HOW TO CREATE RESPONSIVE MOTION GRAPHICS TEMPLATES FOR PREMIERE PRO

SERGEI PROKHNEVSKIY | UKRAMEDIA.COM

REFERENCE GUIDE

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ABOUT THE INSTRUCTOR

Sergei Prokhnevskiy is a Charlotte, NC based motion graphics designer, an online tutor, and an entrepreneur.

Sergei and his twin brother Vladimir run an online educational site called ukramedia.com. Sergei is known for his quick and practical After Effects tips and tricks on YouTube (ukramedia), where he generated well over 5 million views on his tutorials.

He has authored online video courses and developed tools for After Effects. He is also a former senior motion graphics designer at Fox Sports where he worked on graphics for NFL, Super Bowl, MLB, World Series, College Football, NASCAR, Women's World Cup, and NASCAR Race Hub. Sergei is very passionate about learning and teaching others.

AFTER EFFECTS BASICS
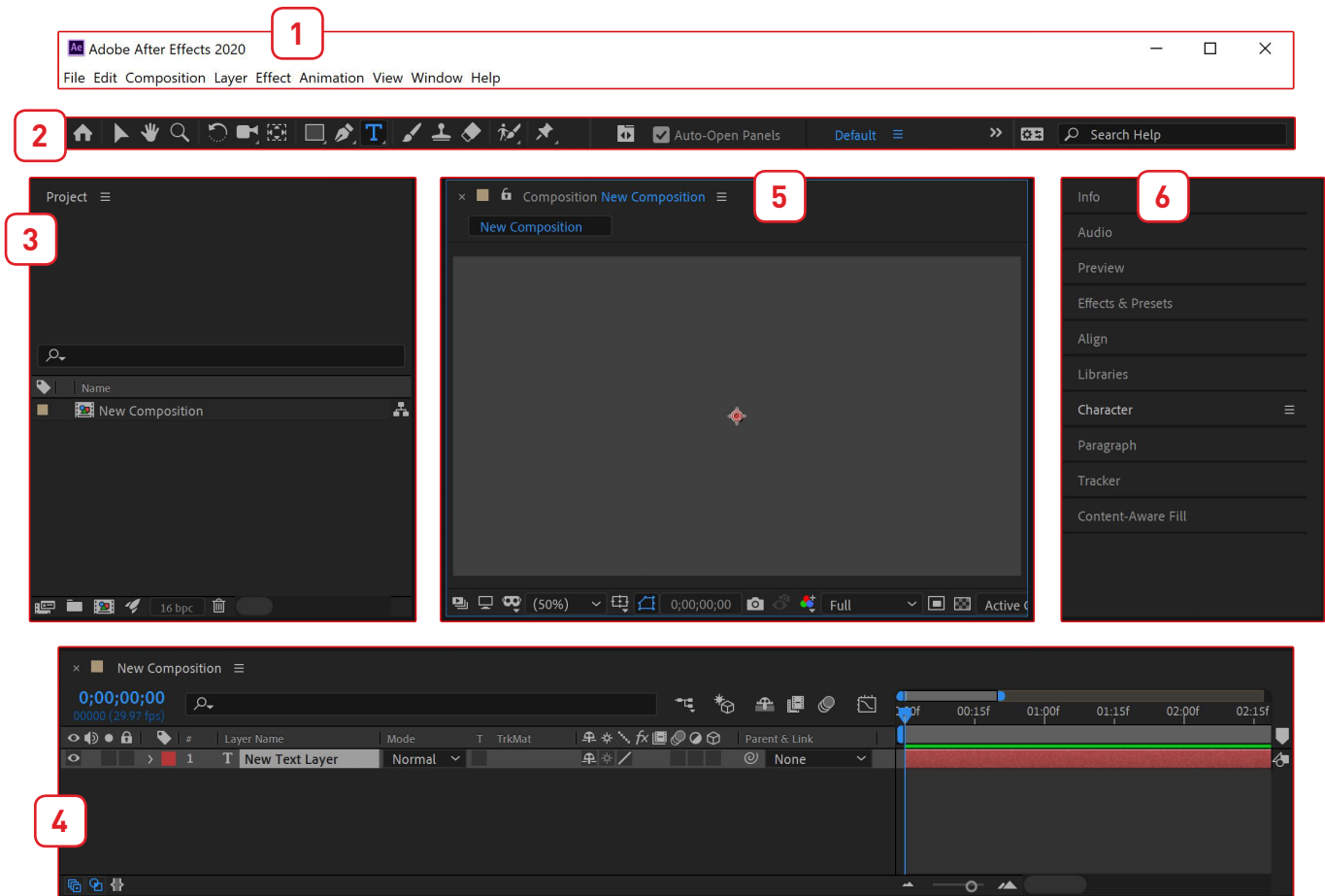
Before we dive deep into After Effects, let's take the time and quickly go over the layout to get familiar with where things are.

The main basic elements in the interface are:

1. **Application Window**
2. **Toolbar panel:** This is where all the tools are stored.
3. **Project panel:** Contains references to all the footage files (video, audio, and images) that we import into After Effects Project. It also contains all the Compositions we create in our current project.
4. **Timeline panel:** It's one of the main panels used for creating animations. Each composition created in the Project panel

has its own independent Timeline panel. That's where we can animate layer and effects properties, position layers in time, and change the layer blending modes.

5. **Composition panel:** The preview window and the main animation space where we work in when building an After Effects project.

PROJECT 1: CREATING A TITLE ANIMATION

About this project

In this lesson, we're going to focus on how to create a responsive title animation in After Effects to use in Premiere Pro. We're going to create the entire project from the very beginning. Let's get to it!

We'll be covering the following topics:

- ▶ How to set up the project structure in After Effects
- ▶ How to import files
- ▶ How to use built-in animation tools
- ▶ How to create and animate text & shape layers
- ▶ How to write basic Expressions/Code
- ▶ How to create MoGRTS for Premiere Pro

Exercise 1. Setting Up the After Effects Project

Having everything organized in the Project panel is very important and we're going to start by creating a folder structure to store compositions and images.

Create New Folders

1. Click on the **Create New Folder** button at the bottom of the **Project** panel to create a new folder and name it **01_COMPS.**
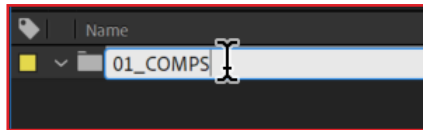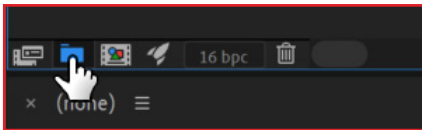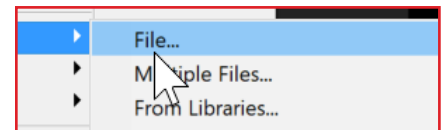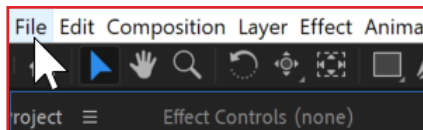
2. Deselect everything in the **Project panel** and click on the **Create New Folder** button to create another new **02_ASSETS** folder.
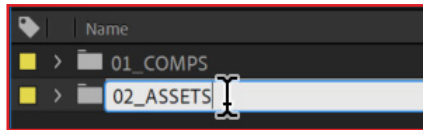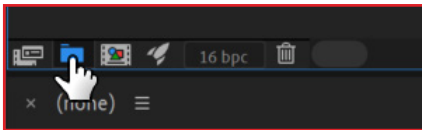
Importing Images into the After Effects Project

3. Select **02_ASSETS** folder and press **CTRL/CMD + I** or go to **Application Window > File > Import > File...** to import images into **02_ASSETS** folder.

4. In the **Import File** window, select two images from the **Rasters** folder and click on **Import.**
   - 📄 **Rasters\AdobeStock_145208931.jpeg**
   - 📄 **Rasters\AdobeStock_164991966.jpeg**

Steps to create a New Composition

5. Select **01_COMPS** folder and press **CTRL/CMD + N** or click on the **Create a New Composition** button at the bottom of the **Project panel** to create a new comp in the **01_COMPS** folder.
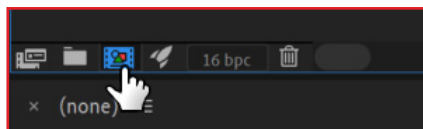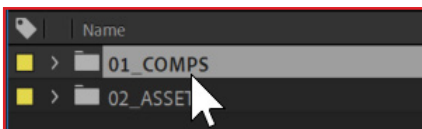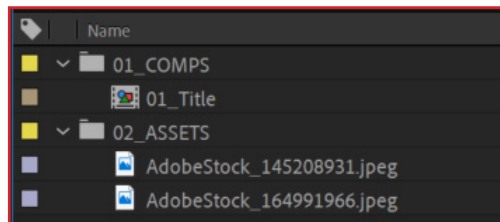
6. Make these changes in the **Composition Settings** window:
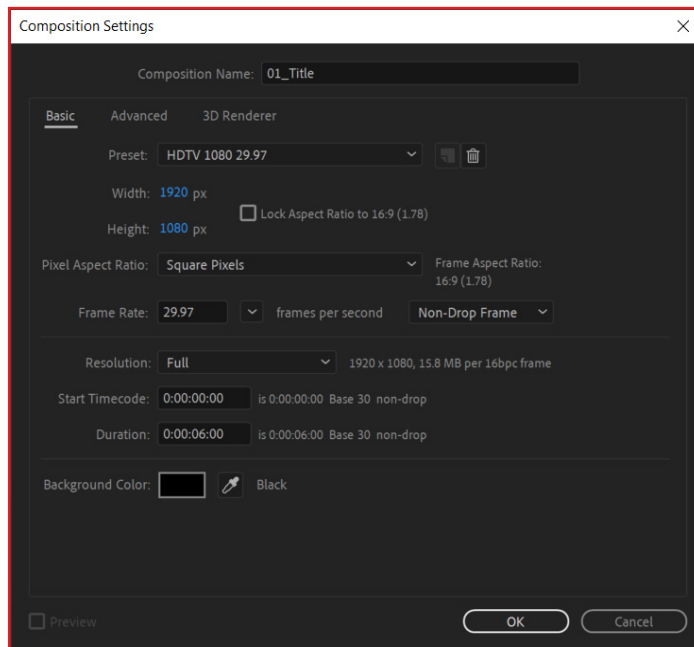
- **Composition Name:** 01_Title
- **Preset:** HDTV 1080 29.97
- **Duration:** 0;00;06;00

7. The final folder structure in the **Project** panel should look like the image below.
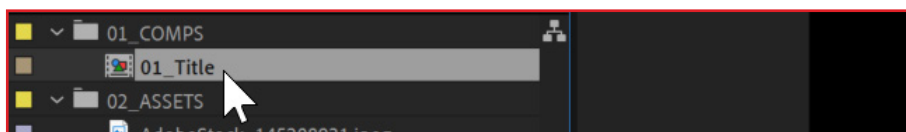


Exercise 2. Designing the Title

Now that we have our project structure created, the next step is to create the text & shape layers inside of the **01_Title** composition.

Text & Shape Layer Set-Up

1. Go into **01_Title** comp in the **Project panel** by double-clicking on it.

2. Create a new text layer in the center of the **Composition** panel by double-clicking on the **Type Tool** located in the **Toolbar** panel.
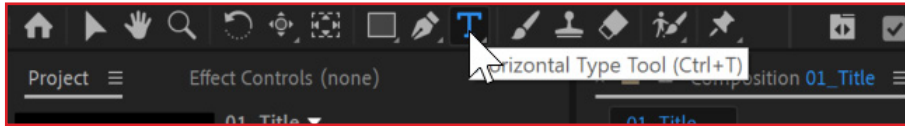
3. Type **MAIN TITLE GOES HERE** as the source text of the text layer.

4. Select the **text** layer in the **Composition** panel and go into the **Character** panel to make the following changes.
    • Font: **Acumin Pro Condensed (Black)**
    • Size: **150**
    • Color: **#F5EAD2**
    • Tracking: **20**
    • All Caps: **ON**

5. Select the **text** layer and go into the **Paragraph** panel to make the following changes.
    • Set the Paragraph to **Center Text**

6. Select the **text** layer in the **Timeline** panel and press the **ENTER** key to rename it to **Title 1**.
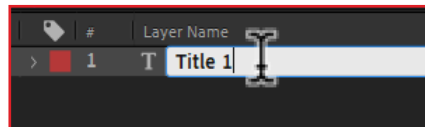
7. Center the **Anchor Point** of the **Title 1** layer by either pressing the **CTRL/CMD +ALT/OPT + HOME** key or by going to **Application Window > Layer > Transform > Center Anchor Point in Layer Content.**

8. Center the **Title 1** layer in the Composition panel by either pressing the **CTRL/CMD + HOME** key or by going to **Application Window > Layer > Transform > Center in View.**

9. Deselect everything in the comp and go into the **Toolbar**
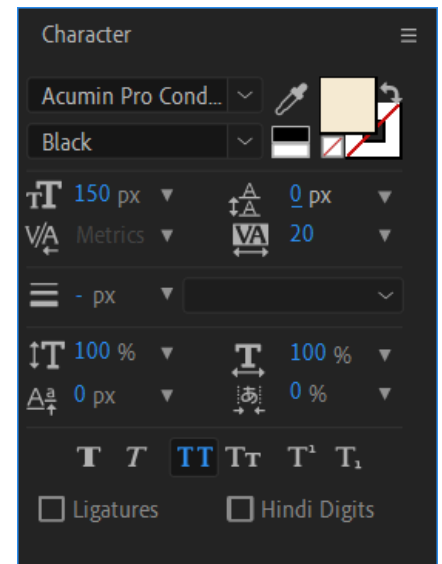
4. *Character Panel Changes*
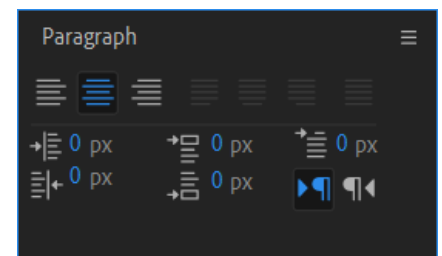

5. *Paragraph Panel Changes*

panel and **double-click** on the **Rectangle tool** to create a **rectangular shape** layer in the **01_Title** comp.
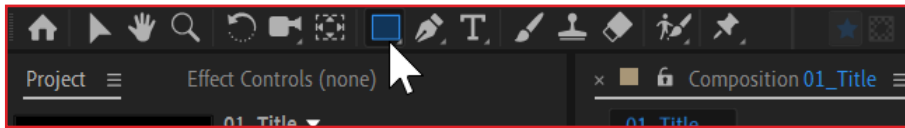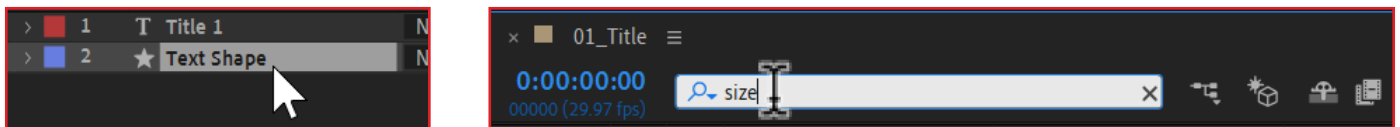

10. Select the new **shape** layer in the **Timeline** panel and place it under the **Title 1** layer. Press the **ENTER** key to rename it to the **Text Shape** layer.


