

# Premiere Pro Project (MOGRT) : Dynamic Parallax Slideshow

Short Version: 1:03 min, 16 placeholders

Long Version: 2:10 min, 36 placeholders

3 color presets

## Required installed After Effects

Quick and easy adjustment

Full HD 1080p, 25 fps

No Plug Ins required

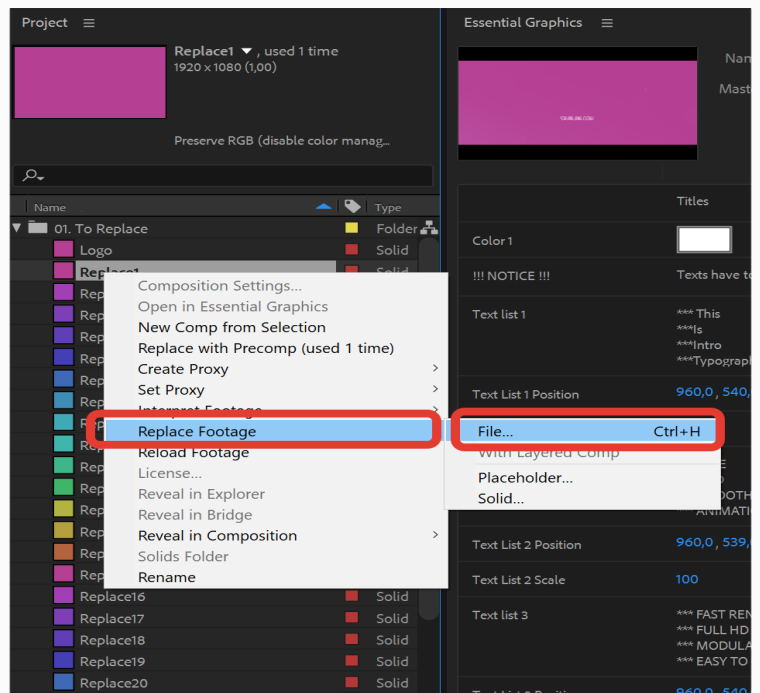
No photo/audio included

## Step 1. Open .aep file with After Effects to import your photos and logo.

Open **Dynamic\_Parallax(MOGRT).aep** file in After Effects (version CC18 and higher). Here in project window you can see folder “To Replace”. Open it and you will see all layers that you have to replace with your footages.

Right click on it -> Replace Footage -> File

And in opened window set path to your logo file or image

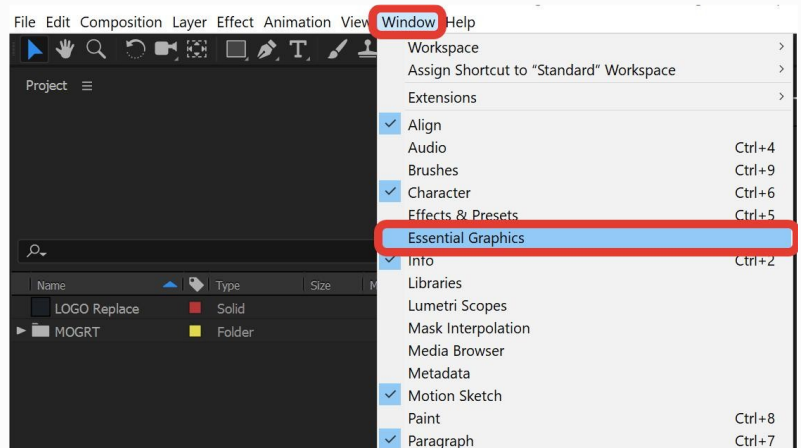


Also here in After Effects you can change fonts of titles.  
(How to do it described in the end of this Help)

