



# Backlit 3D logo

Created by: [garik2garik](#)

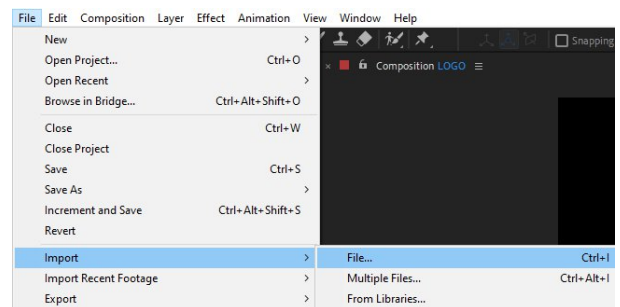
Thank you for purchasing "Backlit 3D logo" AE template. This guide file includes general points that you need to know in order to customize your project and get started.

There are two versions of project in zip-file: Normal Quality and High Quality. The difference is in the built-in Cinema 4d Renderer settings. High Quality have a true antialiasing and better lights but requires 2x more render time. In most cases Normal Quality is enough. Preview video was created using Normal Quality version.

## 1. Import your logo and music track

You can use any text instead logo file.

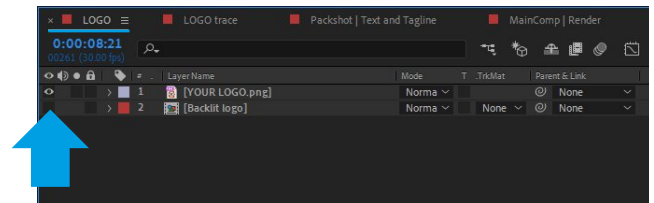
**Note:** Your logo file must have an alpha channel.



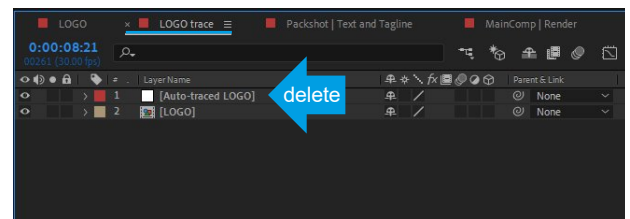
## 2. Replace logo

2.1. Drag and drop your logo from Project panel into the "LOGO" composition (**delete or turn off "Backlit logo" layer**).

Scale and position your logo to the center.

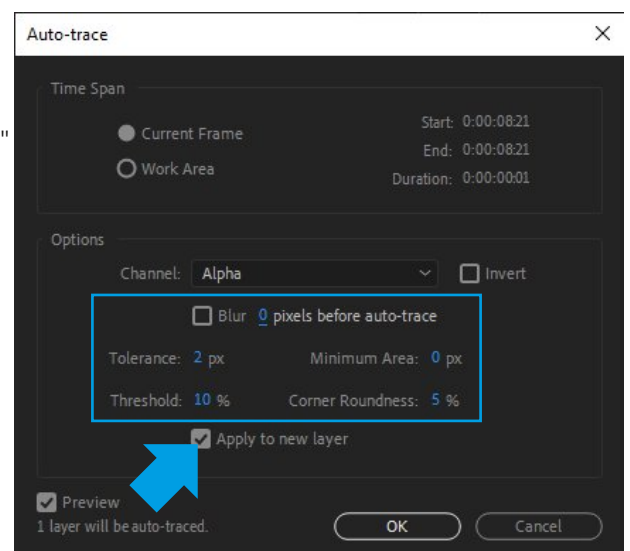


2.2. Go to "LOGO trace" comp. **Delete existed "Auto-traced LOGO" layer**. Select "LOGO" layer and Layer -> Auto-trace.



2.3. In pop-up "Auto-trace" menu select "Current Frame" option. **Check the "Apply to new layer"** and "Preview" checkboxes and play with "Option" section parameters just until your logo being carefully drawn by lines.

You can try settings as on screenshot. All logos in preview video was made with these.



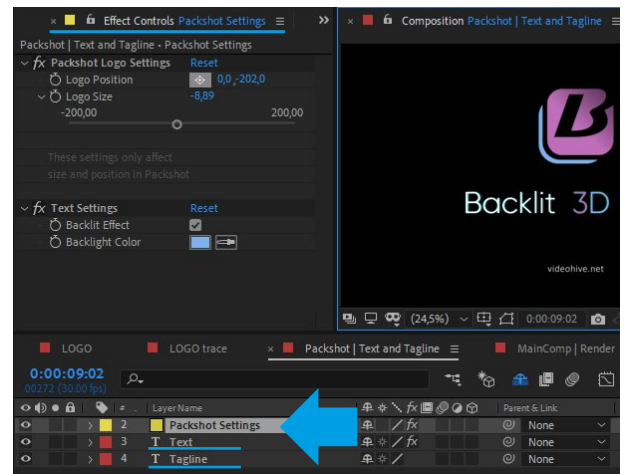
### 3. Edit text and tagline

Go to "Packshot | Text and Tagline" comp. Edit text and tagline by double clicking on appropriate layer.