11. Select the **Text Shape** layer and change the **Fill color** of it to **#EA4936** in the **Toolbar** panel. Make sure it doesn't have **Stroke** enabled.
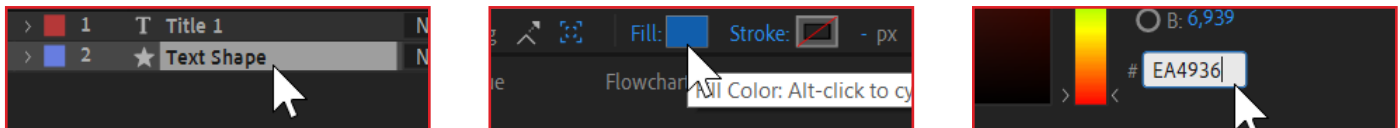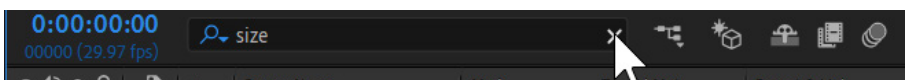

12. Select the **Text Shape** layer in the **Timeline** panel and press the **CTRL/CMD + F** key to go into the **Timeline Search Bar** to search for the word **Size**.

13. Uncheck the **Constrain Proportion** of the **Size** property in the **Timeline** panel and change the value of it to **1500, 200**.
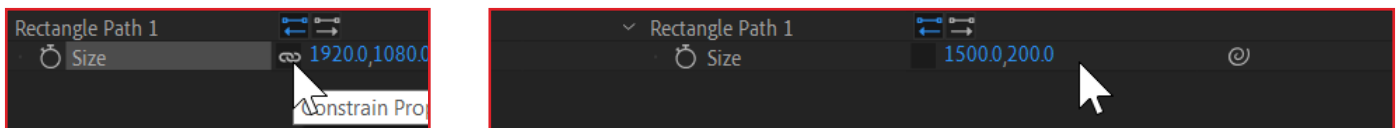
14. Click on the **Close** icon in the **Timeline Search Bar** to get rid of the search feature.

15. Select the **Title 1** layer in the **Timeline** panel and press **CTRL/CMD + D** key to duplicate it. Move the **Title 2** layer under the **Title 1** layer.

16. Select the **Text 2** layer and make the following changes in the **Character** panel:

- Font: **Acumin Pro Condensed (Semibold)**
- Size: **100**

17. Select the **Title 2** layer and press the **CTRL/CMD + ALT/OPT + HOME** key to move the **Anchor Point** to the center of it.
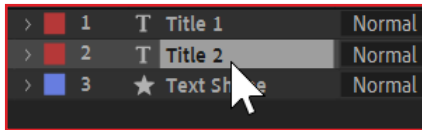

18. Select the **Title 2** layer and press the **P** key to display the **Position** property. Change the value of it to **960, 720.**
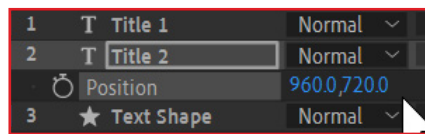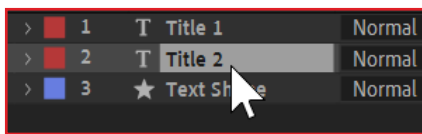

19. Double-click on the **Text 2** layer and change the source text of it to **SUBTITLE GOES HERE.**

20. Select the **Text Shape** layer and press the **T** key to display the **Opacity** property. Change the value of it to **70%.**
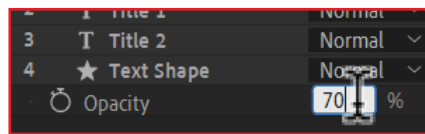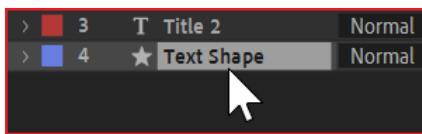
21. Click on the **Magnification Ratio Popup** button in the **Composition** panel and set it to **Fit.**
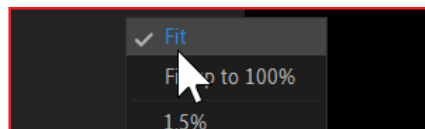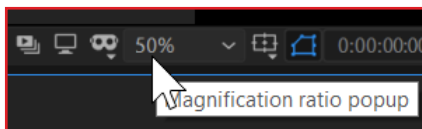
22. Click on the **Grid and Guide Options** button in the **Composition** panel and set it to **Proportional Grid.**
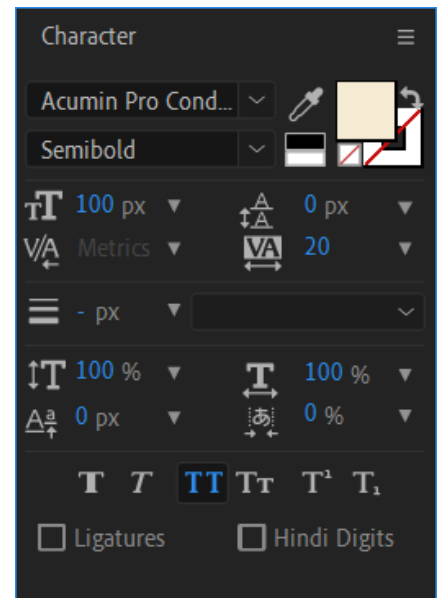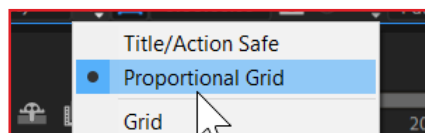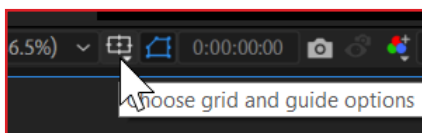
16. Character Panel Changes

23. Select all 3 layers in the **Composition** panel.
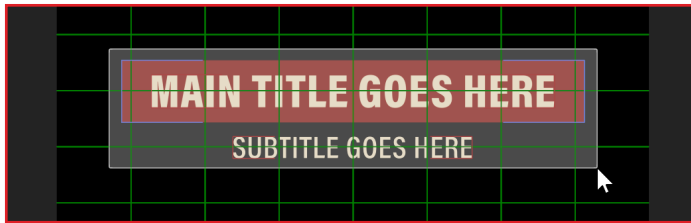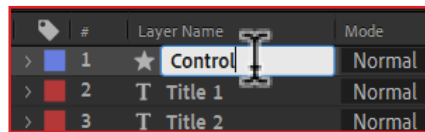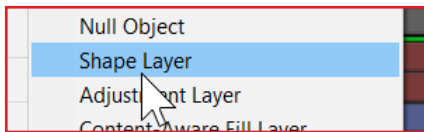

24. Center all of the selected layers to the center of the
**Composition** panel by using the **Up/Down** Arrow keys.

25. Click on the **Grid and Guide Options** > **Proportional Grid** to
get rid of it in the **Composition** panel.
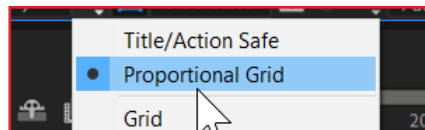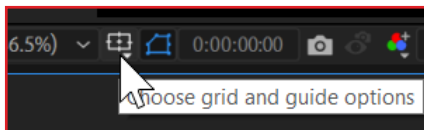
26. Create a new **Shape** layer by right-clicking on the **Timeline**
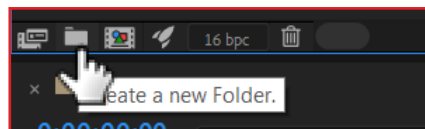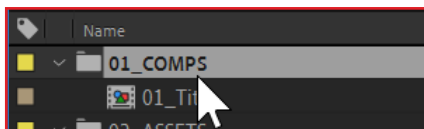panel and click on the **New** > **Shape Layer**. Name it **Control**.

27. Select all 3 layers in the **Timeline** panel and **parent** them to
the **Control** layer using the Parent Pick-Whip tool.
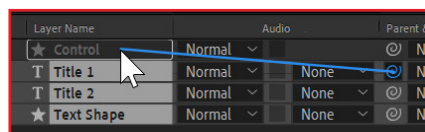
Creating the Background Image Composition

28. Select the **01_COMPS** folder in the **Project** panel and click on
the **Create a New Folder** button. Rename it to **preComps**.

29. Select the **preComps** folder and click on the **Create a
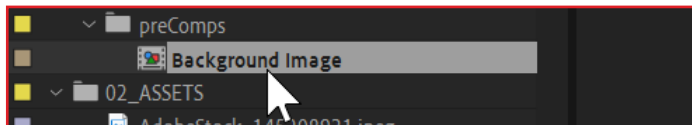Composition** button to create a **New Composition**.
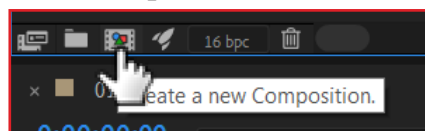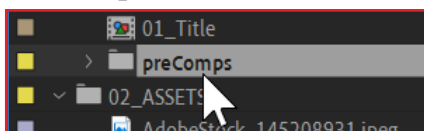
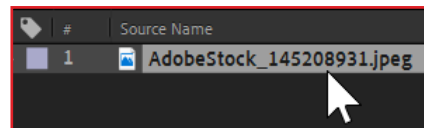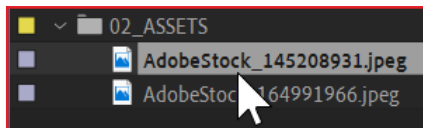**30.** Make these changes in the **Composition Settings** window:
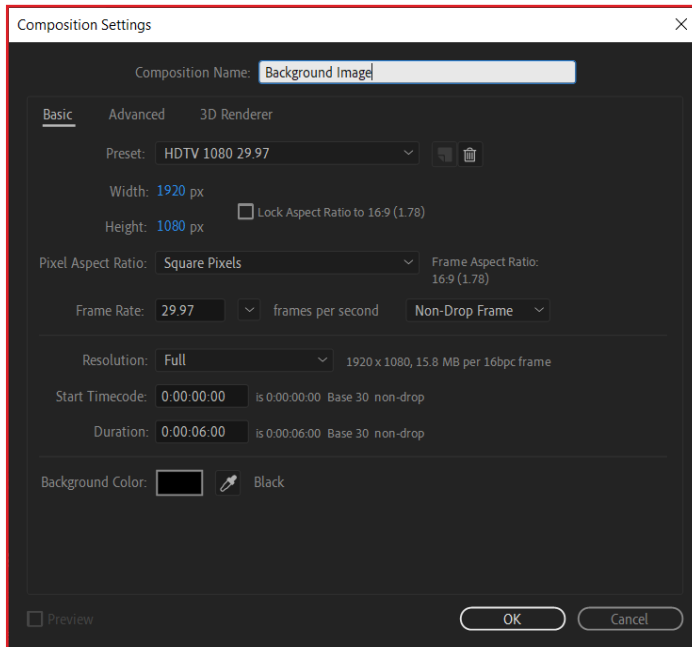
- **Composition Name:** Background Image
- **Preset:** HDTV 1080 29.97
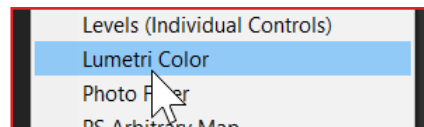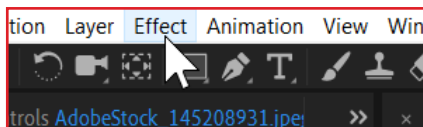- **Duration:** 0;00;06;00

31. Go into the **Background Image** composition by double-clicking on it in the **Project** panel.

32. Click and drag the **AdobeStock_145208931.jpeg** image into the **Background Image** comp from the **Project** panel.

