Urban Instagram Stories

Follow this customization guide to understand the basic editing steps of the template. For any question, feel free to contact me, I will be glad to assist you.

Assets

Download and install required fonts, restart AE. Use AE version CS 5.5 and higher to open the project file. Ignore the error message that pops out when the project is opened with newer versions of AE.

Download and install these free fonts:
https://fonts.google.com/specimen/Montserrat
https://www.fontsquirrel.com/fonts/metropolis

Audio files used in preview
https://audiojungle.net/item/hiphop/26819217

Project Navigation / Overview

Before opening the project file, make sure to not move any files inside the folders, this will cause a "missing file" error.

Use the project panel as a navigation tool for placeholders and titles. Inside each "SCENE" folder you can find the scene itself and placeholder compositions. This is where your media should be inserted.
Open the "ALL SCENES" composition to see every available design. Double click to open.

Customization

Import and insert your media

1. Import your files (images, logos, videos) by going to File > Import > File. Or double click on the project panel.
2. Drag your media inside opened "Placeholder" comps and place it below the mask layer (if there is one). Scale your footage to fit composition size. Delete old footage file or disable it.
3. Some placeholder footages with faces are cut with a mask. You can apply a mask to your image inside Photoshop or draw a new mask inside AE with mask tool.

Edit text layers

All text layers are colored red. They can be nested inside a precomp. In some scenes text is duplicated for additional stroke effect. Type new text only on the first layer, other layers will change automatically.

To edit a text layer just double click it and type new text. Color and size editing of the text is done via the character window.

All text animations are driven by expression, so there are only 2 keyframes to edit. In Effects Controls window while your text layer is selected edit properties of start animation, delay, and others available for specific text layer.

Edit Shapes/Elements

To reposition any shape or element, use layers position property or drag it with "Selection Tool" selected.

Edit shape size properties or scale to match any of your edits.

Select the shape layer and edit its "Fill" or "Stroke" color in the tool panel from the top. Some shapes have their fill colored with gradients.

Render your animation

After you're done with all edits, you need to create a final output video. Follow these steps.

1. From any "SCENE" comp drag work area to the start and end of the comp (or desired final output duration). You can use shortcuts "B" and "N" for this process.
2. Press Ctrl+M (Cmnd+M) to add this comp to render queue.
3. Choose the output format and output path. In most cases, the optimal output file setting is QuickTime, h.264, Quality 80-100. You can also export a lossless version then encode it inside Media Encoder. This will give you the best quality possible.
4. While it renders, please take a second to rate my template, if you liked it, this will really help! - http://videohive.net/downloads
5. Thank you!

Support & Customization

f you don't have or don't know how to use After Effects, I am providing flexible customization services for all customers. Write to me with a short description of the required changes and I will give you a quote asap.

E-mail - nullifiermotiondesign@gmail.com
Videohive portfolio - http://videohive.net/user/nullifier/portfolio