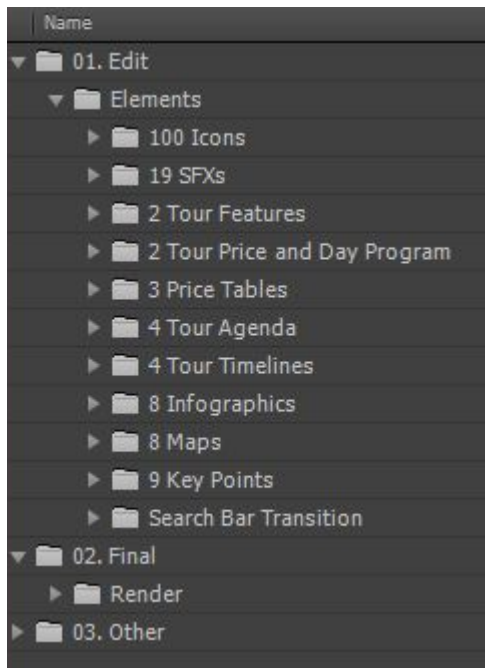




# How To Use Travel Map Project

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- [How to import the project](#)
- [Folder structure](#)
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- [How to edit map colors](#)
- [How to change camera settings](#)
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# Map Bundle Content



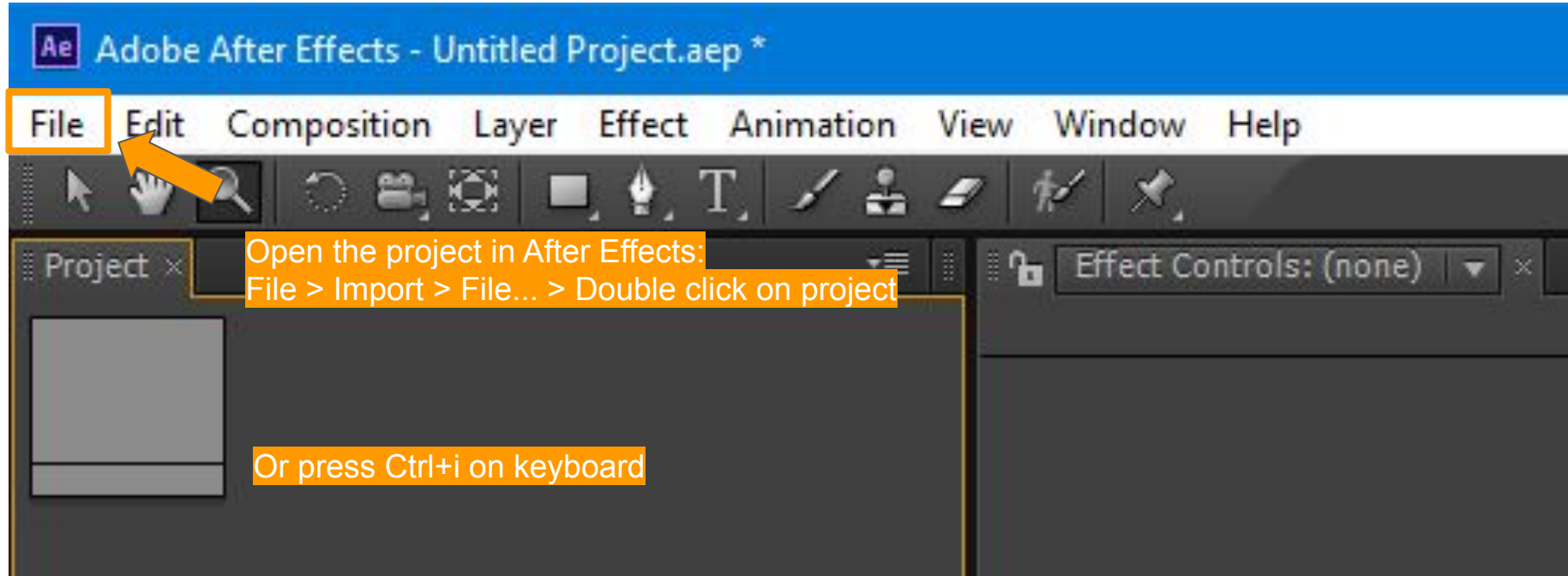
**Map Bundle contain 160 different elements (folder 'Elements'):**