33. Apply the **Lumetri Color** effect to the **AdobeStock_145208931.jpeg** image by selecting it and going to **Application Window > Effect > Color Correction > Lumetri Color.**

34. Make the following changes to the **Lumetri Color** effect in the **Effect Controls** panel.
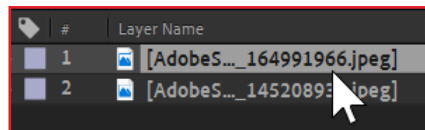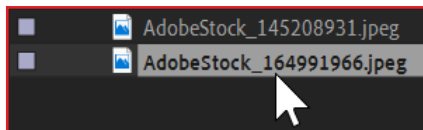
- **Creative > Adjustments > Faded Film:** 65.0

- **Creative > Adjustments > Split Toning > Shadow Tint:**
Blue Color (See the image below for the reference)
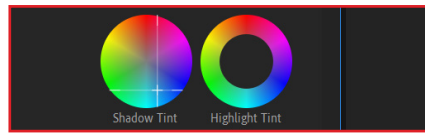
35. Click and drag the **AdobeStock_164991966.jpeg** image into the **Background Image** comp from the **Project** panel and place it above the **AdobeStock_145208931.jpeg** image.


36. Right-click on the **AdobeStock_164991966.jpeg** layer and click on **Transform > Fit To Width** to fit the image to the width of the current composition.
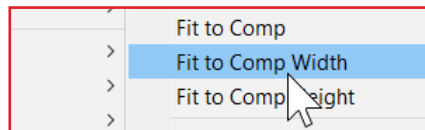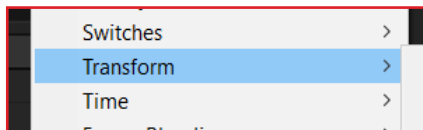

**37.** Change the **AdobeStock_164991966.jpeg** layer blending mode to **Multiply.**
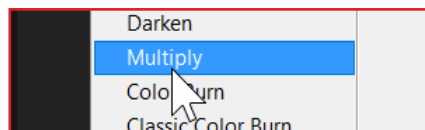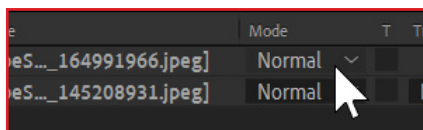
▶ **Important:** If you don't see the layer blending mode option, you need to click on the **Switches/Transfer Controls Menu** button located at the bottom of the **Timeline** panel.
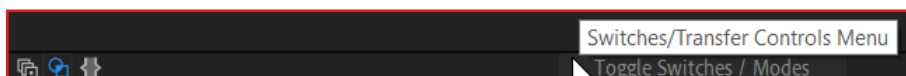

38. Deselect everything and go into the **Toolbar** panel. Double-click on the **Rectangular Tool** button to create a new **Shape** layer and name it **Vignette.**
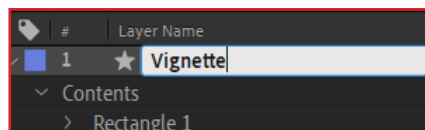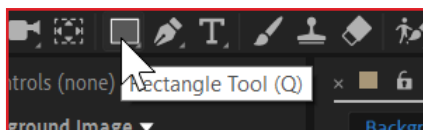

39. Apply the **CC Vignette** effect to the **Vignette** layer by right-clicking on the layer and clicking on the **Effect > Style > CC Vignette.**
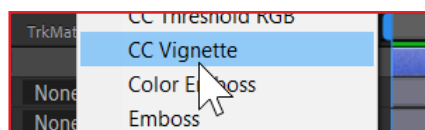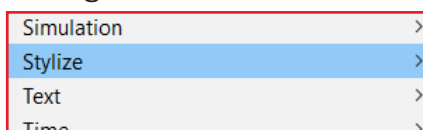
40. Convert the **Vignette** layer to the **Adjustment** layer by clicking on the **Adjustment layer** checkbox.
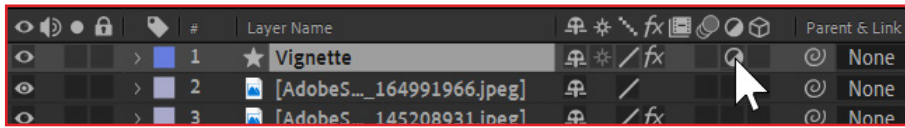
▶ **Important:** If you don't see the **Adjustment** layer option, you need to click on the **Switches/Transfer Controls Menu** button located at the bottom of the **Timeline** panel.
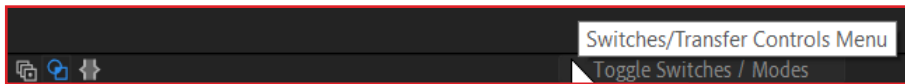
41. Go into **01_Title** composition and import the **Background Image** comp from the **Project** panel. Make sure it's the very last layer in the **Timeline** panel.


Exercise 3. Creating an Auto-Size Shape Layer

In this exercise, we're going to use the basic Expressions/Code to automatically adjust the width of our Text Shape layer to the width of the Title 1 layer.

**Splitting 2D Values into Separate Single Slider Values**

1. Apply the **Slider Control** effect to **Text Shape** layer by right-clicking on the layer and clicking on the **Effect > Expression Controls > Slider Control**.
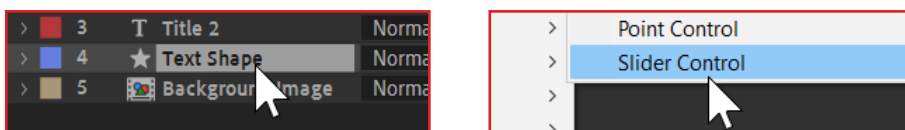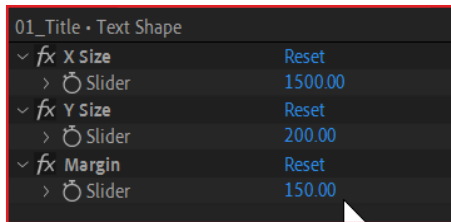

▶ What is the **Slider Control effect**? Think of it as a custom

menu item we can link properties to.

2. Select the **Slider Control** effect in the **Effect Controls** panel and duplicate it twice by pressing the **CTRL/CMD** + **D** key.
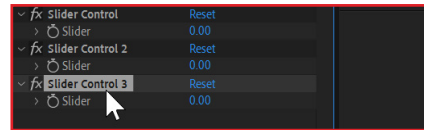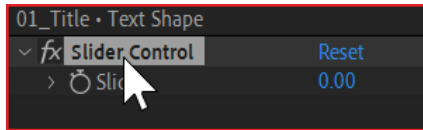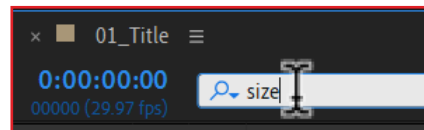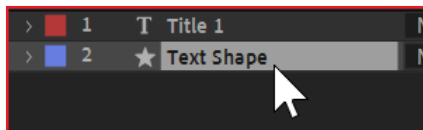
3. Change the **names** and the **values** of each **Slider Control** effect to the following:
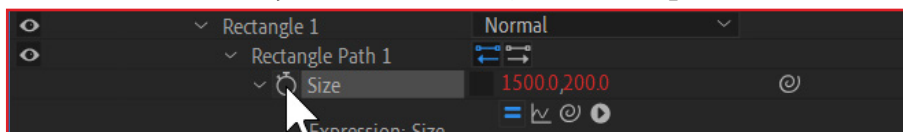
- **X Size:** 1500.00 px
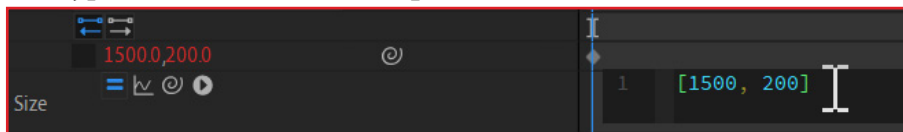- **Y Size:** 200.00 px
- **Margin:** 150.00 px

4. Select the **Text Shape** layer in the **Timeline** panel. Press the **CTRL/CMD** + **F** key to go into the **Timeline Search Bar** to search for the word **Size**.

5. Create an Expression for the **Size** property by holding down the **ALT/OPT** key and left-clicking on the **Stopwatch**.

6. Type **[1500, 200]** in the **Expression Editor**.

7. Highlight **1500** in the **Expressing Editor** and use the **Expression Pick-Whip** to point to the **X Size** slider control in the **Effect Controls** panel. From now on, the first value of the **Size** property will be the value of the **X Size** slider control.
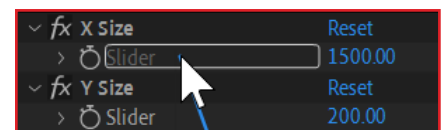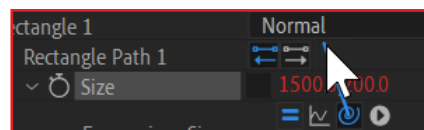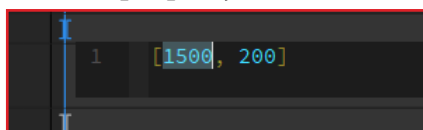
8. Let's do the same thing to the second value of the **Size**
property. Highlight **200** in the **Expressing Editor** and use the
Expression Pick-Whip to point to the **Y Size** slider control.
From now on, the second value of the **Size** property will be the
value of the **Y Size** slider control.
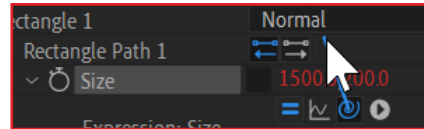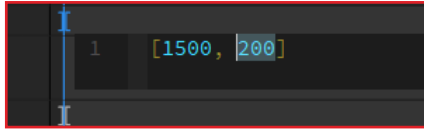
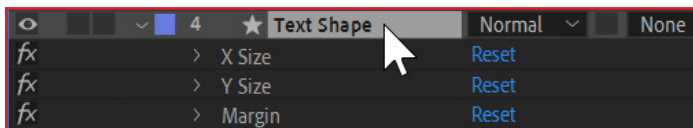▶ The final line of code should look like the image below.


```
1    [effect("X Size")("Slider"), effect("Y Size")("Slider")]
```
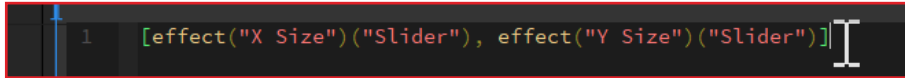
9. Click on the **Close icon** in the **Timeline Search Bar** to get rid
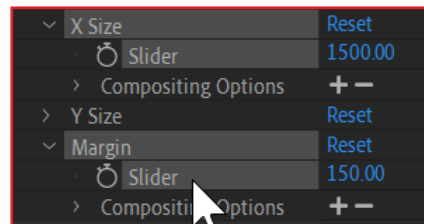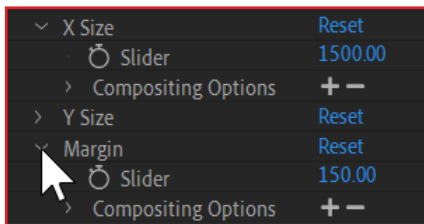of the search feature.
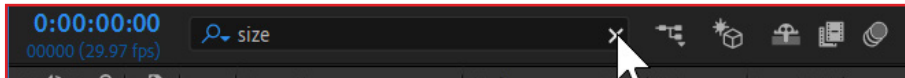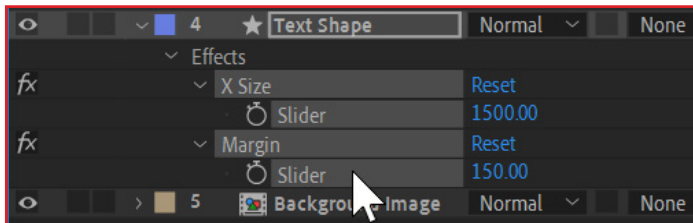

Auto Resize Set-Up

10. Select the **Text Shape** layer and press the **E** key to display the
effects of the **Text Shape** layer in the **Timeline** panel.

11. Collapse the **X Size** and **Margin** groups by clicking on the
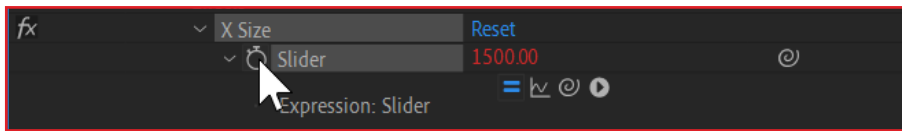arrows next to each group. Select the **X Size** and **Margin**
sliders.

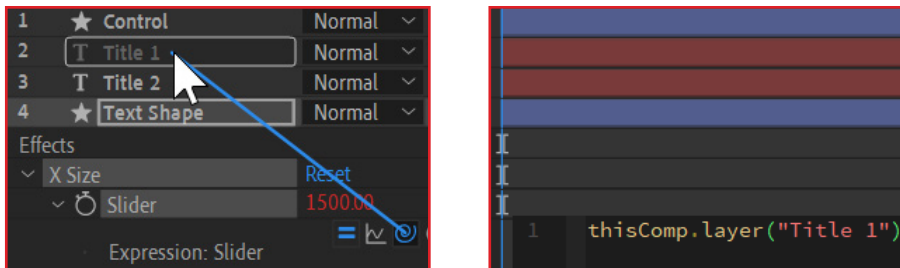12. Solo selected sliders by press the **S** key twice (**SS**).