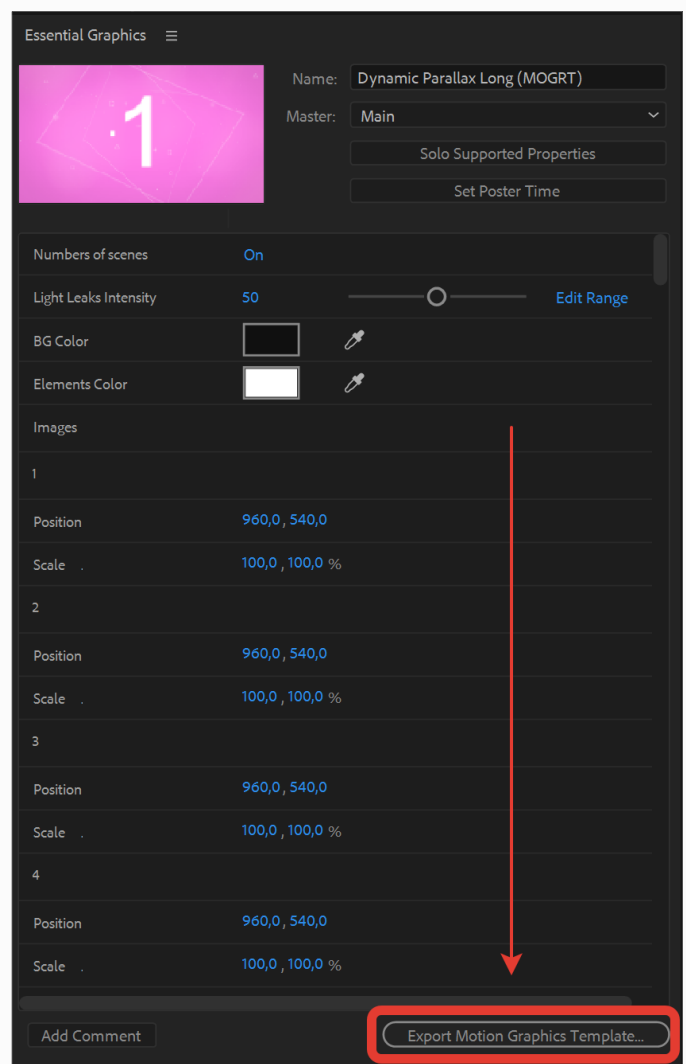
## Step 2. Export .MOGRT project from After Effects

Open Essential Graphics window (if it's not)

In top panel of After Effects click on "Window" and select Essential Graphics from list.

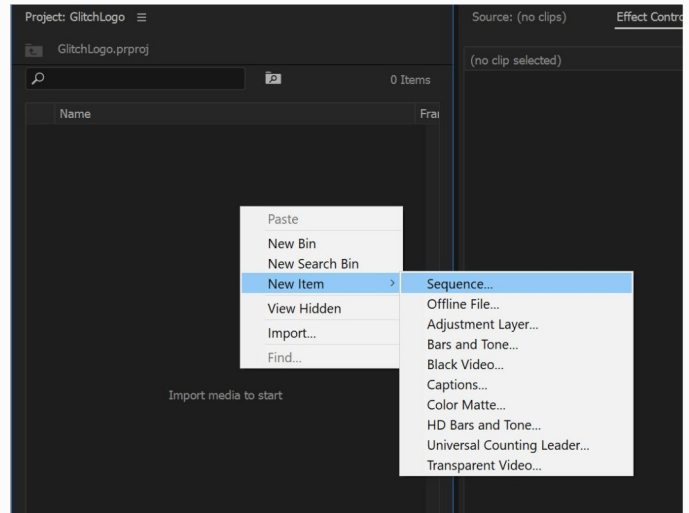


In opened window press "Export Motion Graphics Template" button and save .mogrt file to your comp.

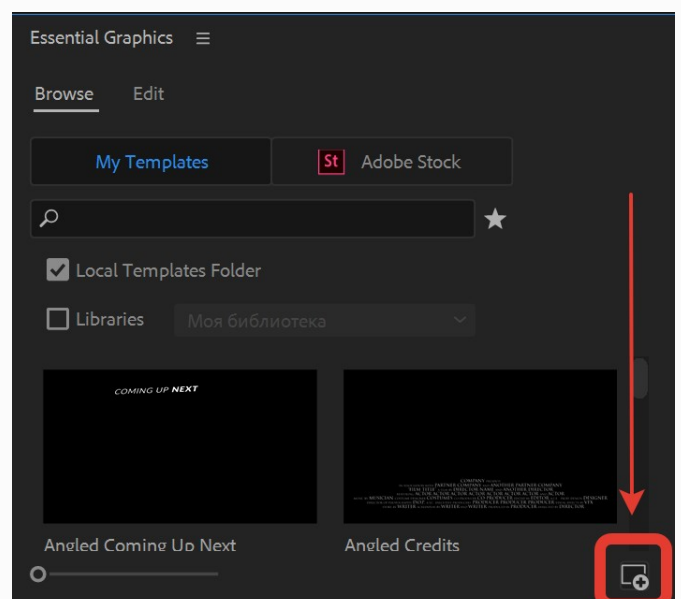
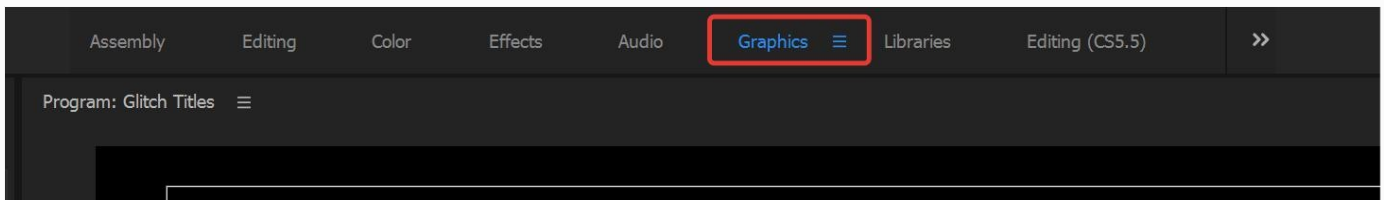


