



User Manual for AE template Phone 11 Pro folder

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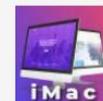
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How to use template



Import template into your
After Effects project

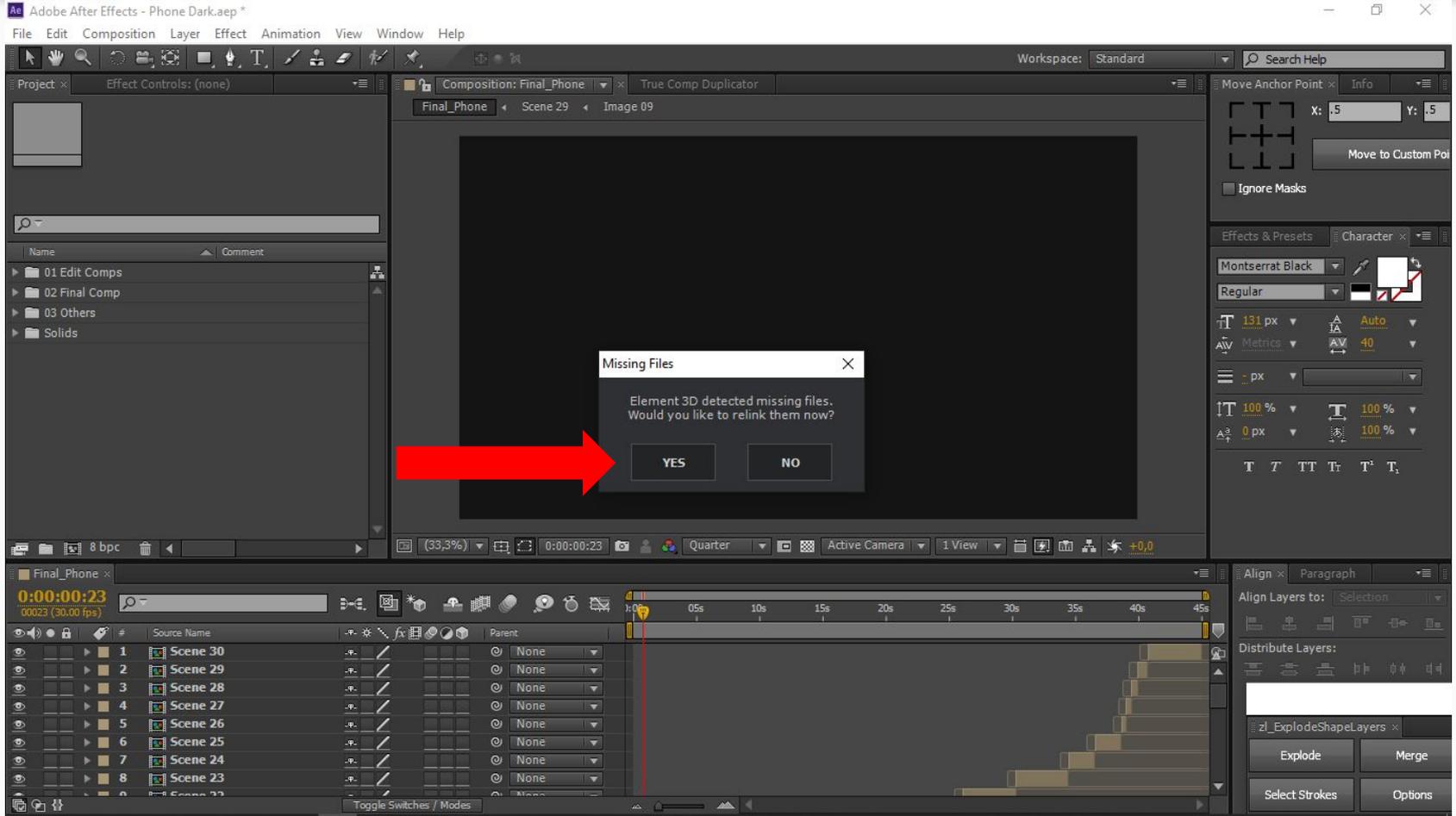


Insert element into
your scene

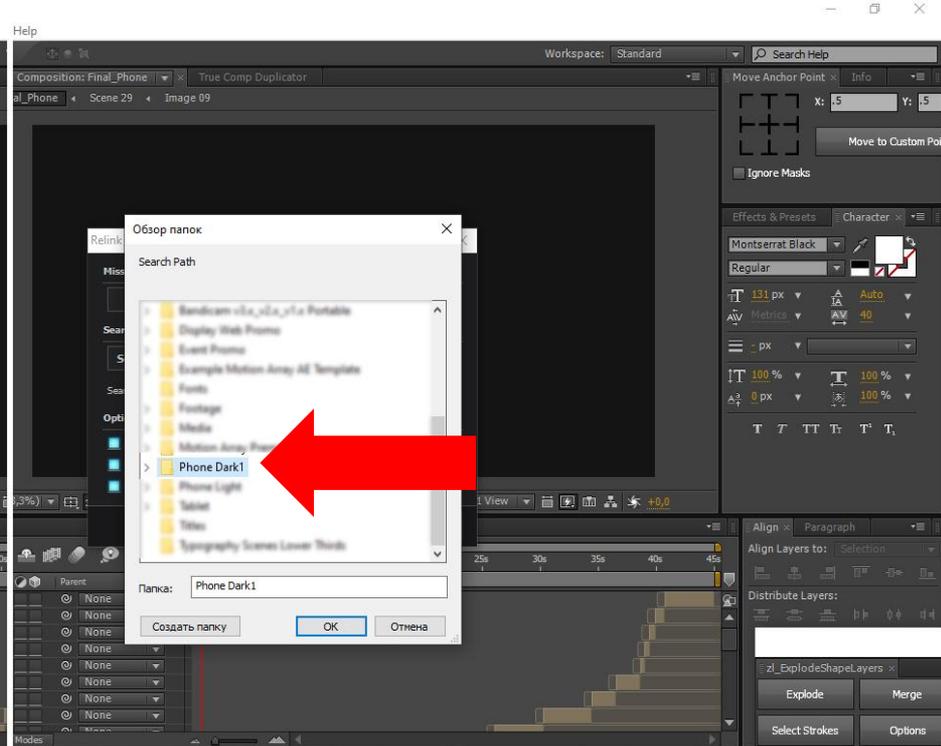
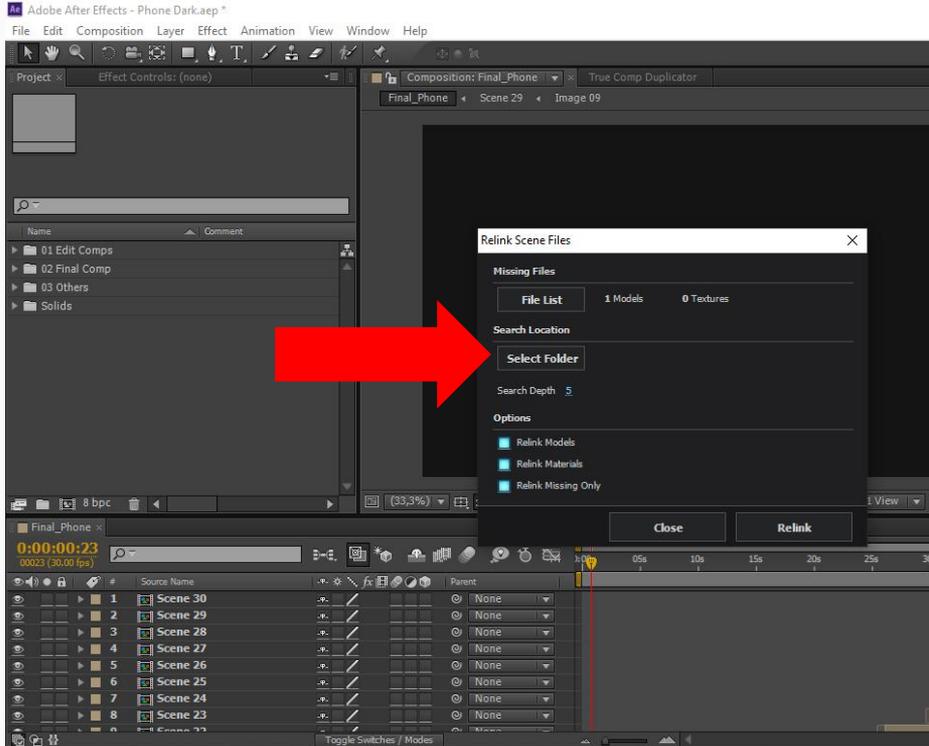