13. Deselect everything and create an expression for the **X Size**

property by holding down the **ALT/OPT** key and left-clicking on the **Stopwatch.**


14. Use an **Expression Pick-Whip** to write an expression referencing the **Title 1** layer by **Pick-Whipping** to it.


15. Let's continue writing the expression by adding the **sourceRectAtTime().width** method to the end of our code to get the **width** of the **Title 1** layer.

```
1    thisComp.layer("Title 1").sourceRectAtTime().width
```
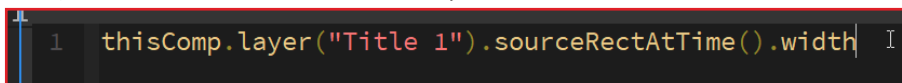
▶ As you can see, our code is working well because the **width** of our **Text Shape** layer is the same as the **width** of our **Title 1** layer. However, we do need to add spacing to each side.
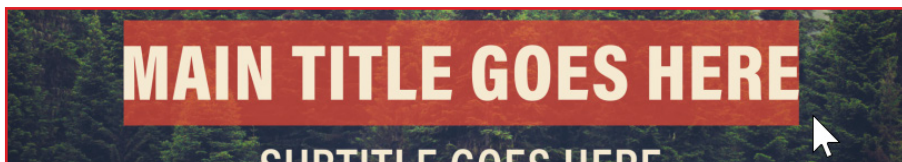
16. Let's add spacing to the **Text Shape** layer by adding the **Margin** slider value to our code. Insert the plus sign (+) to the end of our expression.

```
1    thisComp.layer("Title 1").sourceRectAtTime().width +
```
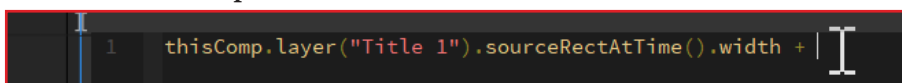
17. Next, use the **Expression Pick-Whip** to reference the **Margin** slider value at the end of our code by pointing to the **Margin** slider.
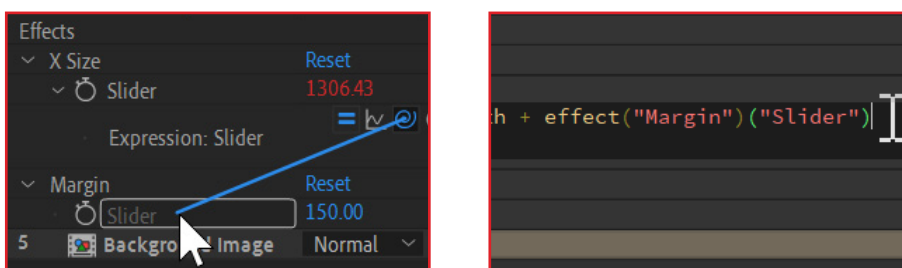
⏺ The final code should look like this:

```
1    thisComp.layer("Title 1").sourceRectAtTime().width + effect("Margin")("Slider")
```
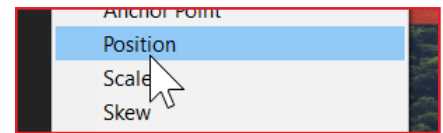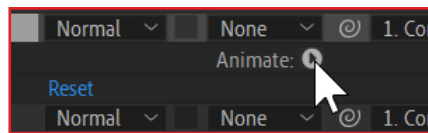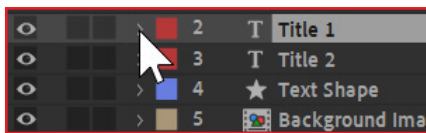
MAIN TITLE GOES HERE

SUBTITLE GOES HERE
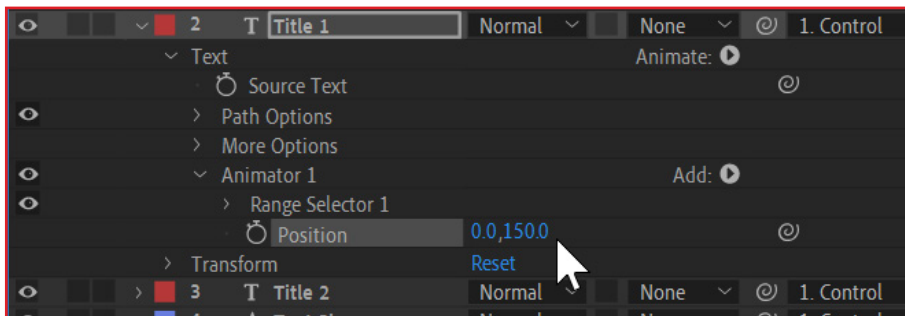
Exercise 4. Animation

In this exercise, we're going to bring everything to life by animating our **Text, Shape,** and **Background Image** layers.
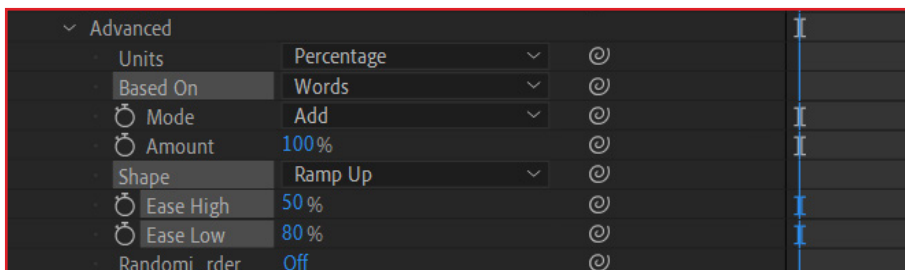
Text Animation

1. Let's get started by animating the **Text 1** layer. Go into the **Text 1** layer and click on the **Animate button** > **Position.**

2. Set the **Position** property value to **0, 150.**

3. Go into **Title 1 layer** > **Text** > **Animator 1** > **Range Selector 1** > **Advanced** and make the following changes.
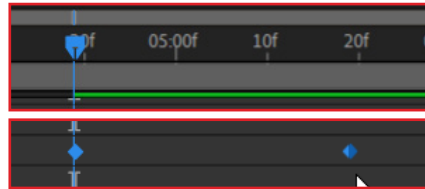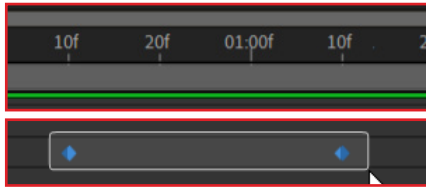
   - **Base On:** Words

- **Shape:** Ramp Up
- **Ease High:** 50%
- **Ease Low:** 80%

4. Create a keyframed animation for the **Offset** property located in **Title 1 layer** > **Text** > **Animator 1** > **Range Selector 1.** Click on the **Stopwatch** to create the 1st keyframe.

   ◊ Set the 1st keyframe at **0:00:00:10** to **-100**

   ◊ Set the 2nd keyframe at **0:00:01:10** to **100**
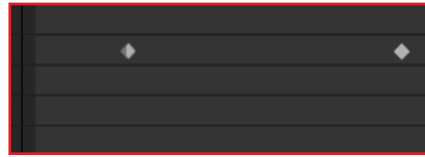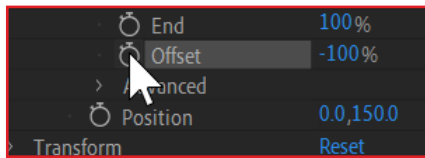
5. Select both keyframes and copy & paste them at **0:00:04:19**.

6. Select pasted keyframes and right-click on one of them and click on the **Keyframe Assistant** > **Time-Reverse Keyframes** to reverse selected keyframes.
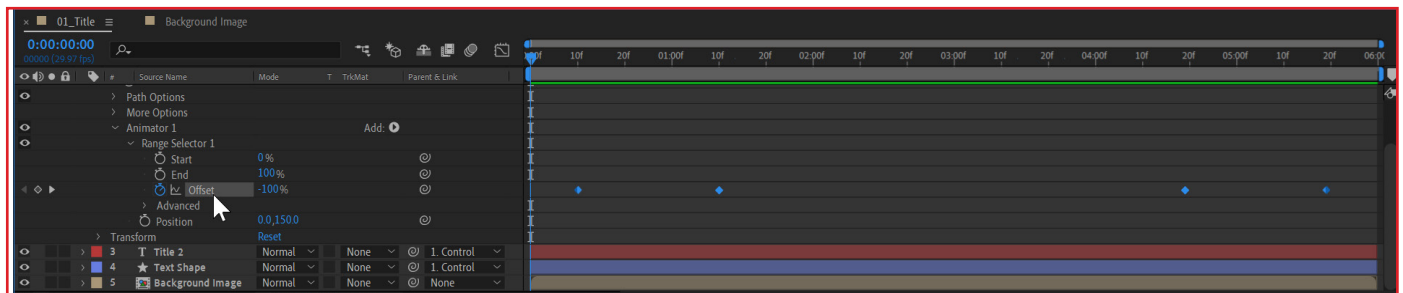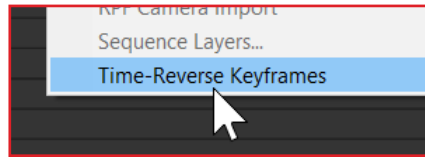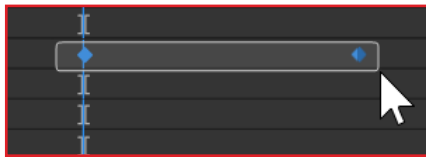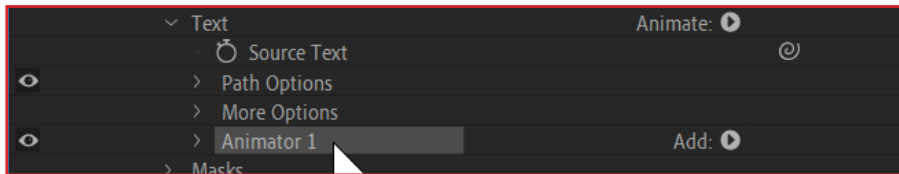

7. Take the **Time Indicator** in the **Timeline** panel to **0:00:02:00**. Select the **Title 1** layer and click on the **Rectangle Tool** in the **Toolbar** panel.
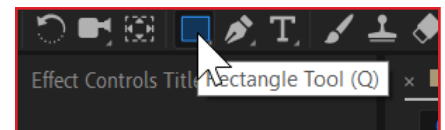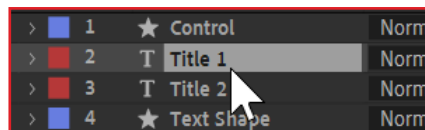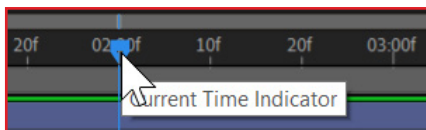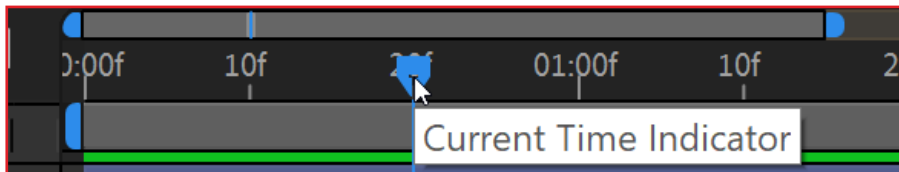
8. Draw a mask on the **Title 1** layer in the Composition panel similar to the mask in the image below.

9. Select & copy the **Animator 1** group from the **Title 1** layer by pressing the **CTRL/CMD + C** key.
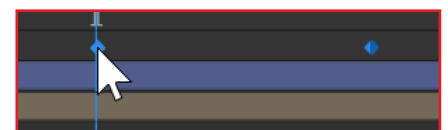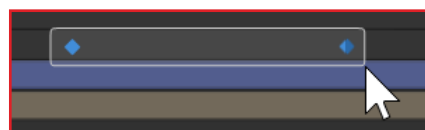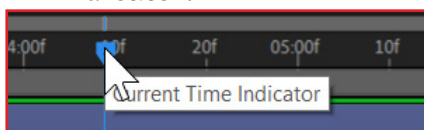

10. Take the **Time Indicator** in the **Timeline** panel to **0:00:00:20**.
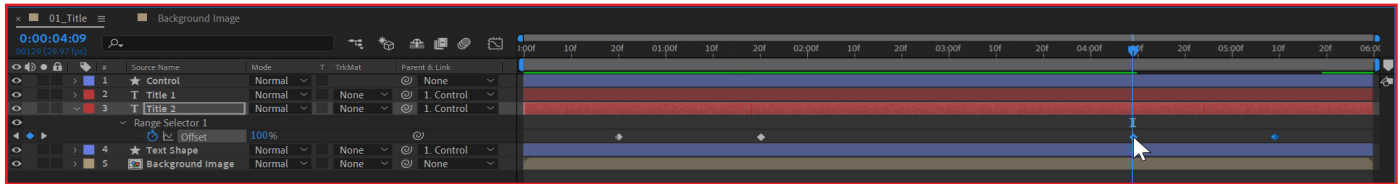

11. Select the **Title 2** layer and press the **CTRL/CMD + V** key to paste the **Animator 1** group.

12. Select the **Title 2** layer and press the **U** key to display all the keyframes of the **Title 2** layer.
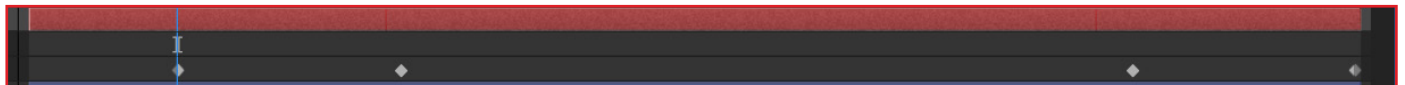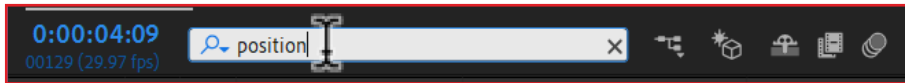

