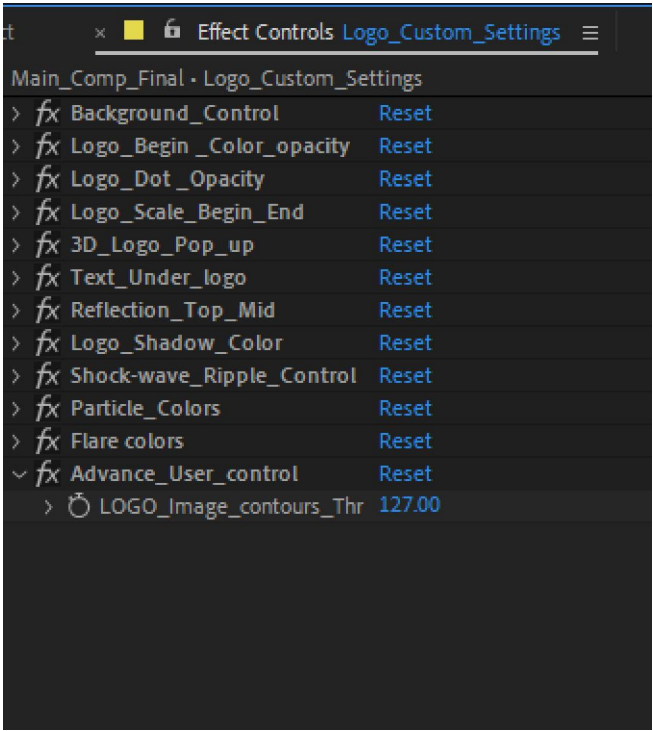
if you need any further help,

Contact me through my profile page and I will gladly help you out:

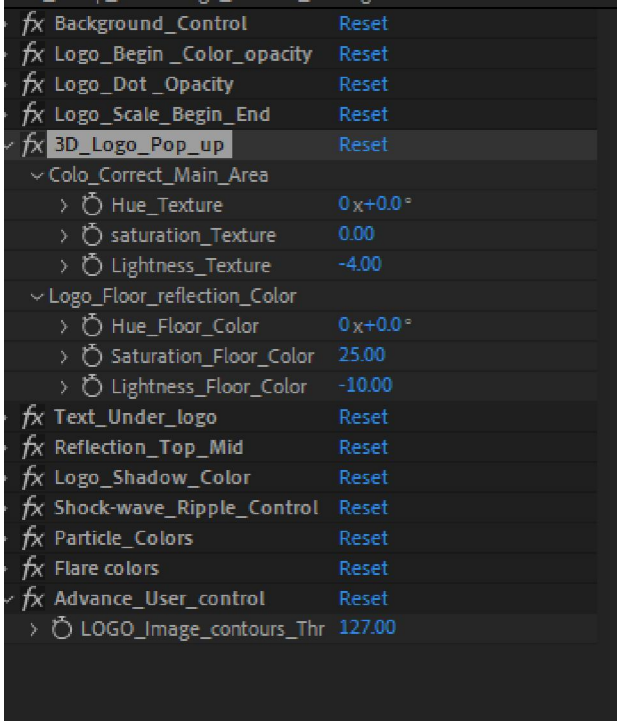
<http://videohive.net/user/Rozz>

If you like it - Please be kind enough to rate My project!

Edit -Extra Controllers in Depth

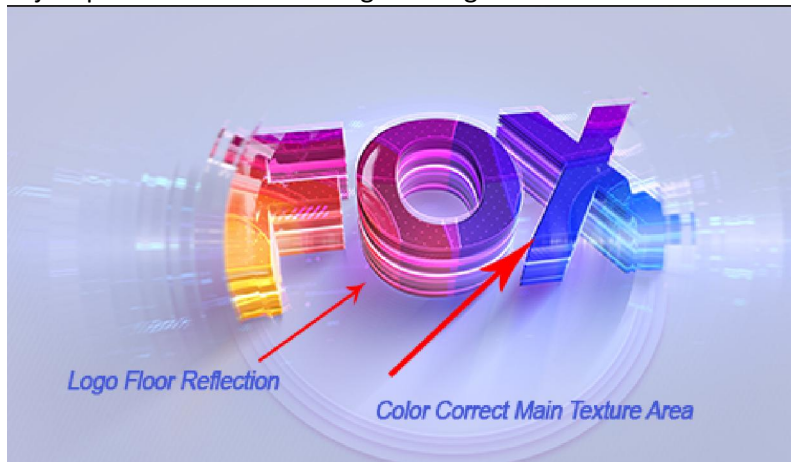


1. 3D_Logo_Pop_up

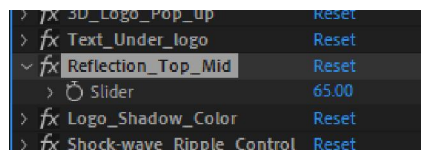


Setting will be changed as illustrated below

- Color Correct Main Texture Area
Adjust logo color with (Hue/Saturation/Lightness) parameters
- Logo Floor reflection Color
Adjust parameters for to change the logo reflection Colors