Customize your project

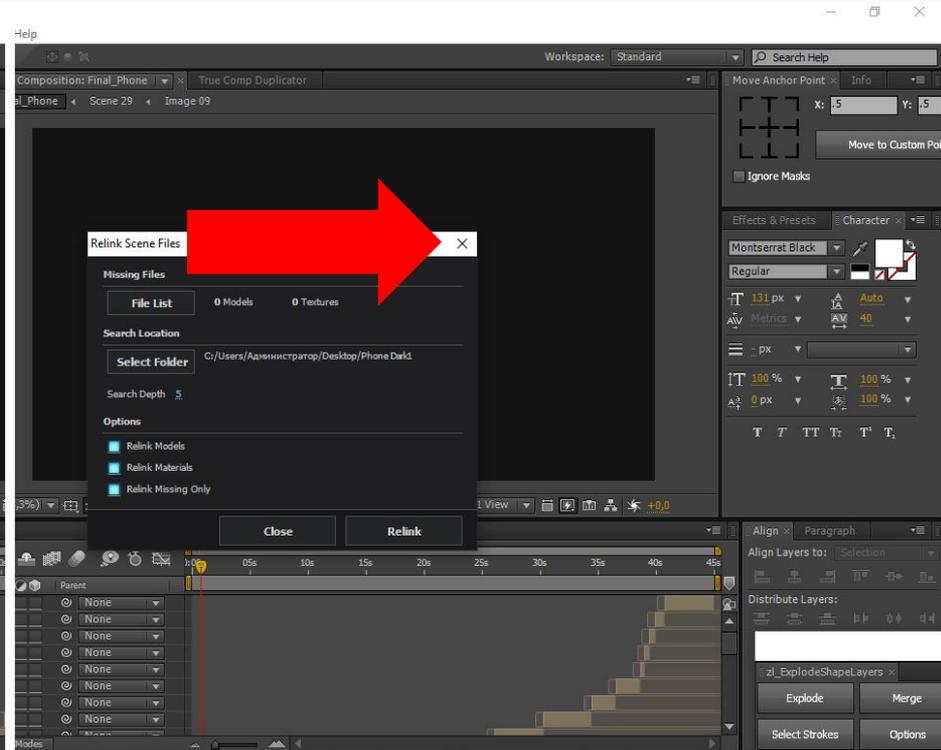
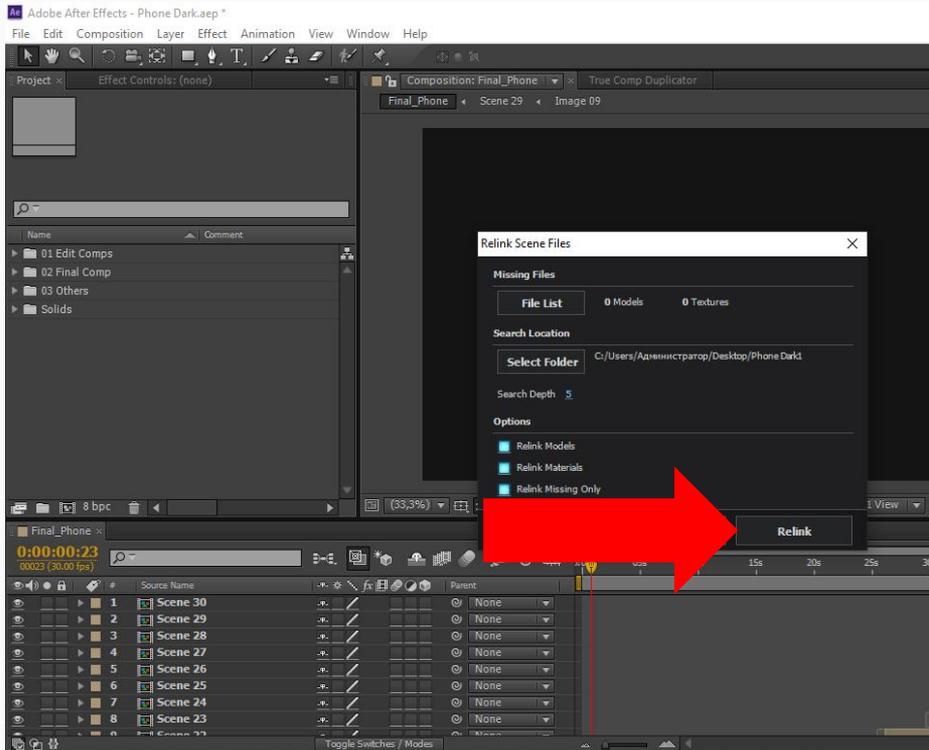
For the correct operation of the plug-in, you need to load the phone into the plug-in, for this you need to click on the "YES"