13. Take the **Time Indicator** to **0:00:04:09.** Select the last two keyframes of the **Title 2** layer and move them to the **Time Indicator.**
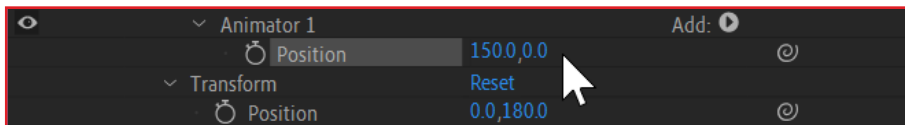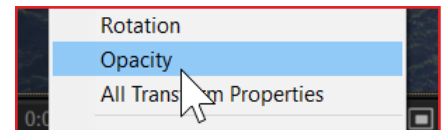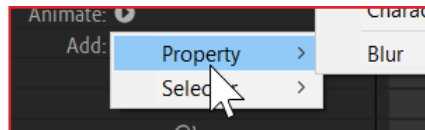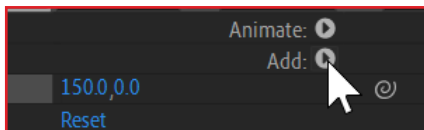
14. While the **Title 2** layer is still selected, search for the **Position** word in the **Timeline Search Bar**.
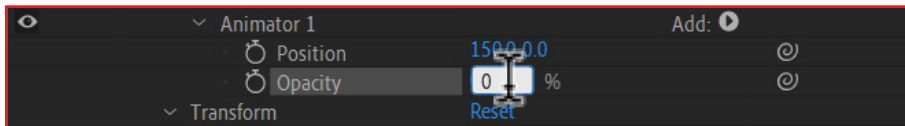

15. Change the **Position** value of the **Animator 1** group to **150, 00.**

16. Add an **Opacity** property to the **Animator 1** group of the **Title 2** layer by clicking on the **Add button** > **Property** > **Opacity.**

17. Change the **Opacity** value of the **Animator 1** group to **0%.**


Shape Animation

18. Create a keyframed animation for the **Scale** property of the **Text Shape** layer. Select the **Text Shape** layer and press the **S** key to display the **Scale** property in the **Timeline** panel.
   ◊ Set the 1st keyframe at **0:00:00:05** to **0, 100%**
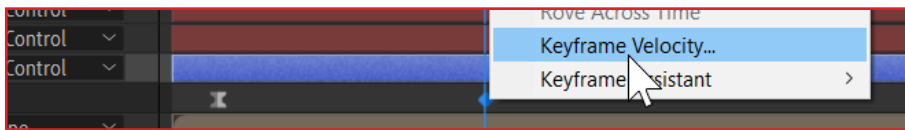   ◊ Set the 2nd keyframe at **0:00:01:05** to **100, 100%**

19. Right-click on the **1st** keyframe and go into the **Keyframe Velocity** window (**Keyframe Assistant** > **Keyframe Velocity**).
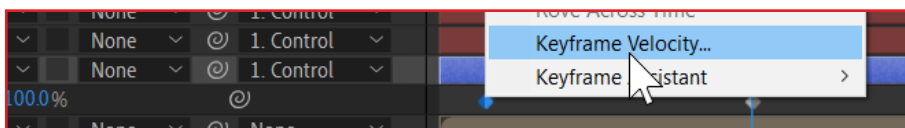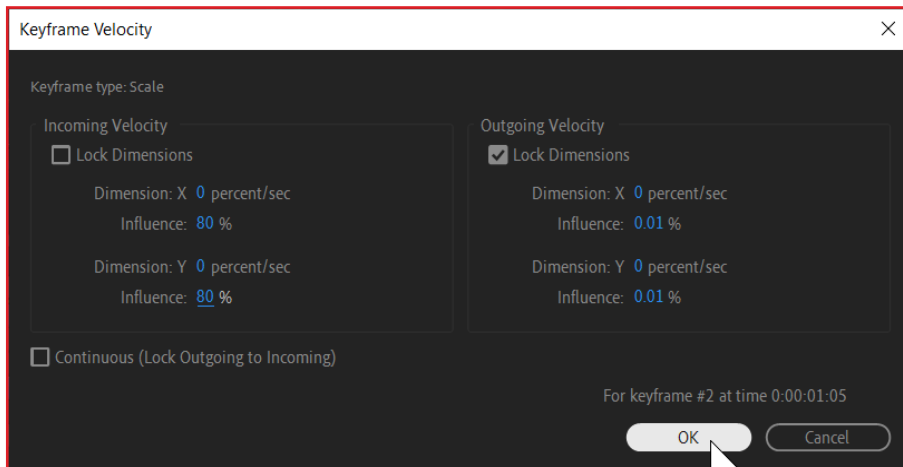
20. In the **Keyframe Velocity** window, make the following change to the **1st** keyframe:
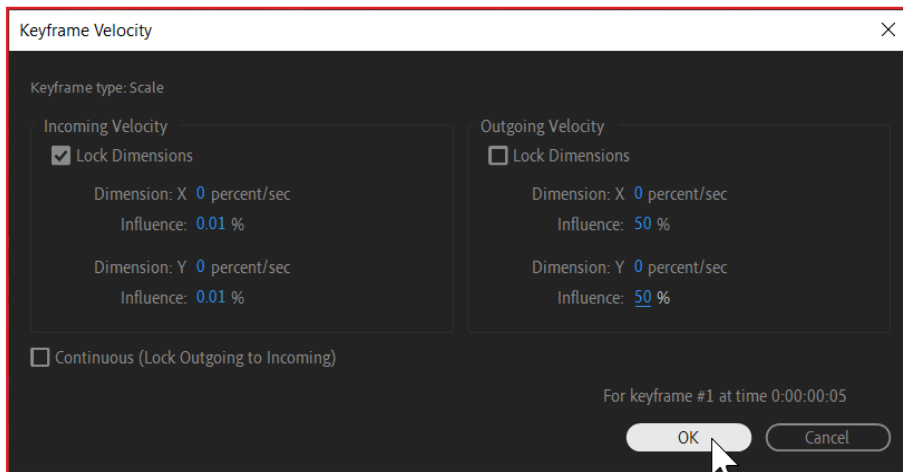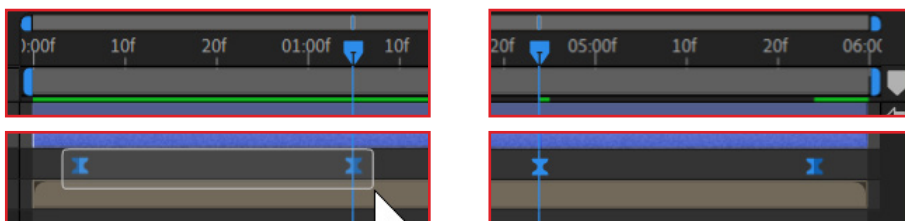

21. Right-click on the **2nd** keyframe and go into the **Keyframe Velocity** window (**Keyframe Assistant** > **Keyframe Velocity**).
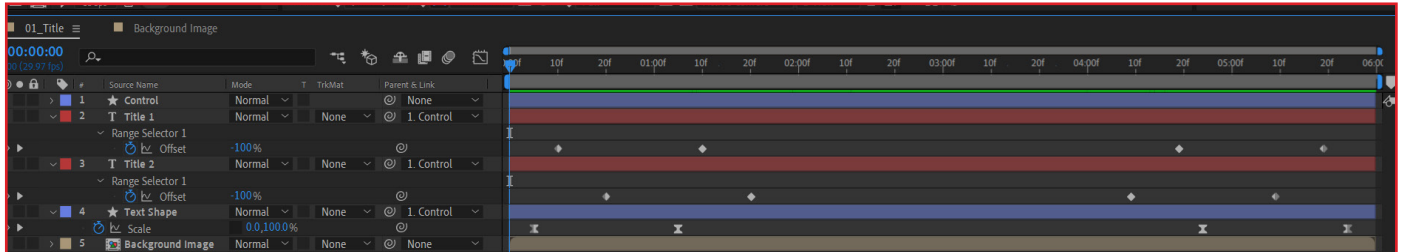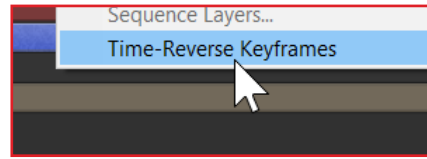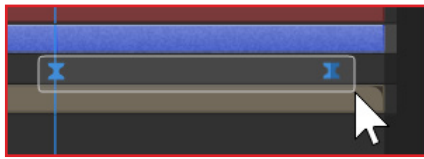

22. In the **Keyframe Velocity** window, make the following change to the **2nd** keyframe:

23. Select both keyframes and copy & paste them to **0:00:04:24** in the **Timeline** panel.

24. Select pasted keyframes and right-click on one of them and click on **Keyframe Assistant** > **Time-Reverse Keyframes** to reverse the selected keyframes.


Background Image Animation

25. Select two layers, **Text Shape** and **Background Image.** Press the **S** key to display the **Scale** property of selected layers in the Timeline panel.

26. Select the **Scale** property of the **Text Shape** layer and **copy** it by pressing the **CTRL/CMD + C** key.

27. Take the **Time Indicator** in the **Timeline** panel to **0:00:00:0.**

28. Select the Scale property of the **Background Image** layer and press the **CTRL/CMD + V** key to paste the keyframes.

29. Take the **Time Indicator** in the **Timeline** panel to **0:00:04:29.**

30. Select the **Background Image** layer and press the **CTRL/CMD + V** key to paste the keyframes.

31. Select the last two **Scale** keyframes of the **Background Image** layer and move them to where the first selected keyframe lines up with the **Time Indicator.**
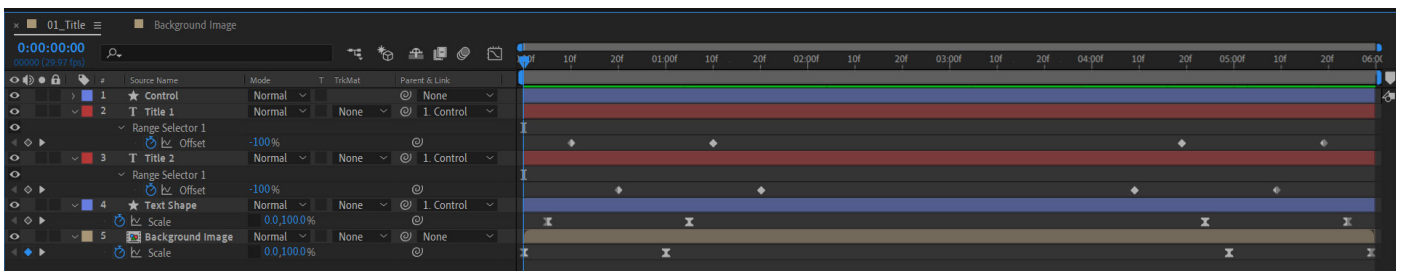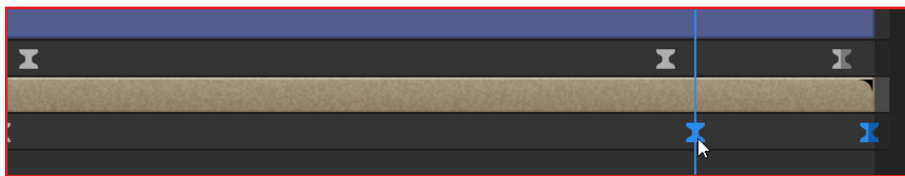
32. Select the **Background Image** layer and double-click on the **Rectangle Tool** in the **Toolbar** panel to create a new mask.
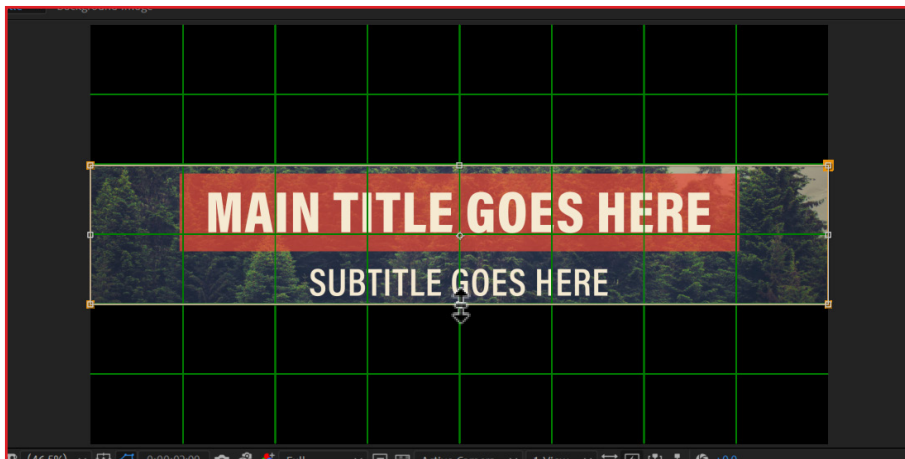

33. Click on the **Grid and Guide** options button at the bottom of the **Composition** panel to activate **Proportional Grid**.
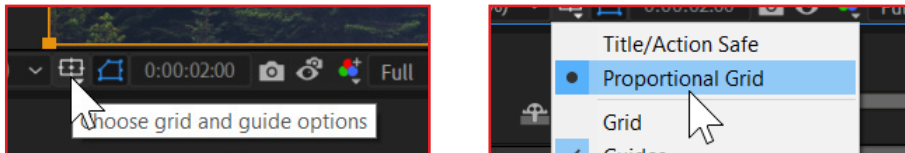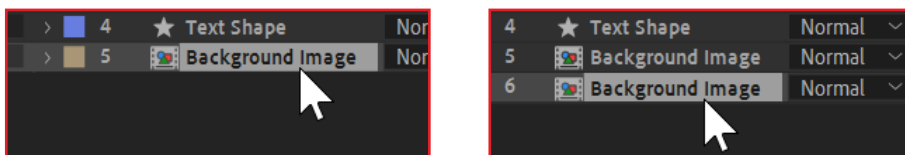

34. Double-click on the **Mask** spline in the **Composition** panel to activate the **Transform Handles**.

35. Click and drag the bottom center transform handle while holding down the **CTRL/CMD** key to resize the mask similar to the image below.
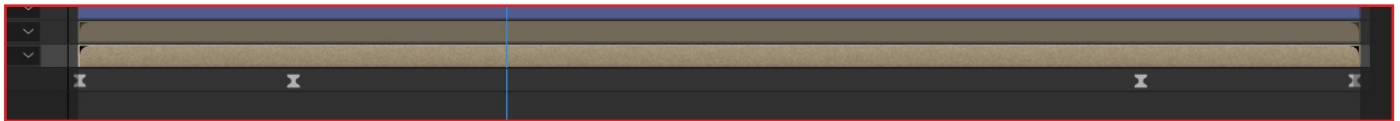

36. Select the **Background Image** layer in the **Timeline** panel and press the **CTRL/CMD + D** key to duplicate the layer.