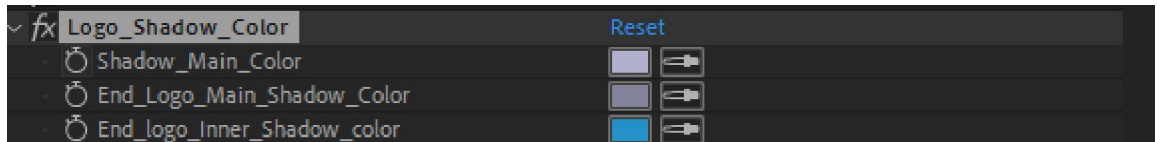


2. Reflection_Top_Loo_Begin



Adjust the Logo begin part Reflection intensity

3. Logo_Shadow_Color



- These settings will change the logo shadow colors



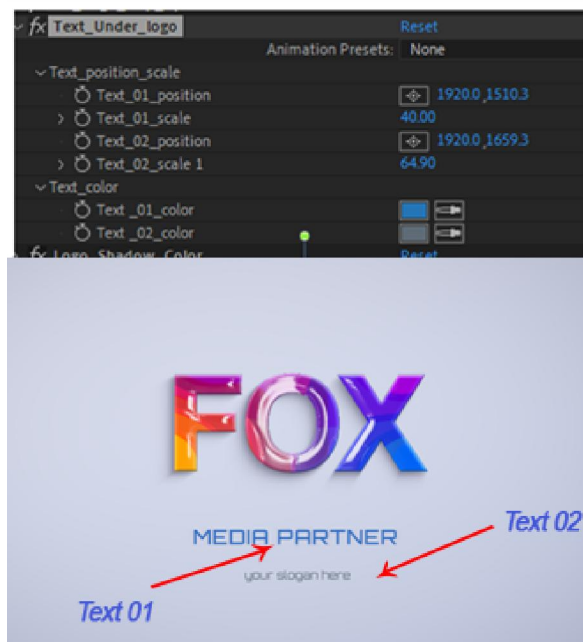
4. Logo Scale Begin End

- **Begin Logo Scale**
Change Begin point scale of the logo.
- (Keep the time line in the “08” marker)
- **End Logo Scale**
Change end point scale of the logo.
(Keep the time line in the “End Logo_scale” marker)

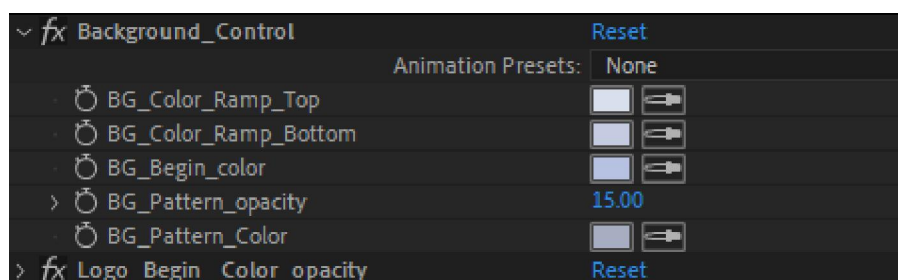
5. Text_Under_logo

- Txt_position_Scale /Text Color

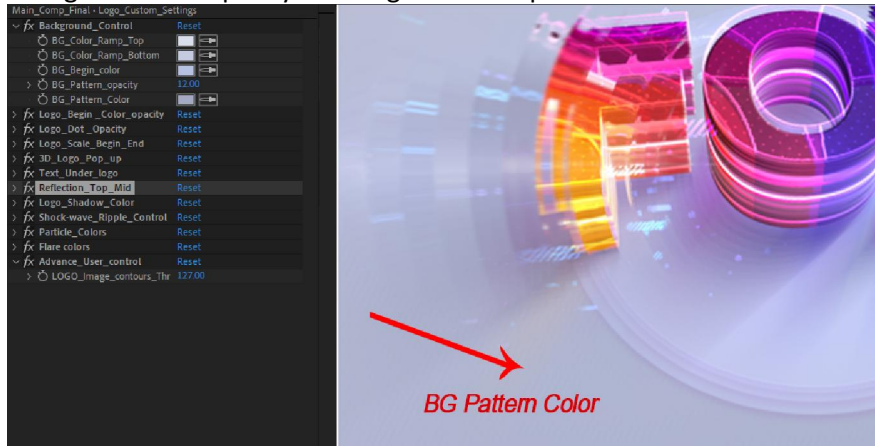
Change end Text under logo position, scale and text colors