Then follow the prompts, the red arrow in the pictures
Then, you should select the project folder and click "OK"



Then follow the prompts, the red arrow in the pictures
Then you close the window and can use the project.



Use Element 3D

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ELEMENT 3D **V2.2**

ADVANCED 3D OBJECT & PARTICLE RENDER ENGINE

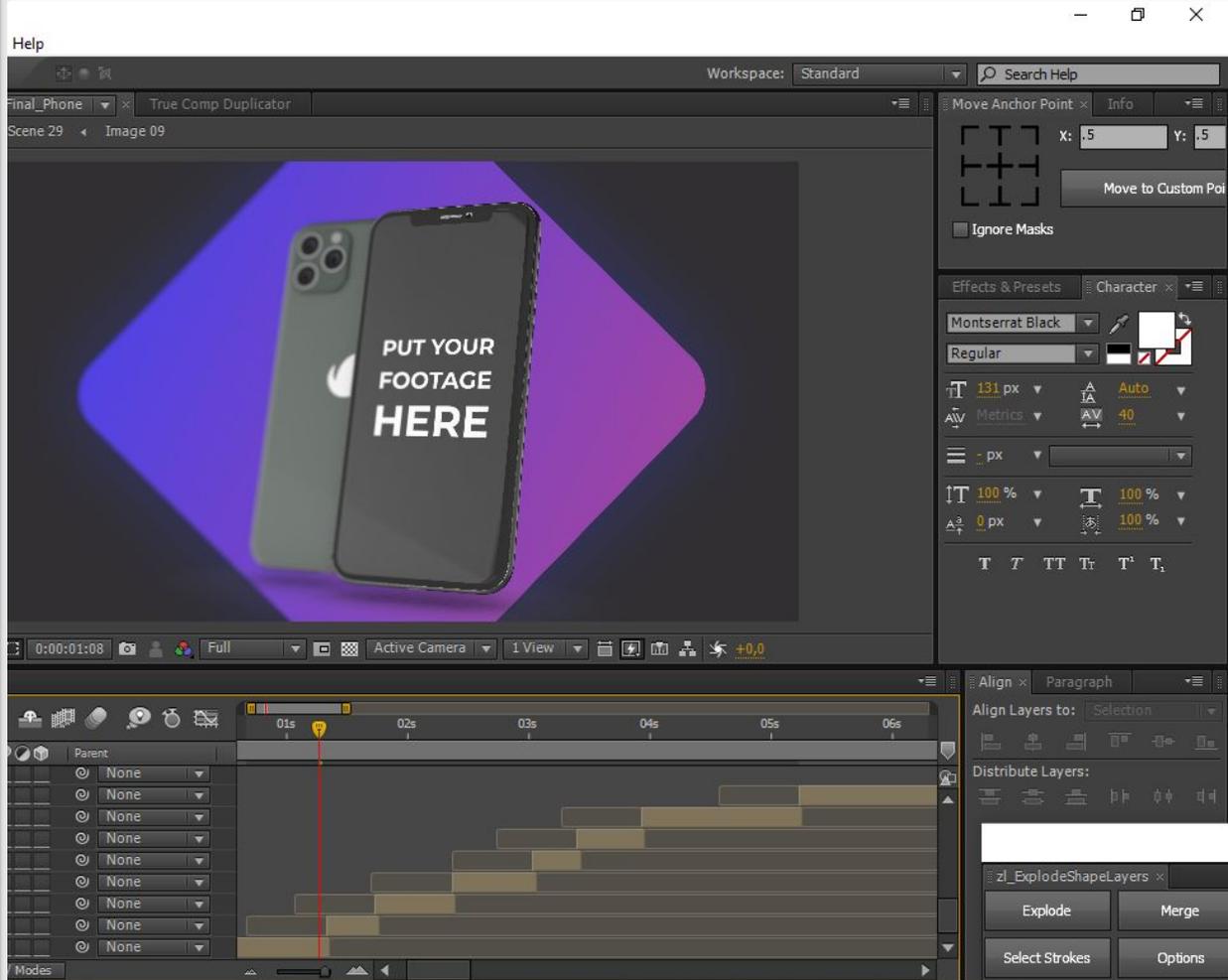
High Performance **After Effects™** Plug-in for
creating Motion Design & Visual FX!