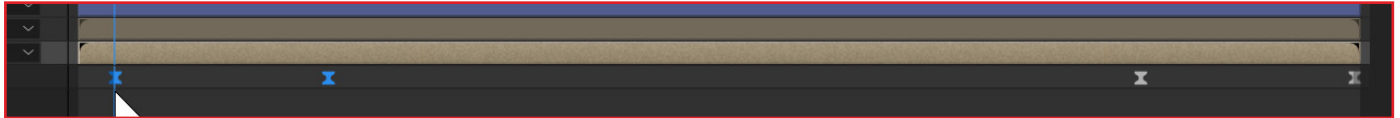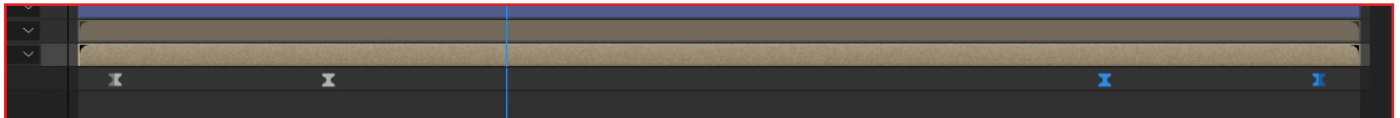**37.** Select the bottom of the Background Image layer and press the
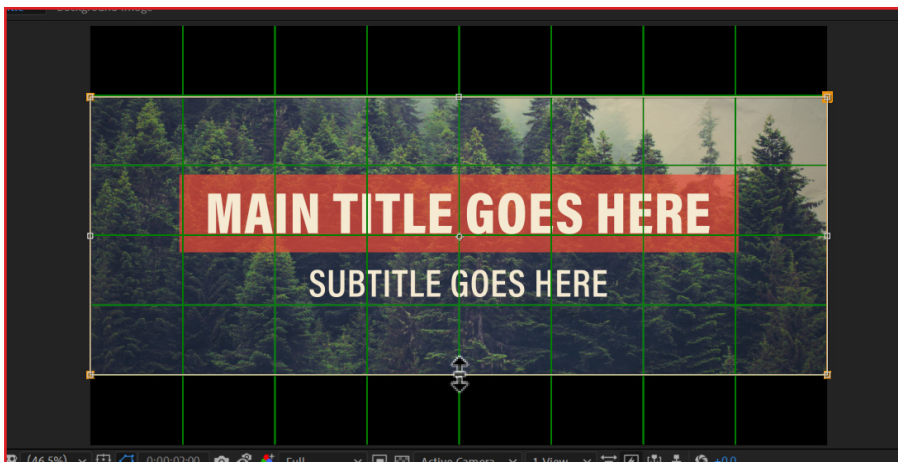
U key to display all keyframes.

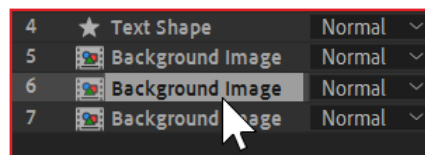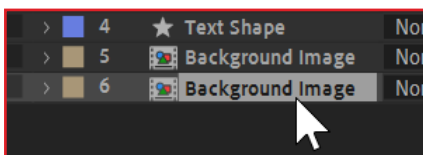38. Offset the first two keyframes by moving them to **0:00:00:05**

39. Offset the last two keyframes by moving them to **0:00:04:24**
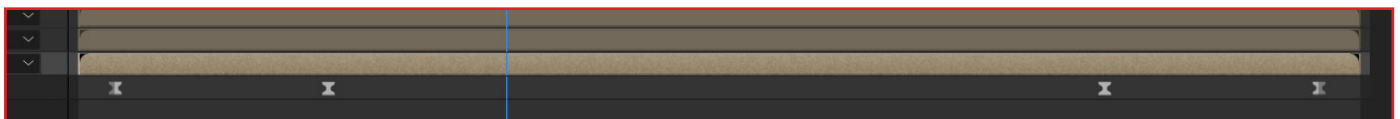

40. Resize the mask of the bottom **Background Image** layer similar to what we did before.
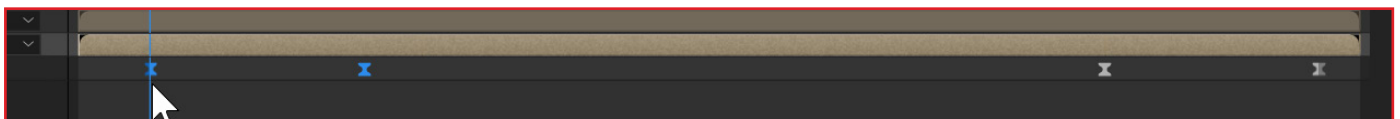

41. Select the bottom **Background Image** layer in the **Timeline** panel and press the **CTRL/CMD + D** key to duplicate the layer.
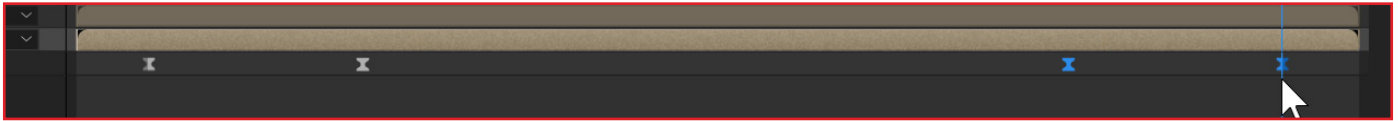

42. Select the bottom Background Image layer and press the **U** key to display all keyframes.

43. Offset the first two keyframes by moving them to **0:00:00:10**

44. Offset the last two keyframes by moving them to **0:00:04:19**

45. Select the bottom **Background Image** layer in the **Timeline** panel and press the **M** key to display the **Mask 1** in the **Timeline** panel. Select the **Mask 1** and delete it by pressing the **DELETE** key.
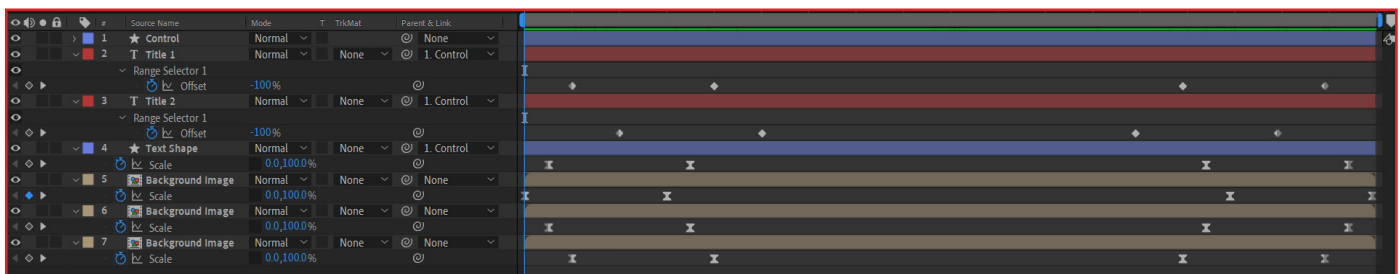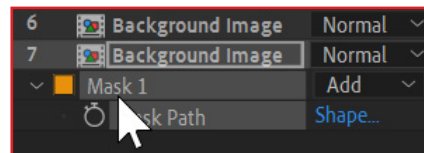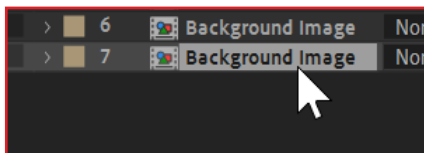
46. Go into the **Background Image** composition and select the **AdobeStock_145208931.jpeg** layer.
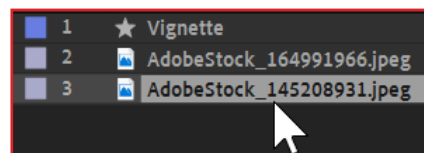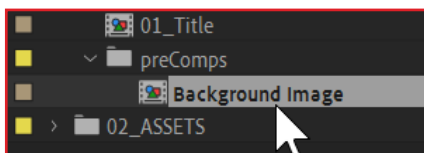
47. Press the **S** key to display the **Scale** property and create the following keyframes:

◊   Set the 1st keyframe at **0:00:00:00** to **60, 60%**

◊ Set the 2nd keyframe at **0:00:05:29** to **70, 70%**

48. Select the **AdobeStock_145208931.jpeg** layer. Press the **P** key to display the **Position** property and create the following keyframes:
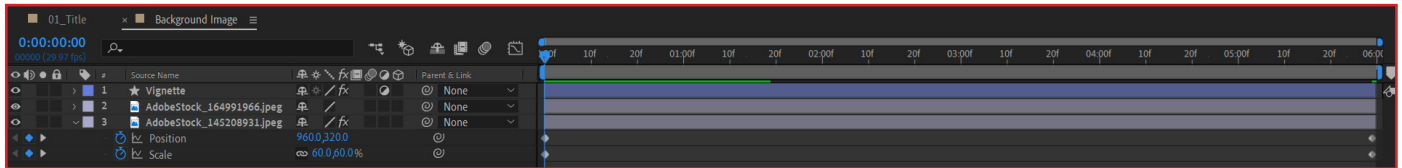
◊ Set the 1st keyframe at **0:00:00:00** to **960, 320**

◊ Set the 2nd keyframe at **0:00:05:29** to **960, 420**


Exercise 5. Creating a Title MoGRT

In this exercise, we're going convert the **01_Title** comp into a **Motion Graphics Template** (MoGRT) to use in *Premiere Pro* without ever opening up After Effects.