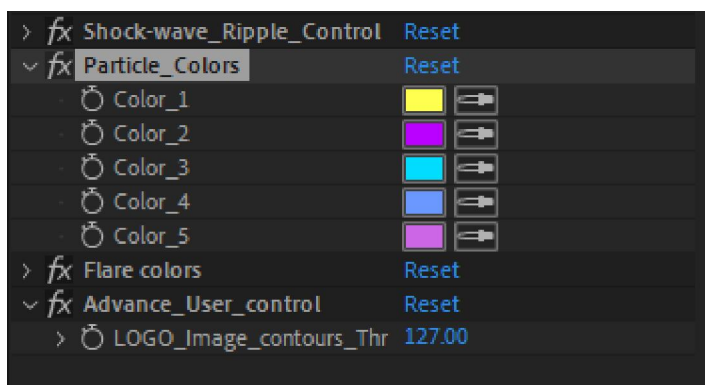
6. Background Control:



- **BG_Color_Ramp_Top/ BG_Color_Ramp_Bottom**
Change Background Colors as required
- **BG_Begin_Color**
Change begin Background Color
- **BG_Pattern_Opacity/ BG_Pattern_Color**
Change Colors & opacity of background line pattern.



7. Particle Color



Change particle colors

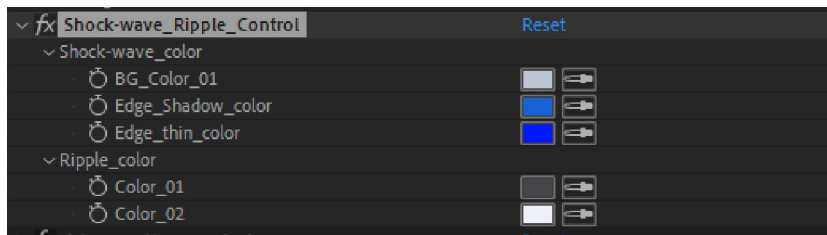


8. Flare Color



Change flare color (Hue/ saturation/ Lightness)

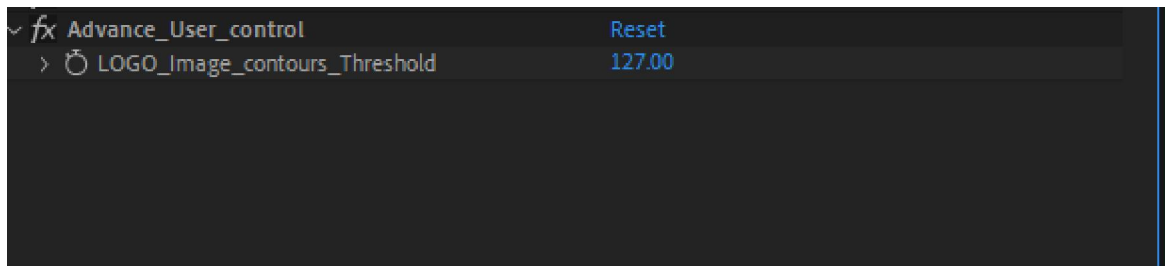
9. Shock-wave_Ripple_Control



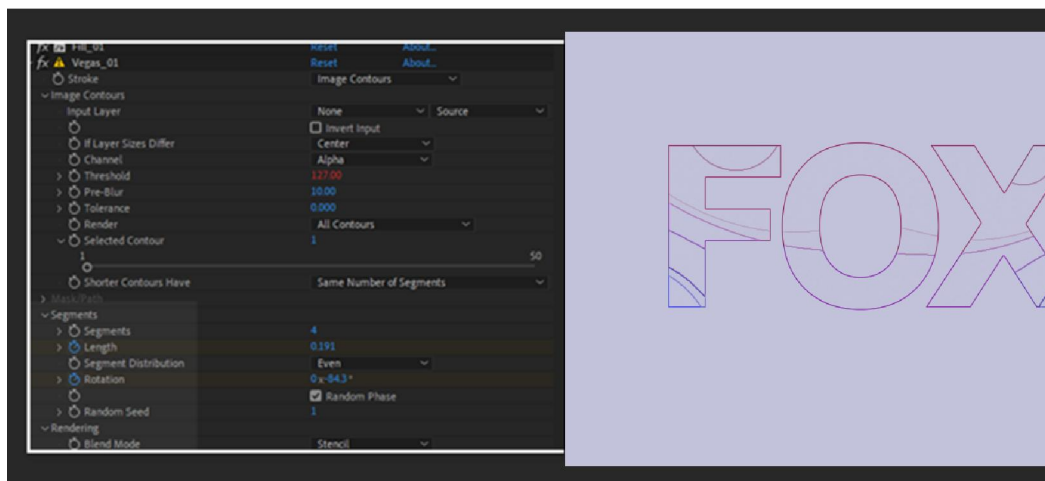
All Settings will be changed as illustrated below



10. Advance_User_control



- This section is for advanced users only
- This will control the **vegas** effect image contours threshold. This will generate stroke around the logo. Normally keep this value of 127. If your logo is having problem with stroke making please lower this value a bit.
- Very Important factor is always use **vector LOGO** file or **Hires logo** files for this project.



You Are Done! Enjoy!
If you like it – Please don't forget to rate