### Step 3. Import .MOGRT file in Premiere Pro and adjust settings.

Open Premiere Pro (CC18 and higher)  
Make new sequence 1920x1080, 25fps



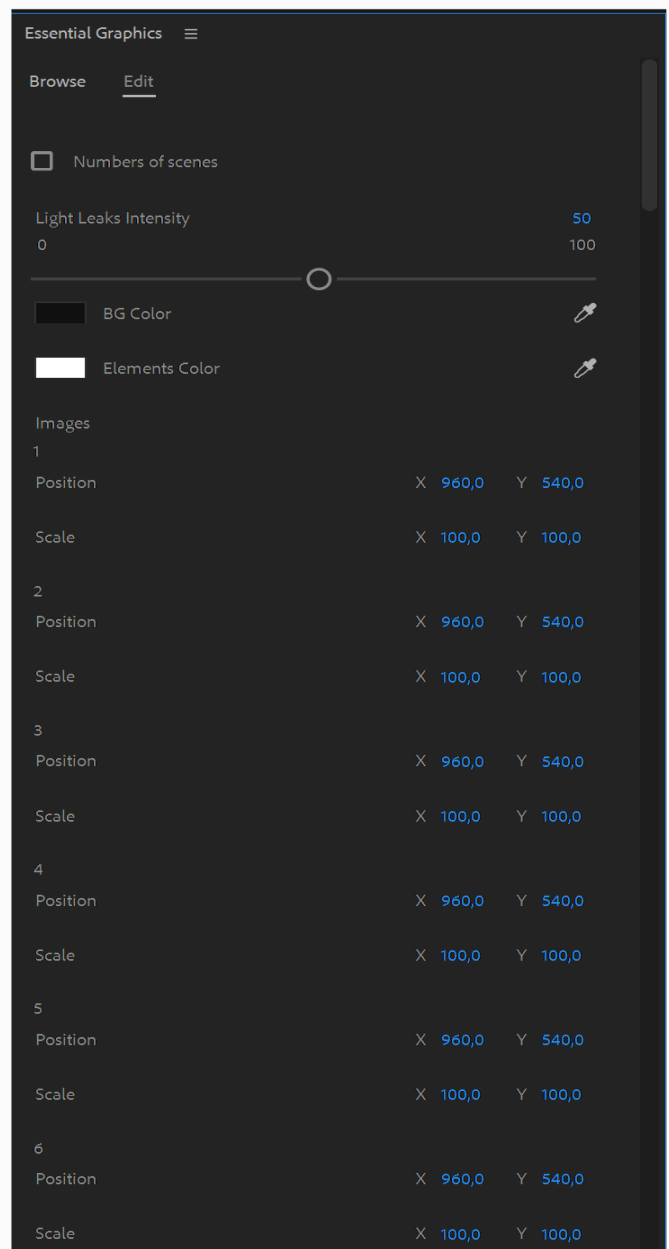
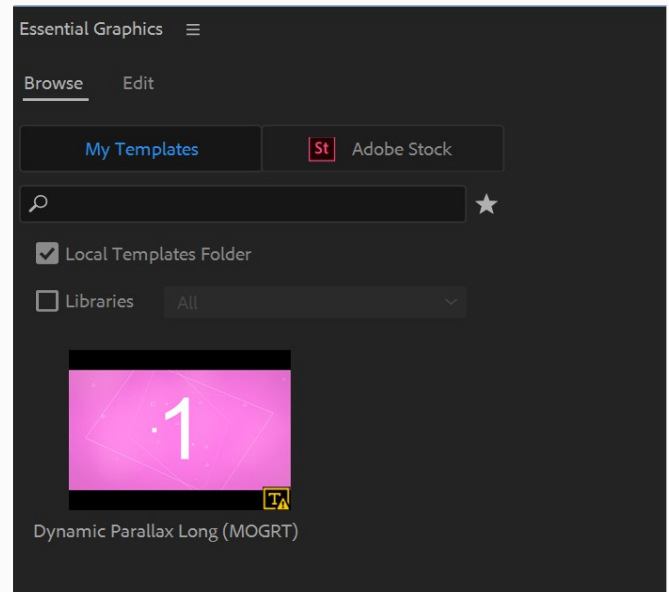
Then change workspace to Graphics and import previously saved .mogrt file.