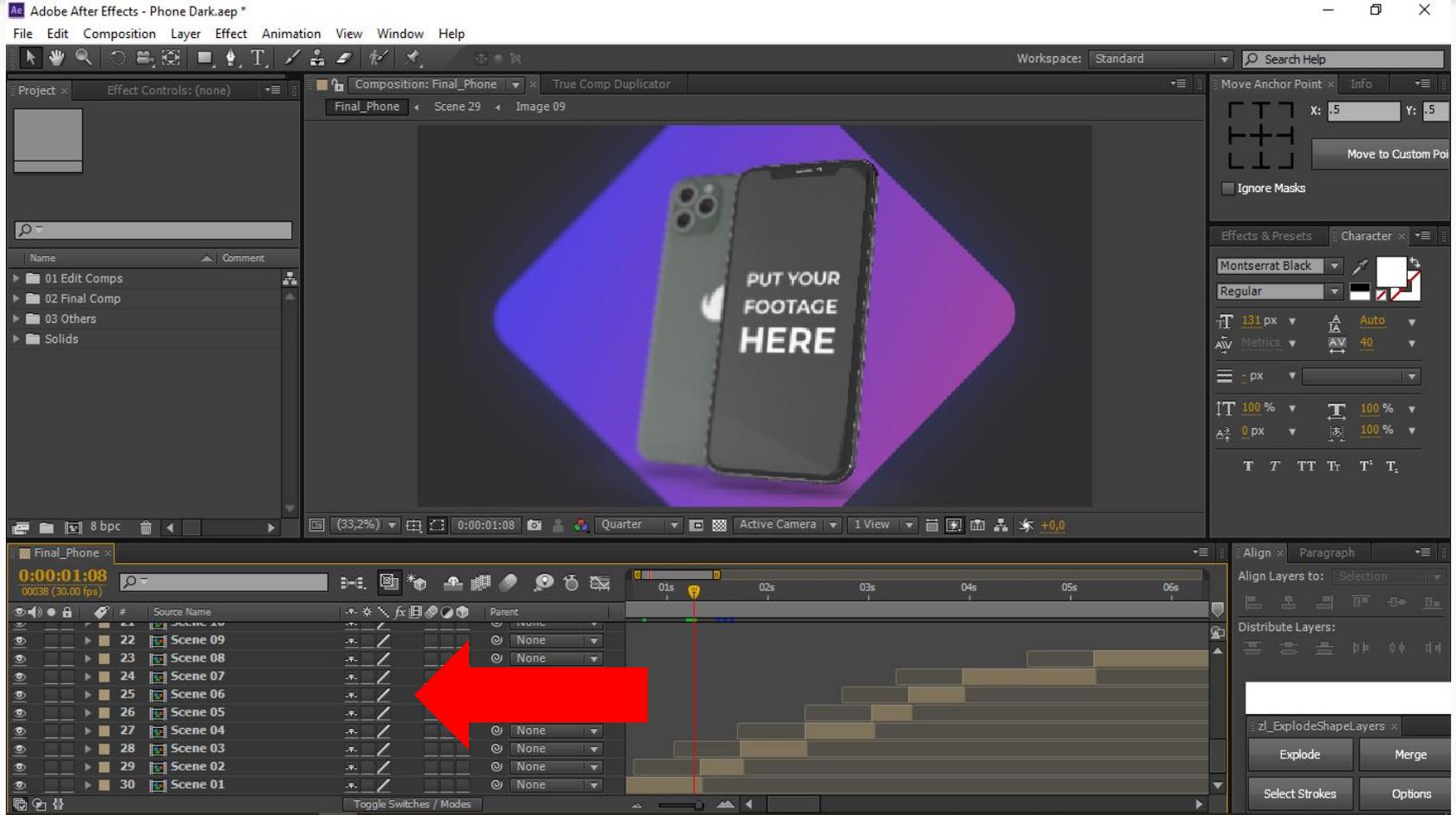
WATCH PRODUCT TOUR!