Select "Packshot Settings" layer. Set the position and size of logo in Effect Controls panel (if not visible hit "F3" on keyboard).

You may reposition text, tagline and logo as you want.

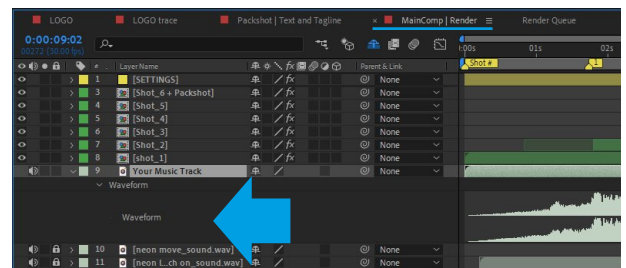
**Note:** This step only affect the last scene where the flat logo reveals. Logo position and size will not change in other parts of the video.



### 4. Place your music track

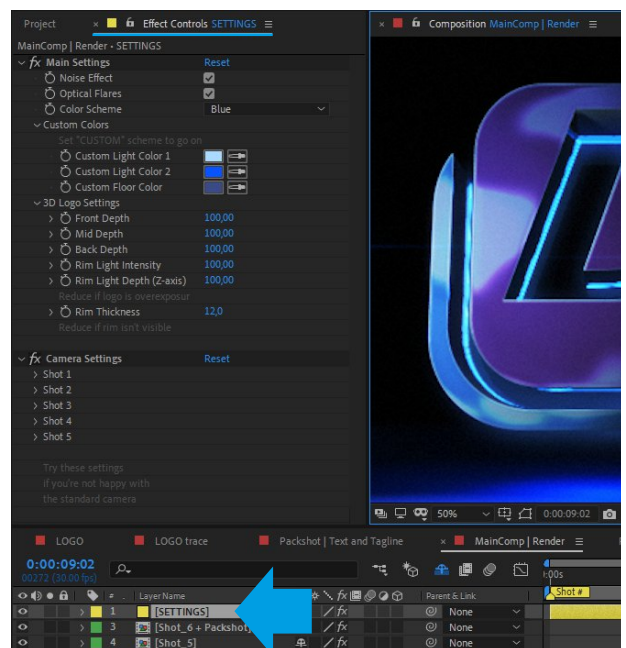
Go to "MainComp | Render" comp. Drag and drop the music track from Project panel.

**Note:** Double hit "L" key on your keyboard to show waveform of you audio file. It helps you synchronize video to sound if you use own music track.

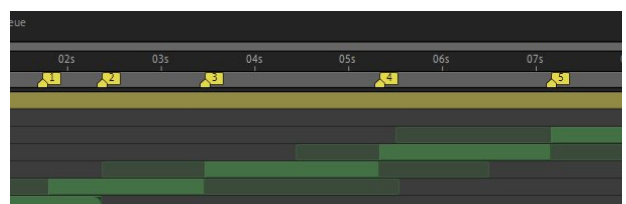


### 5. Customizing project

In "MainComp | Render" comp select "SETTINGS" layer and go to "Effect Controls" panel (if not visible hit "F3" on keyboard). There are all the necessary controls with which you can change the look of your project.



There are markers above the timeline for quick transition between scenes. Marker number means shot number. You can jump to marker by pressing "1", "2", "3" etc. on a keyboard. If it's not working go to Edit -> Preferences -> "3D" section - just uncheck the "Use 1/2/3 ..." box.

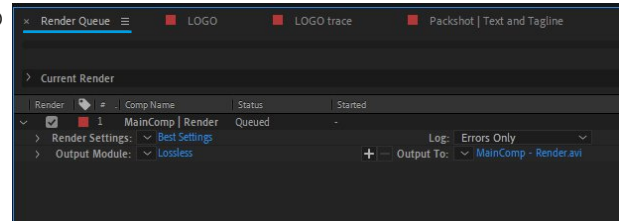


**Note:** Since the proportions of the logos can vary greatly, I highly recommend to jump over the markers to see if everything is all right before render. Adjust camera settings if necessary.

## 6. Render

After customization done while in the "MainComp | Render" comp go to "Composition -> Add To Render Queue".

Set your settings in "Render Queue" panel (if not visible go to "Window -> Render Queue") and hit render.



MUSIC TRACK: "Technology Ident" by [Petit\\_Jolie](#) you can find [here](#).

FONT USED: [Gilroy Free Font](#) / by Radomir Tinkov.

Music track used in "Features" part of preview video:

"Dirt Fashion Electro & Sport Big Beat" by [BrainMire](#) you can find [here](#).

If you have any question, please send me an e-mail via my profile page:

<http://videohive.net/user/garik2garik>

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