- 100 Icons
- 19 SFXs
- 2 Tour Features
- 2 Tour Price and Day Program
- 3 Price Tables
- 4 Tour Agenda
- 4 Tour Timelines
- 8 Infographics
- 8 Maps
- 9 Key Points
- 1 Search Bar Transition

**Folder 'Final' contain:**

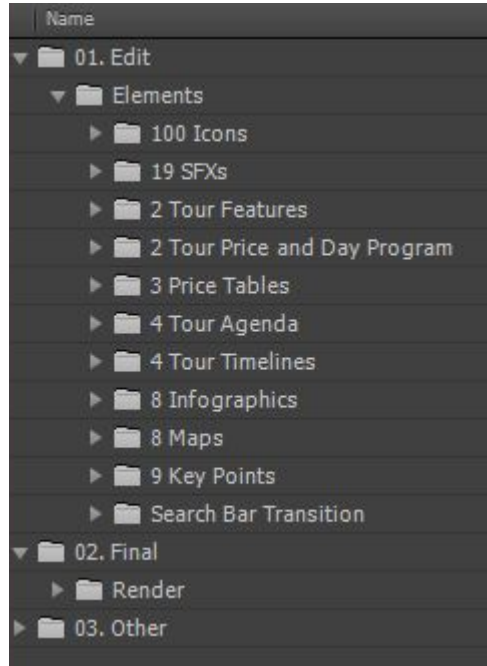
Four different render compositions. Use them to make your video for any purposes

# How to import project



# Folder Structure

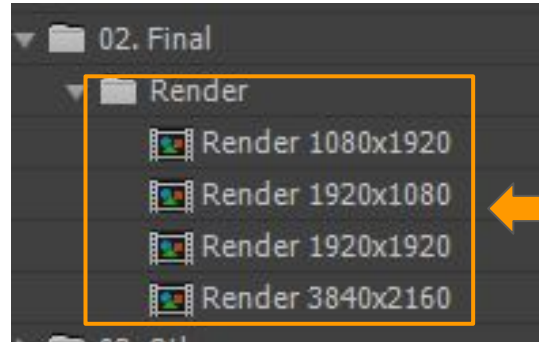
Map kit have  
simple  
structure.



Within this folder would  
be all the compositions  
that could be modified.

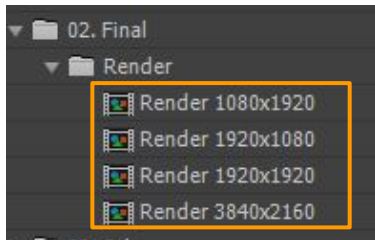
# Folder Structure

All our projects have simple and similar structure. It works with this very project too

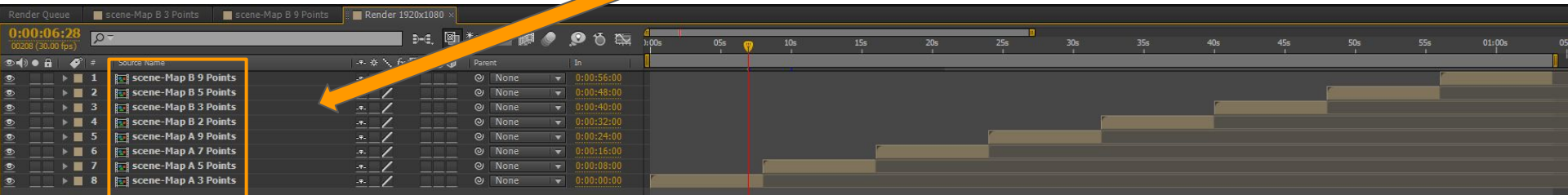


This folder contain  
all types of map.