Quick Tip: Simple Import

1. press Ctrl+i
2. select .aep template
3. click Open



Move the symbol to the timeline
and double-click on the symbol layer open it



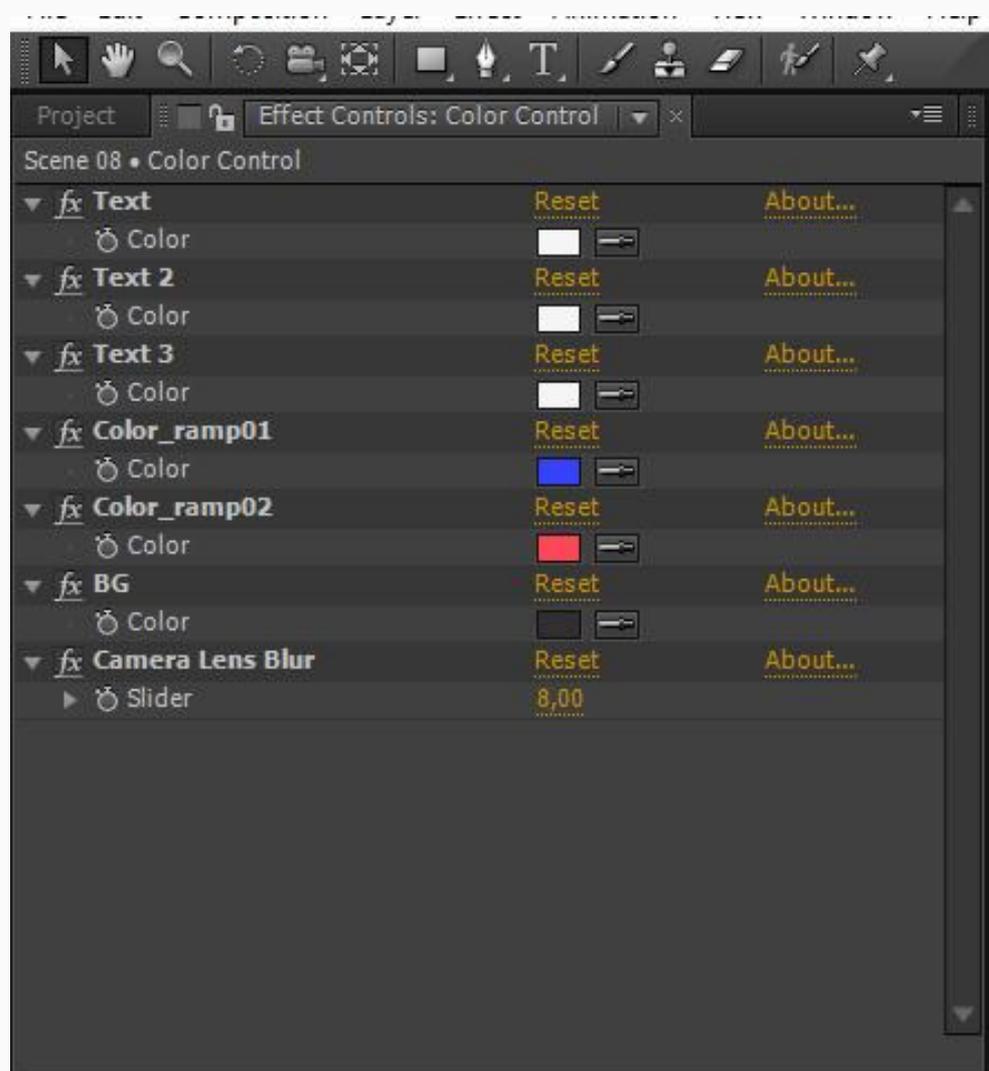
Select layer with settings and Press F3

The screenshot displays the Adobe After Effects interface for a project named "Phone Dark.aep". The main composition window shows a scene with a smartphone and the text "PUT YOUR FOOTAGE HERE" on its screen. The timeline at the bottom shows several layers: "Color Control", "phone", "Image 01", and "Logo". The "Color Control" layer is highlighted with a red box, indicating it is the selected layer. The interface includes various panels such as "Project", "Effects & Presets", and "Character", along with a search bar and navigation tools.