Creating a Title MoGRT in After Effects

1. Go into **01_Title** comp, select the **Title 1** and the **Title 2** layer and search for **Source Text** in the **Timeline Search Bar**.
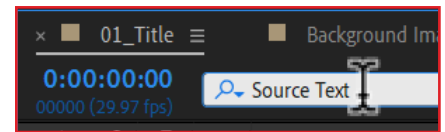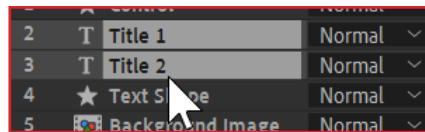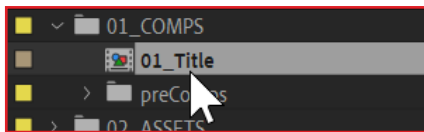
2. Right-click on the **Timeline** panel and click on the O**pen in Essential Graphics**.
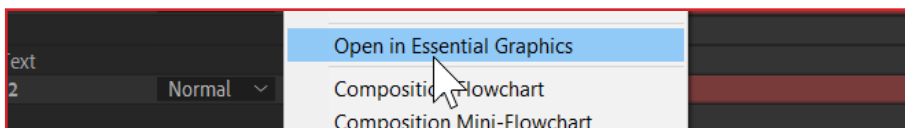
3. In the **Essential Graphics** panel, change the name to **01_Title** and click on the **Set Poster Time** button to create a thumbnail. **NOTE:** The MoGRT thumbnail is created based on the location of the **Time Indicator** in the **Timeline** Panel.
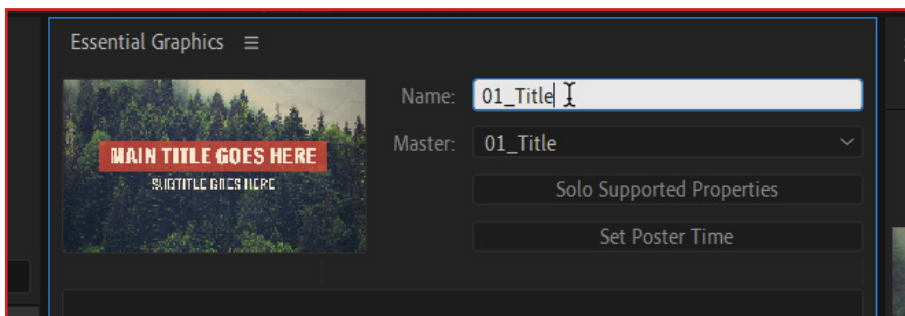
4. Click and drag the **Source Text** property of the **Title 1** layer into the **Essential Graphics** panel and rename it to **Title 1**.
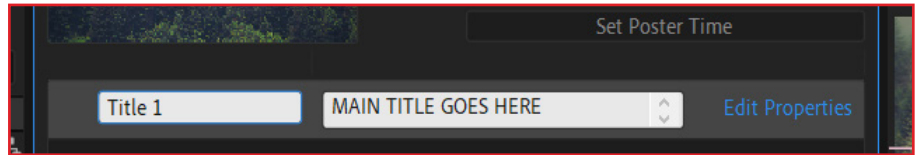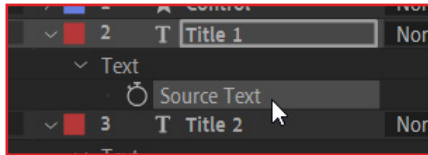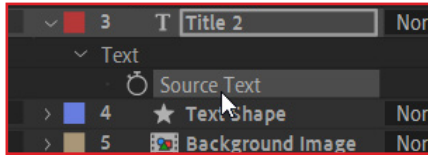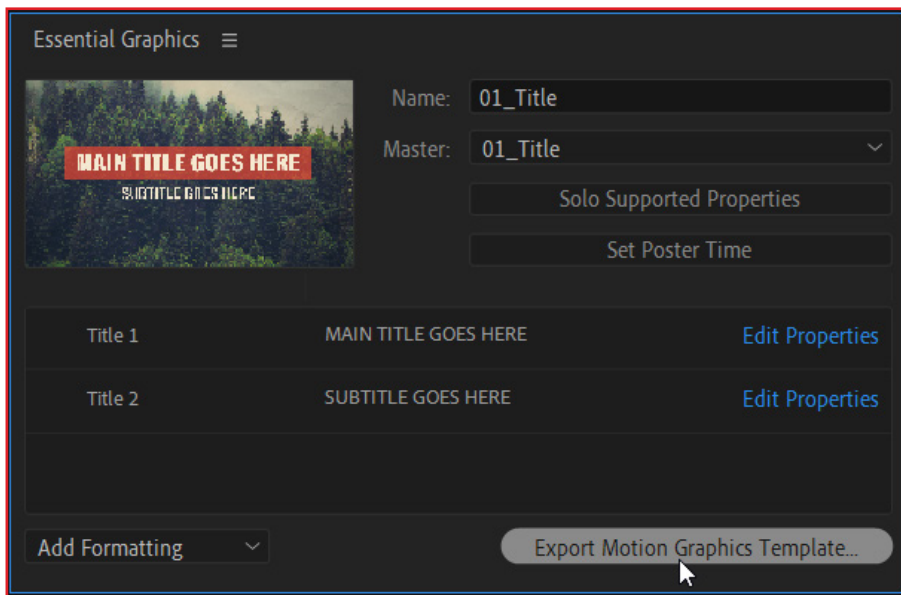

5. Click and drag the **Source Text** property of the **Title 2** layer into the **Essential Graphics** panel and rename it to **Title 2**.

6. Once we're done creating the menu of all the properties we want for the editors to adjust in Premiere Pro, the next step is to export the MoGRT by clicking on the **Export Motion Graphics Template** button.

PROJECT 2: CREATING A LOWER THIRD ANIMATION

FIRST LASTNAME
TITLE GOES HERE

About this project

Almost every video project requires a lower third graphic to help us tell a better story. That's why we're going to focus on how to quickly create a lower third graphic using the elements we have already created.
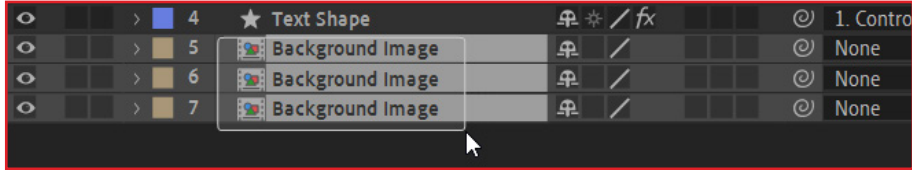
Exercise 1. Designing the Lower Third

In this exercise, we're going to use **01_Title** comp to create a lower third graphic for Premiere Pro.

Creating a Lower Third Composition

1. Select the **01_Title** comp in the **Project** panel and press the **CTRL/CMD + D** key to duplicate it. Name it **02_Lower Third.**
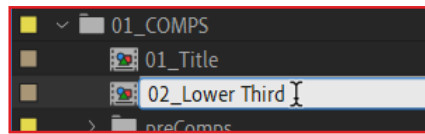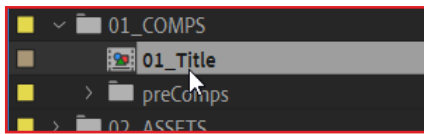
2. Go into the **02_Lower Third** comp and delete all 3 **Background Image** layers.


Text and Shape Layer Changes

3. Select the **Title 1** layer and change the **Font Size** to **100 px.**

4. Center the **Anchor Point** of the **Title 1** layer by pressing the **CTRL/CMD + ALT/OPT + HOME** key.

5. Select the **Title 2** layer and change the **Font Size** to **50 px.**

6. Center the **Anchor Point** of **Title 2** layer by pressing the **CTRL/ CMD + ALT/OPT + HOME** key.

7. Change the **Y Size** slider value of the **Text Shape** layer in the **Effect Controls** panel to **150 px.**
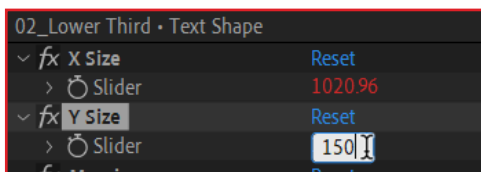
8. Position both text layers in the center of the **Text Shape** layer by changing the **Position** of the **Title 1** layer to **0.0, -80.0** and **Title 2** layer to **0.0, -15.0.**
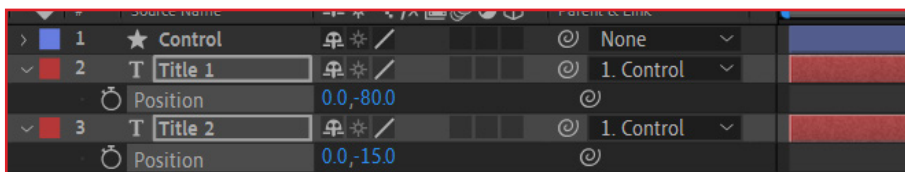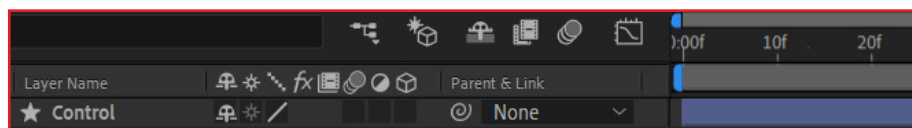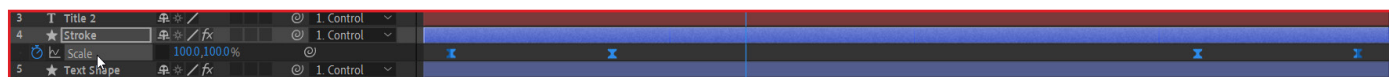
Stroke Animation

9. Select the **Text Shape** layer and press the **CTRL/CMD + D** key to duplicate it. Name it **Stroke.**

10. Select the **Stroke** layer and press the **S** key to display the **Scale** property in the **Timeline** panel.

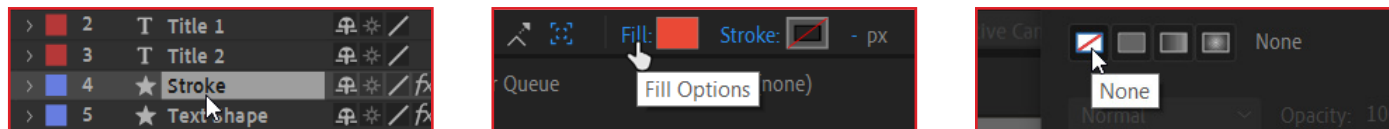11. Click on the **Scale** property to select all keyframes.

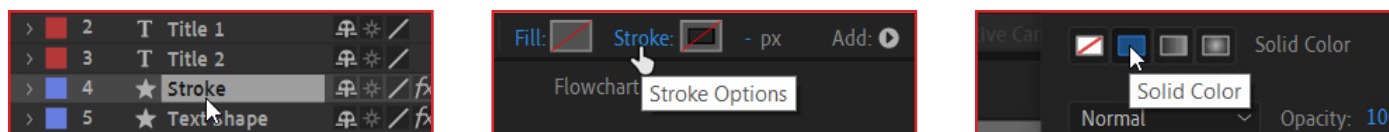12. Press the **DELETE** key to delete all keyframes.

13. Set the **Scale** property of the **Stroke** layer to **100.0, 100.0%.**
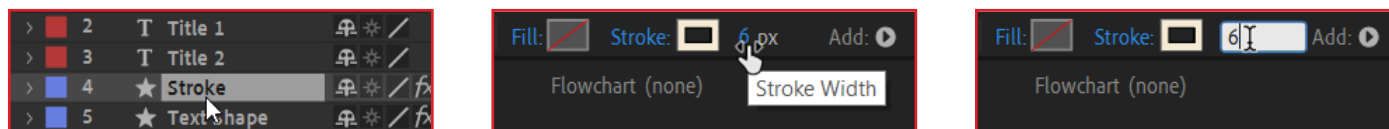
14. Select the **Stroke** layer and click on the **Fill Options** button in the **Toolbar** panel to change the **Fill Options** to **None.**
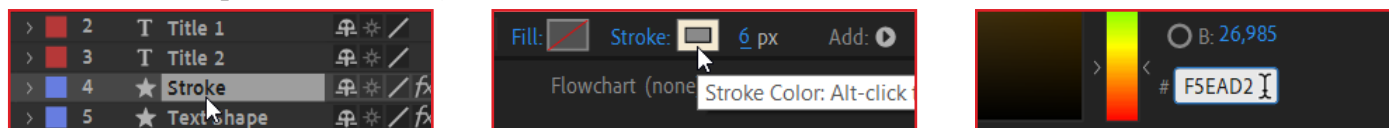
15. Select the **Stroke** layer and click on the **Stroke Options** button in the **Toolbar** panel and change the **Stroke Options** to **Solid Color.**
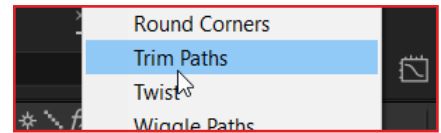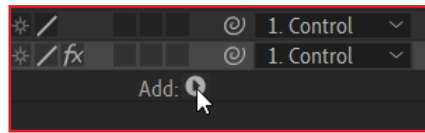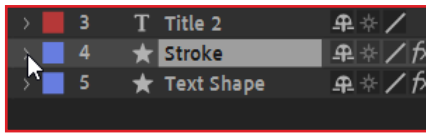
16. Select the **Stroke** layer and click on the **Stroke Width** button in the **Toolbar** panel and change the **Stroke Width** to **6 px.**

17. Select the **Stroke** layer and click on the **Stroke Color** button in the Toolbar panel and change the **Stroke Color** to **# F5EAD2.**

18. Go into the **Stroke** layer and click on the **Add button** > **Trim Paths** to add the **Trim Paths** action for the **Stroke** layer.


19. Create a keyframed animation for the **End** property located in **Stroke layer** > **Contents** > **Trim Paths 1**.

◊ Set the 1st keyframe at **0:00:00:00** to **0%**

◊ Set the 2nd keyframe t **0:00:01:00** to **100%**
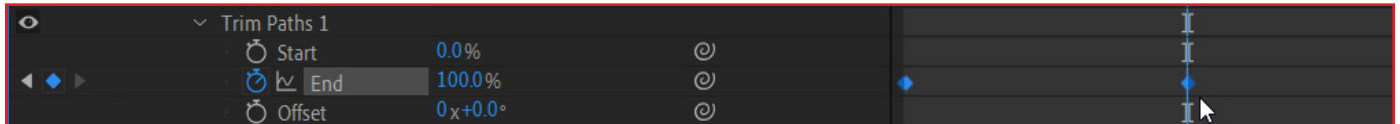
20. Right-click on the **1st** keyframe and go into the **Keyframe Velocity** window to make the following changes. (**Keyframe Assistant** > **Keyframe Velocity**)
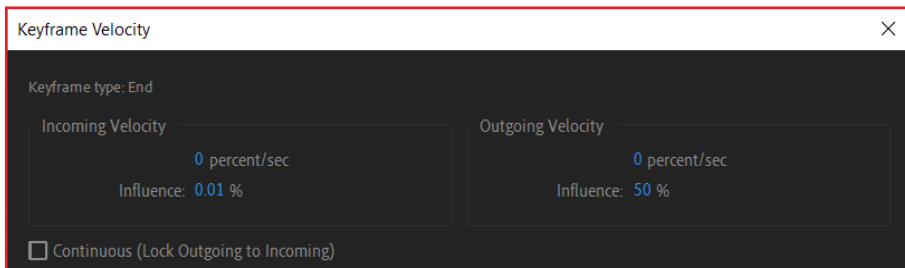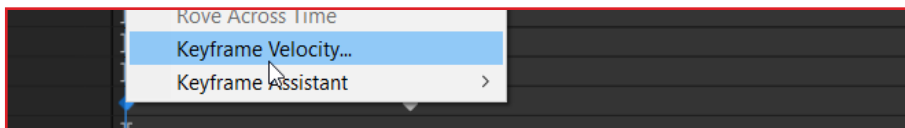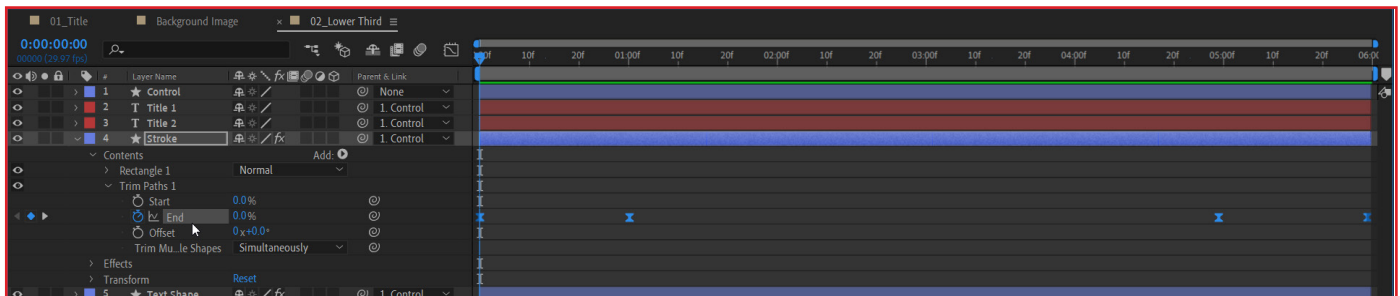