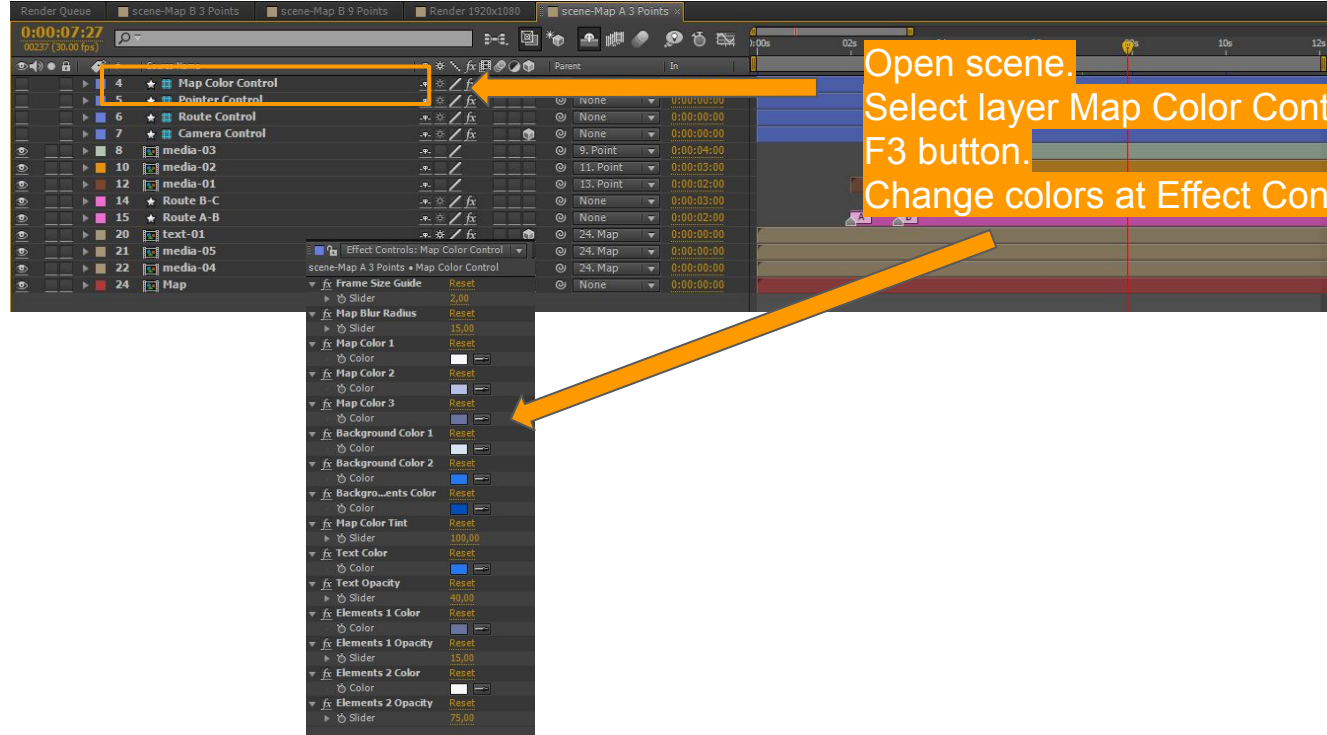
# How to select animated map



Just select and open composition.  
After that select and copy any scene to your project.

