

# Digital Glitch: Drone

## Introduction:

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In this project we'll be going over how to text controls, implementing media content, glitch controls, and how to add more scenes/text/media content and make your project duration longer or shorter

## Text Control:

There are 2 different text folders: Text FX and Text Placeholders. Text FX applies certain filters that provides a haze and wavy like effect on your text. Text Placeholders is where you will go to edit your text. Within this folder you'll see 3 different categories: Text Header, Text Lower, and Text Middle. Text Header is the top text with a border, Text Lower are the lower barely visible text, and Text Middle is your primary text.

Text Placeholder Header:

You will notice 3 different layers: controls, your text, and border. To change the border size, select your border and hit "Toggle Mask and Shape Visibility" to see and alter its parameters. To change the color, go to layer >> solid settings >> change colors from there. Some placeholders make have a Fill effect, this is another way of changing its color.

Text Placeholder Header/Lower/Middle:

For all 3 categories, you can alter your text animation by going to Control and changing the key frames to your fitting. Press "U" to reveal the preset key frames and use these for references. If you have issues with revealing your text, press "U" on your text layer and set the two key frames on speed to the end of your animation.

## Implementing Media Content:

In your project panel, open Media Placeholders folder and open a media placeholder. Enter your media content (video/image) and it'll show to its perspective scene (Media Placeholder 1 – Scene 1). You can also go to the scene and find the layer Media Placeholder to alter the curves and Mask (press "M" to reveal mask properties and make further adjustments).

## Glitch Controls:

At the top of every Scene are two control layers: Glitch Controls and Camera Controls.

Glitch Screen Offset:	Control the offset position of your scene.
Static Noise 1 & 2:	Increase or decrease the visibility of static noise strips
Digital Contrast:	Control brightness & contrast of your scene
Scan Line:	Control distortion scan
Separate XYZ Position:	Use these controls to shift Y position or zoom in or out
Camera Wiggle:	Controls the camera shake parameters.

## Duplicate/Duration:

To duplicate your scene, simply select a scene in the project panel and hit “ctrl + D”. To replace your Text, you will need to repeat the same process with Text FX and Text Placeholder. This also applies to Media Placeholders.

Example for Text:

Open Text FX folder and Duplicate Text Header 1. The new duplicated Text Header should be Text Header 10. Do the same with Text Header Placeholder. Open Text Header (under Text FX folder) and replace the two existing Text Placeholder Header comps with the new Text Placeholder Header 10. (Select layer in timeline >> select text placeholder 10, hold alt, and drag it over selected comp in timeline.

Once this is done, go to your new scene and replace Text Header 1 with Text Header 10. Do this for the other Text categories.

This may seem like a lot to those unfamiliar, but it literally takes one – two minutes to duplicate.

To extend duration of scene or overall project, go to Composition drop down on the top left >> Composition Settings >> change duration box at the bottom.

## MISC:

Thank you for purchasing this product. If you have any questions, feel free to message me via Videohive or email me at [celljptk@live.com](mailto:celljptk@live.com). Also, be sure to rate the project, it's definitely appreciated. Happy Editing!