

Project Stardust Plexus Object Panel

Effect Controls (none)

Name	Frame R...	Tape Name
01. edit comp		
logo	25	
02. render comp		
Light rays	25	
03. other		
Solids		

Put your logo here.

Composition logo BG Renderer Max Footage m-hexagon-v2.png Layer (none)

Light rays < Logo scene < logo design 1 < logo



trim-pack EistanToolsAE

Info Audio

R: X: -277
G: Y: 532
B: +
A: 0

Preview

Shortcut
Numpad 0

Include: Cache Before Playback

Range
Work Area

Play From
Start Of Range

Frame Rate Skip Resolution
(25) 1 Auto

Full Screen

On (Numpad 0) Stop:
 If caching, play cached frames
 Move time to preview time

RepositionAnchorPoint

Gridder

VR Comp Editor

Effects & Presets

Light rays logo

00068
0:00:02:18 (25.00 fps)

Layer Name	Mode	TrkMat	Parent & Link
[m-hexagon-v2.png]	Normal		None

Scale 35,2,35,2%

Timeline

0000 00100 00200 00300 00400 00500 00600 00700 00800 00900

Toggle Switches / Modes

Character

ParalucntStencil

ExtraLight

84 px Auto

Metrics 0

0 px Stroke Over Fill

100 % 100 %

0 px 0 %

T T TT TT T¹ T₁

Ligatures Hindi Digits

Align Paragraph

0 px 0 px 0 px