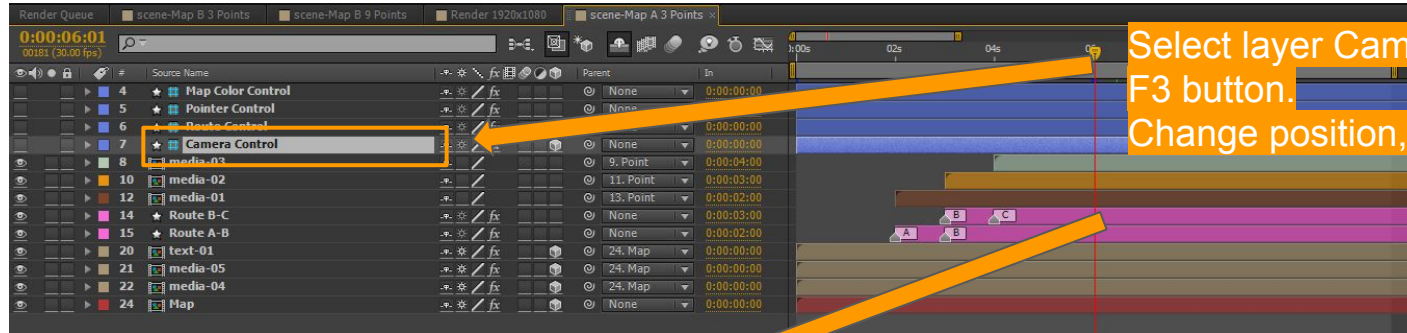


# How to edit map colors



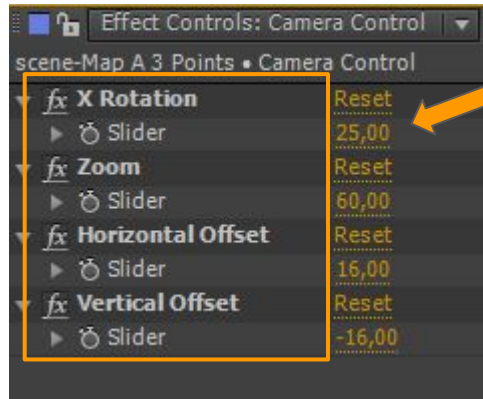


# How to change camera settings

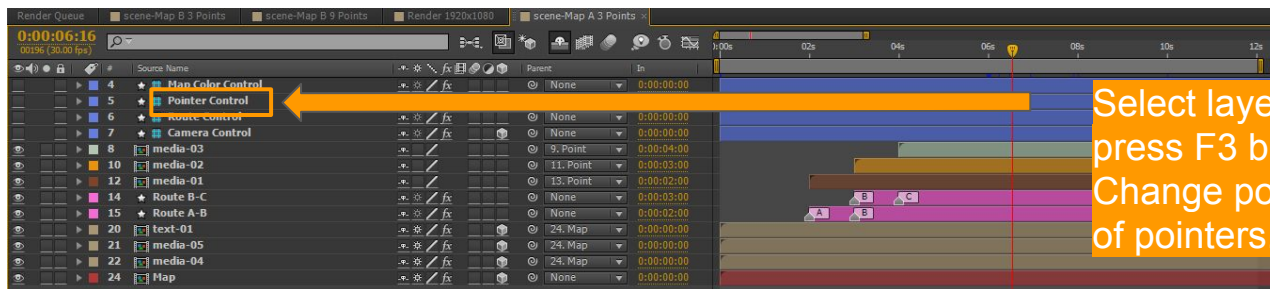


Select layer Camera Control and press F3 button.

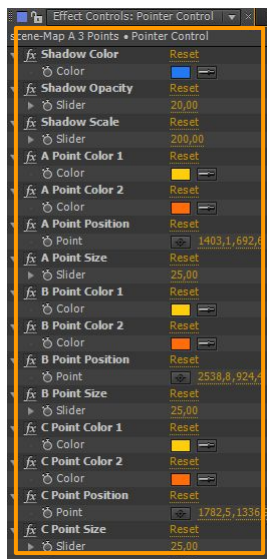
Change position, zoom and rotation.