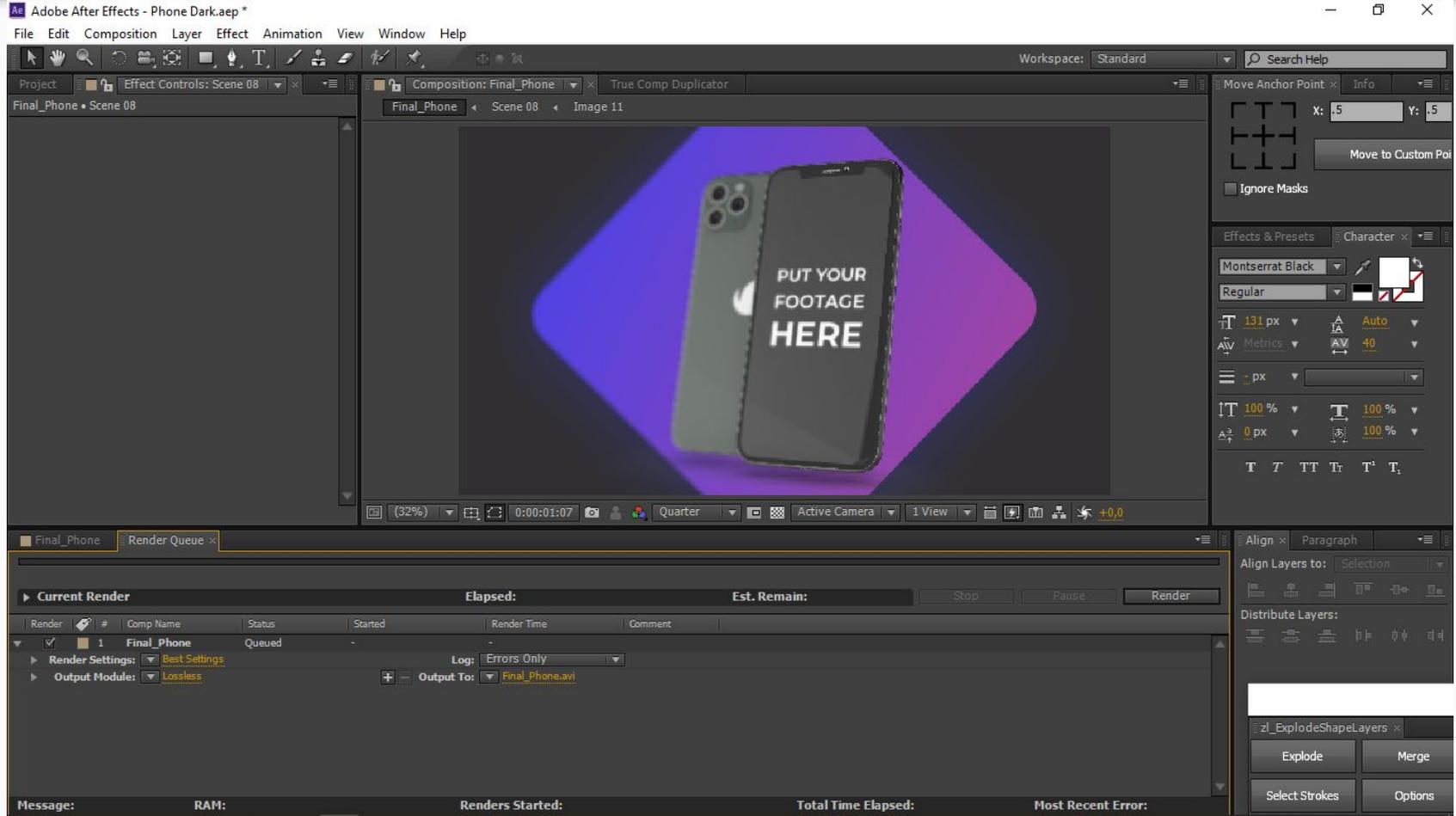
Adobe After Effects - Phone Dark.aep
File Edit Composition Layer Effect Animation View Window Help
Workspace: Standard Search Help
Project: Effect Controls: Color Control
Scene 01 + Color Control
fx Back_Panel Color Reset About...
fx BG Color Reset About...
fx Color_ramp01 Color Reset About...
fx Color_ramp02 Color Reset About...
fx Color_Intensity Color Reset About...
fx Intensity Slider 5,00 Reset About...
fx Camera Lens Blur Slider 10,00 Reset About...
Composition: Scene 01 True Comp Duplicator
Final_Phone Scene 01 Image 01
Renderer: Classic3D
Active Camera
Move Anchor Point X: 5 Y: 5 Move to Custom Poi
Ignore Masks
Effects & Presets Character
Montserrat Black Regular
131 px Auto
Metrics AV 40
px
100 % 100 %
0 px 100 %
T T TT T₁ T² T₁
Final_Phone Scene 01
0:00:01:08
00038 (30.00 fps)
1 Color Control
8 phone
9 Image 01
10 Logo
Toggle Switches / Modes
Align Paragraph
Align Layers to: Selection
Distribute Layers:
zl_Explo deShapeLayers
Explode Merge
Select Strokes Options

Project Setup

1. Color adjustment text # 1
2. Color adjustment text # 2
3. Color adjustment Shape
4. Color adjustment BG
5. Camera lens blur



1. Select file types and quality
2. Set filename and location



Click Render button

The screenshot shows the Adobe After Effects interface. The main composition window displays a smartphone with the text "PUT YOUR FOOTAGE HERE" on its screen. The interface includes a menu bar (File, Edit, Composition, Layer, Effect, Animation, View, Window, Help), a toolbar, and several panels. The Project panel on the left shows "Final_Phone • Scene 08". The Composition panel shows "Composition: Final_Phone" with "Image 11" selected. The Properties panel on the right shows text properties for "Montserrat Black" in "Regular" weight, size "131 px", and "Auto" alignment. The Render Queue panel at the bottom is expanded, showing a render task for "Final_Phone" with "Best Settings" and "Lossless" output. A large red arrow points to the "Render" button in the Render Queue panel. The status bar at the bottom shows "Message:", "RAM:", "Renders Started:", "Total Time Elapsed:", and "Most Recent Error:".

Thank you for attention

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