In browse window of it click on Install Motion Graphics Template icon and open .mogrt file, that you just exported from After Effects.

Now in browse window you can see this Glitch Logo template. Select it here and drag to the timeline.

Place it in beginning of timeline.  
Select layer to see all available settings in Essential Graphics window in Edit menu

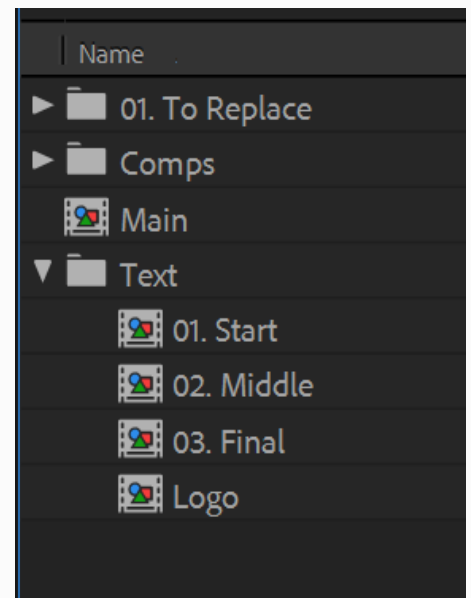
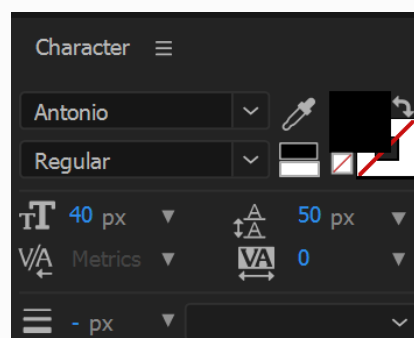


Here you can change texts, adjust scale and position of images, set colors and make many other adjustments

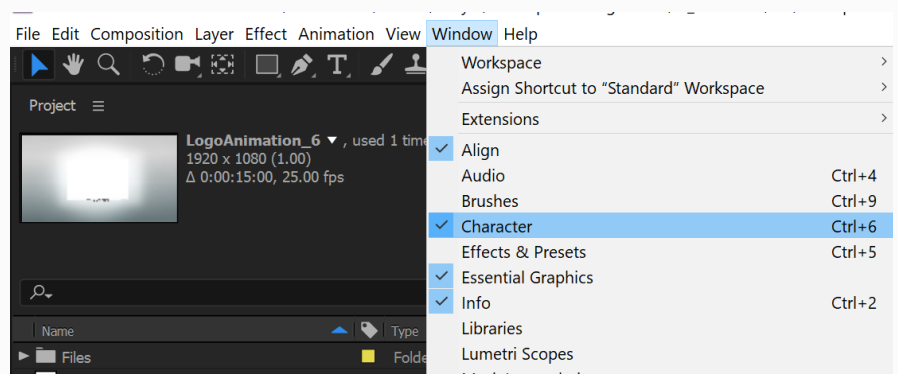
You can change Font in After Effects before exporting .mogrt file.  
For that open folder Text in project window and open compositions with text.

Double click on comp to open it.  
In this comp you can see text layer.

Click on it , and in  
**Character** window change  
font.



If **Character** window did  
not appear, open it in  
main menu  
**Window-> Character**



In project used fonts : [Ostrich Sans](#)

If you have any questions – feel free contact me [and911vh@gmail.com](mailto:and911vh@gmail.com)  
Thanks for purchase.