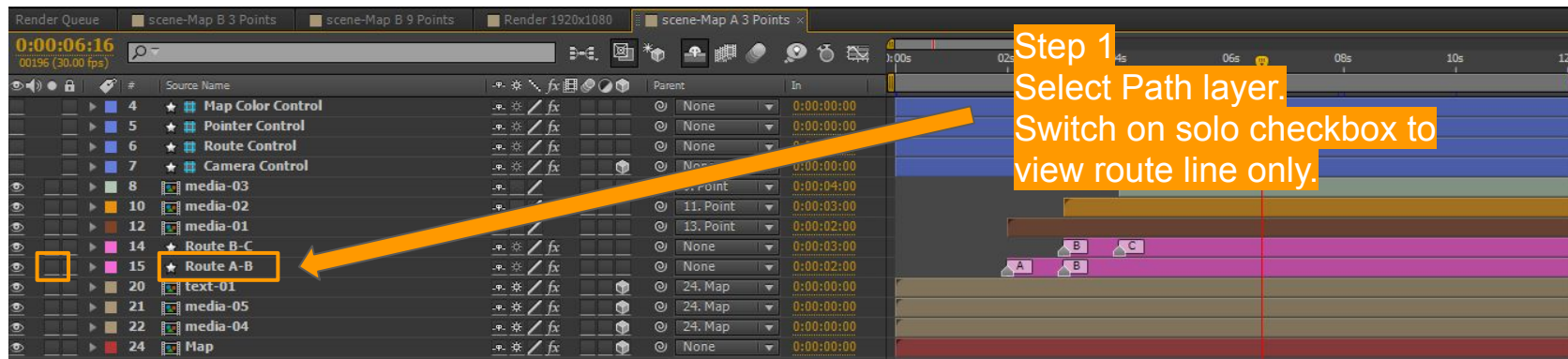
# How to change GEO-markers settings



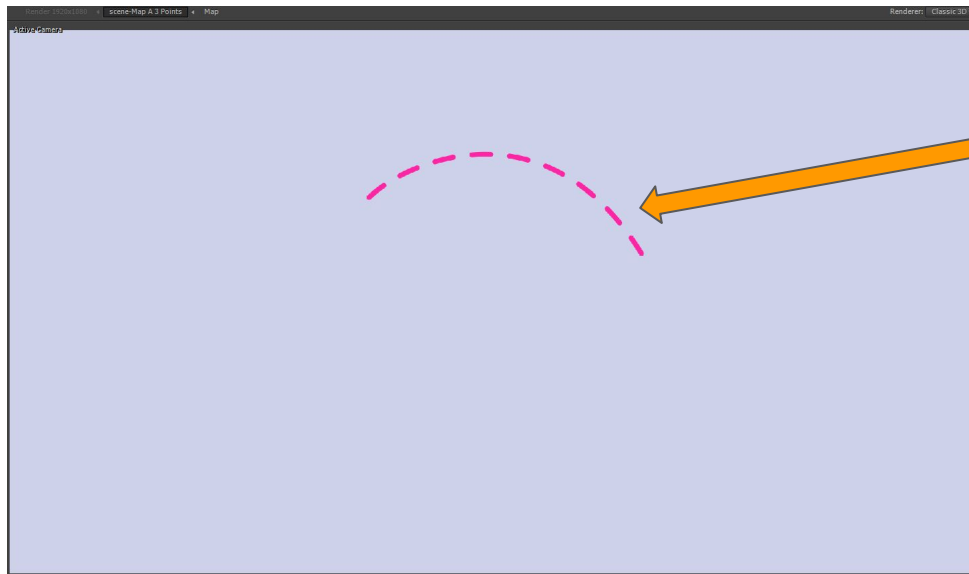
Select layer Pointer Control and press F3 button.  
Change position, size and colors of pointers.



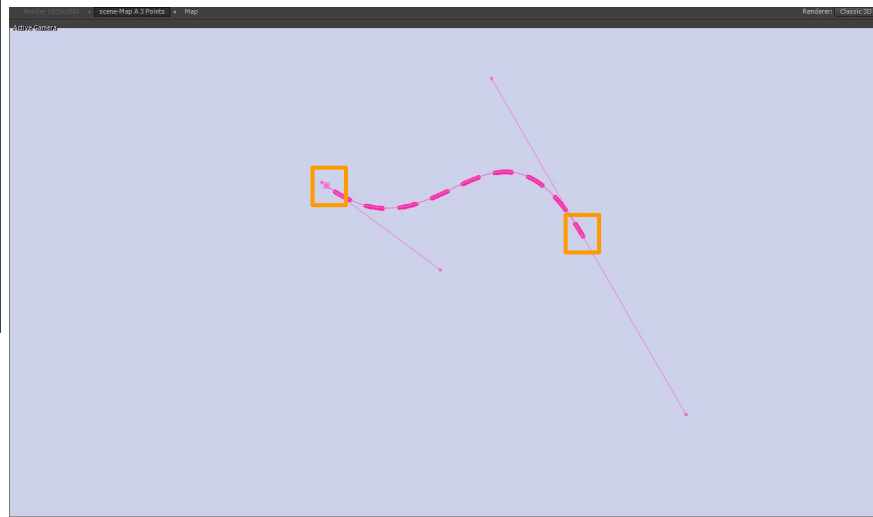
# How to change route line



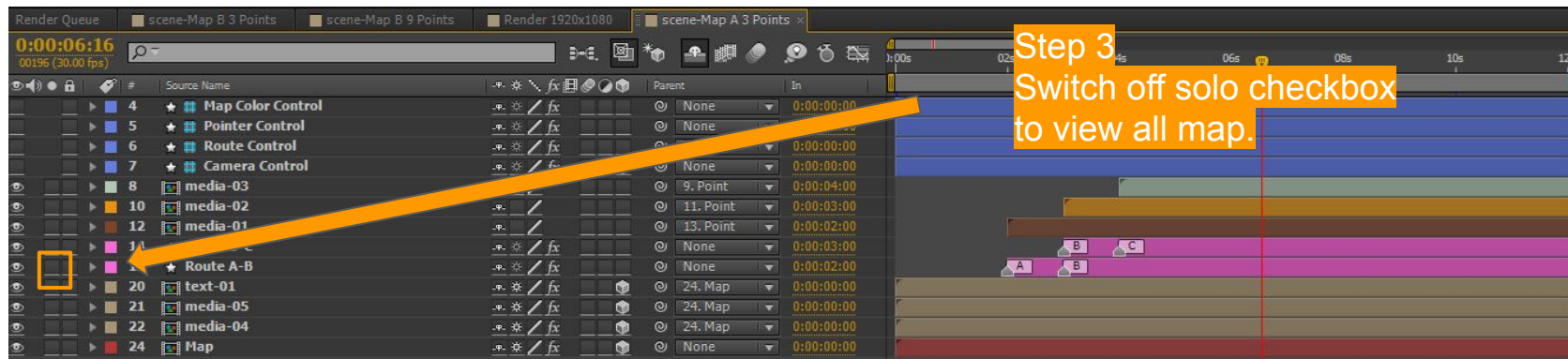
# How to change route line



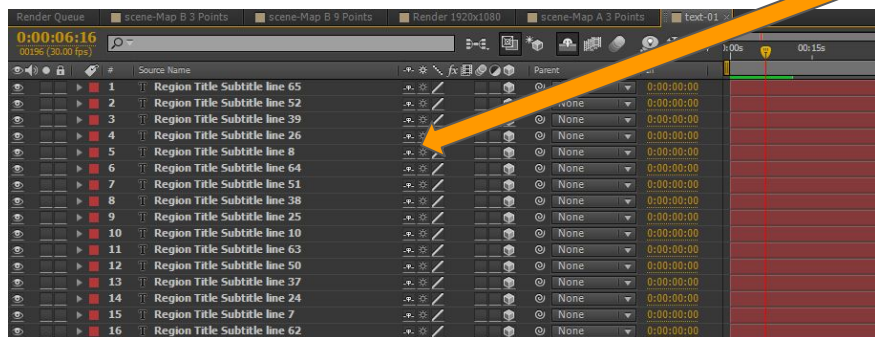
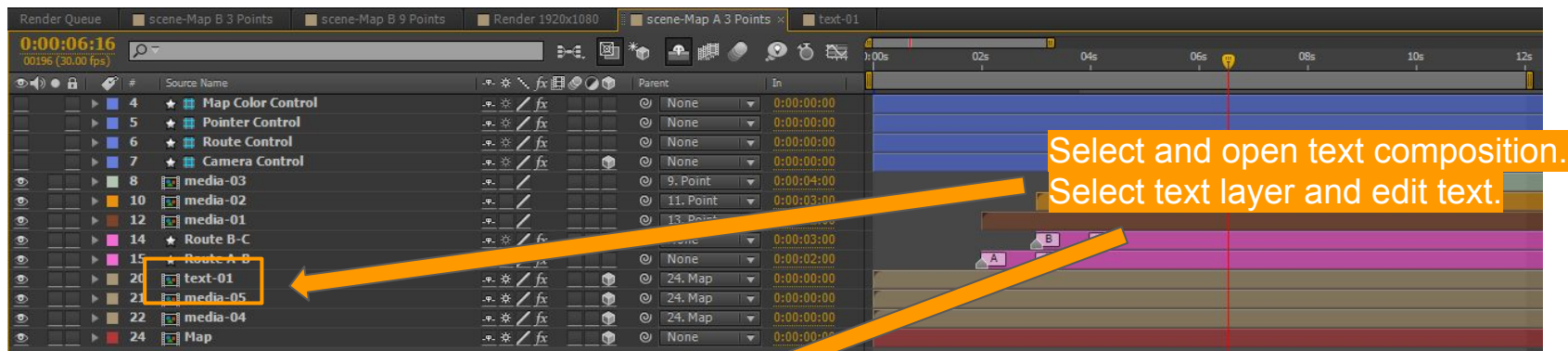
Step 2  
Double click on path line.  
Select start/end point and edit bezier  
curves.



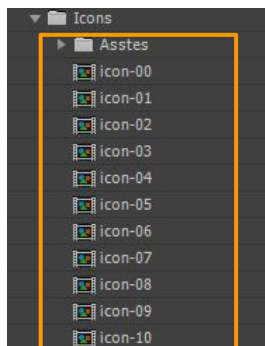
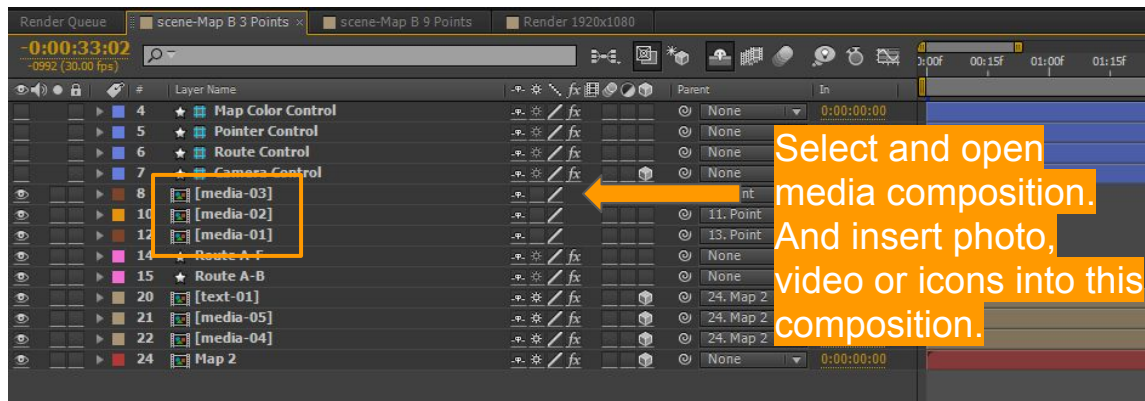
# How to change route line



# How to change text



# How to change media content



Also you may use additional icons from icons folder





# How to change regions at map