21. Right-click on the **2nd** keyframe and go into the **Keyframe Velocity** window to make the following changes. (**Keyframe Assistant** > **Keyframe Velocity**)
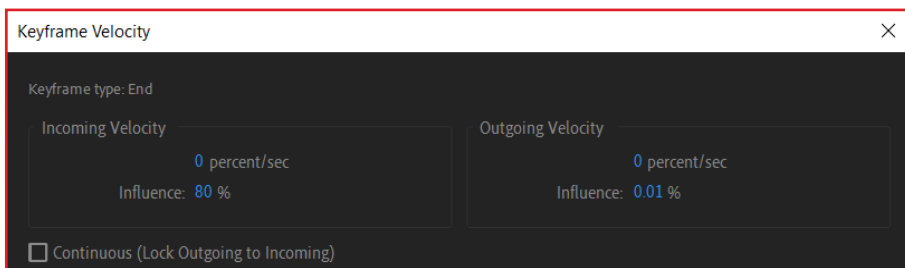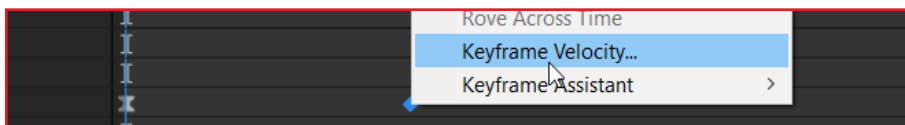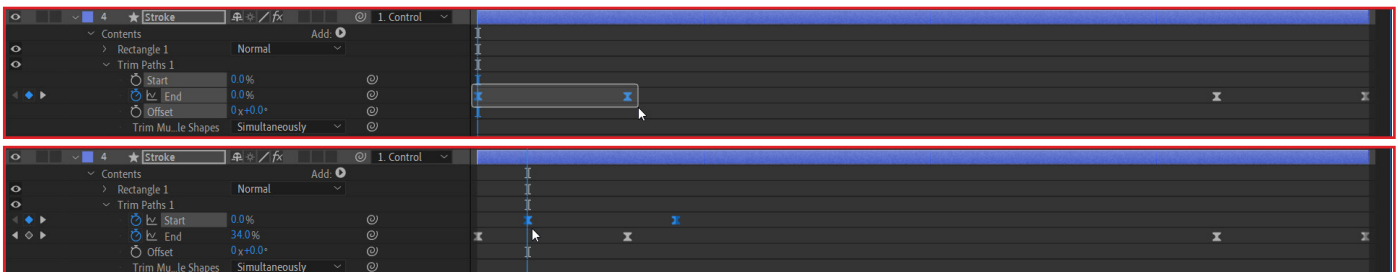
22. Select both keyframes and copy & paste them at **0:00:04:29.**


23. Select pasted keyframes and right-click on one of them and click on the **Keyframe Assistant** > **Time-Reverse Keyframes** to reverse the selected keyframes.

24. Select and copy the first two keyframes from the **End** property. Select the **Start** property and paste the copied keyframes at **0:00:00:10.**


25. Select and copy the last two keyframes of the **End** property. Select the **Start** property and paste the copied keyframes at **0:00:04:19.**
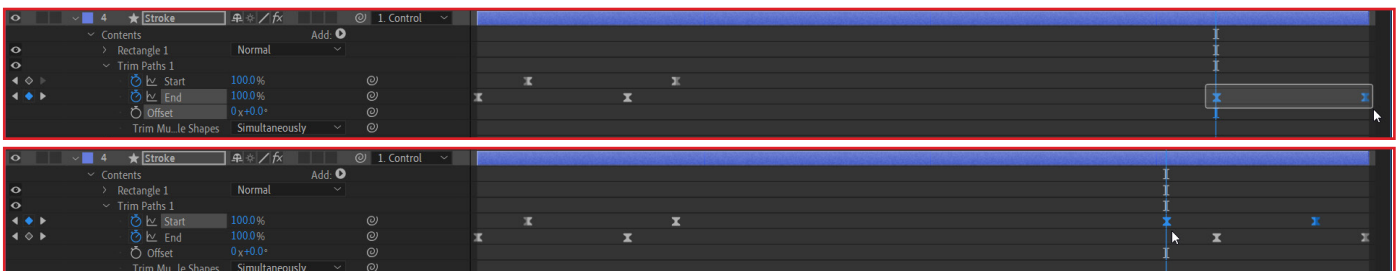
Exercise 2. Setting Up the Lower Third Position

In this exercise, we're going use the expressions/code to lock the position of the lower third to the bottom left corner.
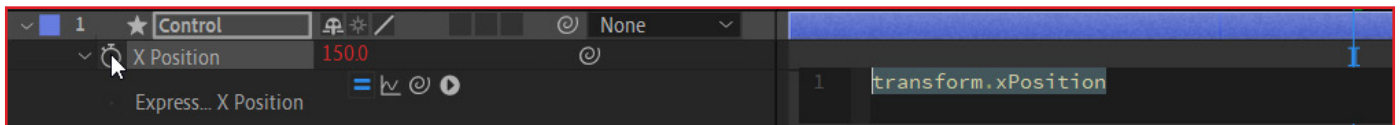
1. Select the **Control** layer and press the **P** key to display the **Position** property. Right-click on the **Position** property and click on the **Separate Dimensions**.
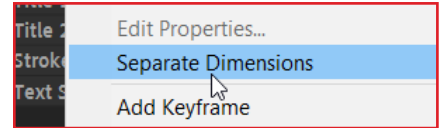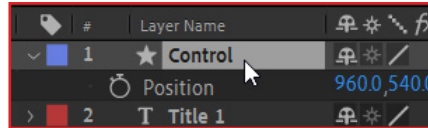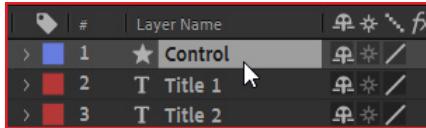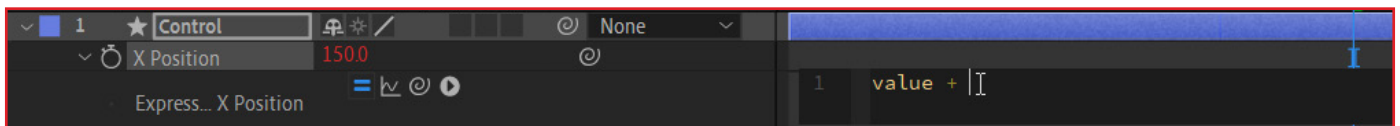

**2.** Set the **X Position** to **150** and the **Y Position** to **970**.
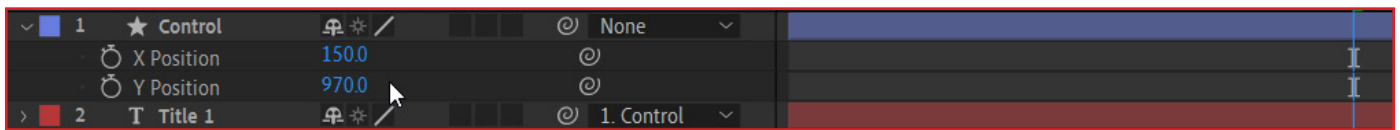
3. Create an expression for the **X Position** property by holding down the **ALT/OPT** key and clicking on the **Stopwatch.**
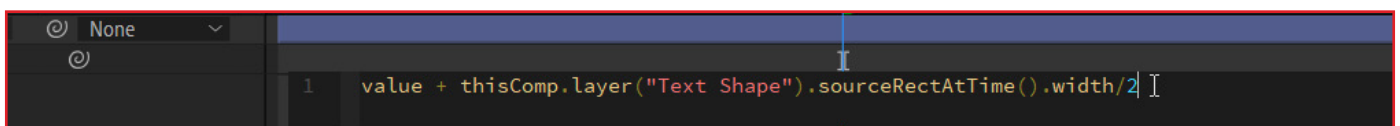

4. Type **value** + in the Expression Editor to reference the current **Position** value.

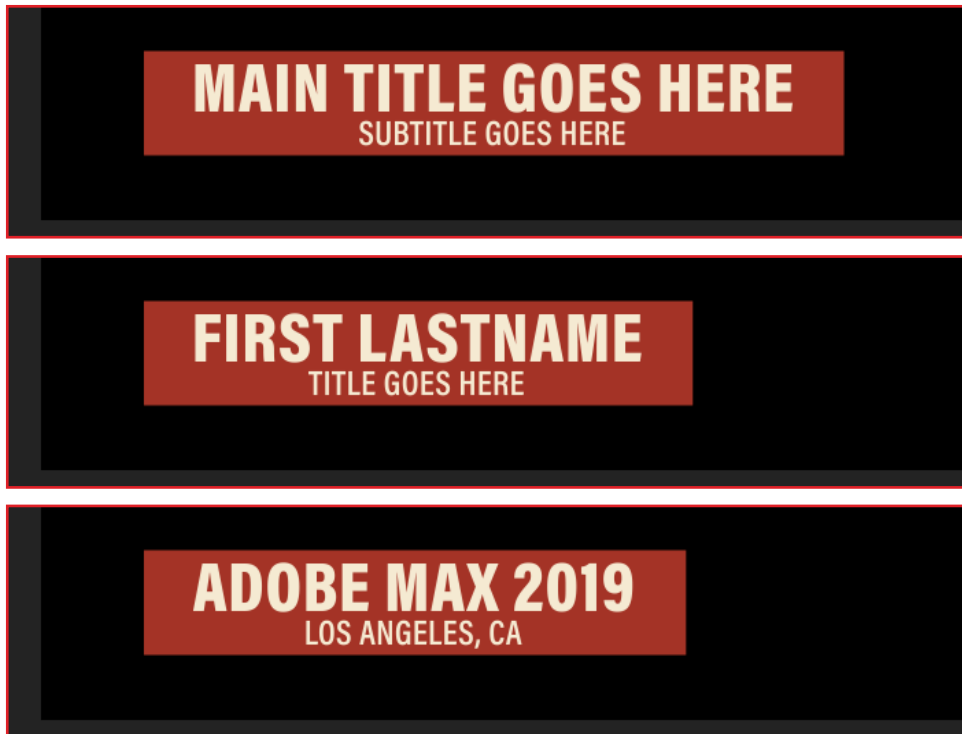**5.** Go to the end of the code and use the **Expression Pick-Whip** tool to reference the **Text Shape** layer by pick-whipping to the **Text Shape** layer.
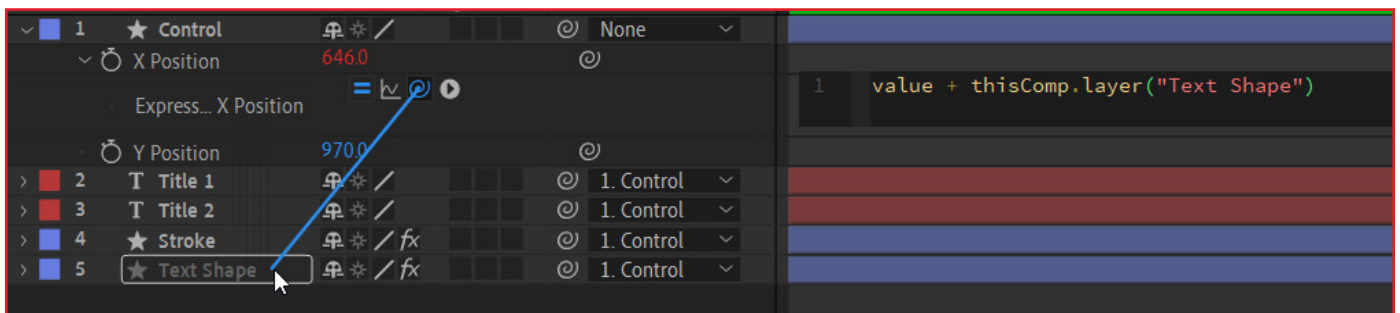
6. Next, add **sourceRectAtTime().width/2** to the end of the code.

7. The final result of this code will lock the position of the lower third graphic at the bottom left corner of our composition regardless of what we type.

Exercise 3. Creating a Lower Third MoGRT

In this exercise, we're going convert our After Effects project into a **Motion Graphics Template** (MoGRT) to use in Premiere Pro without ever opening up After Effects.
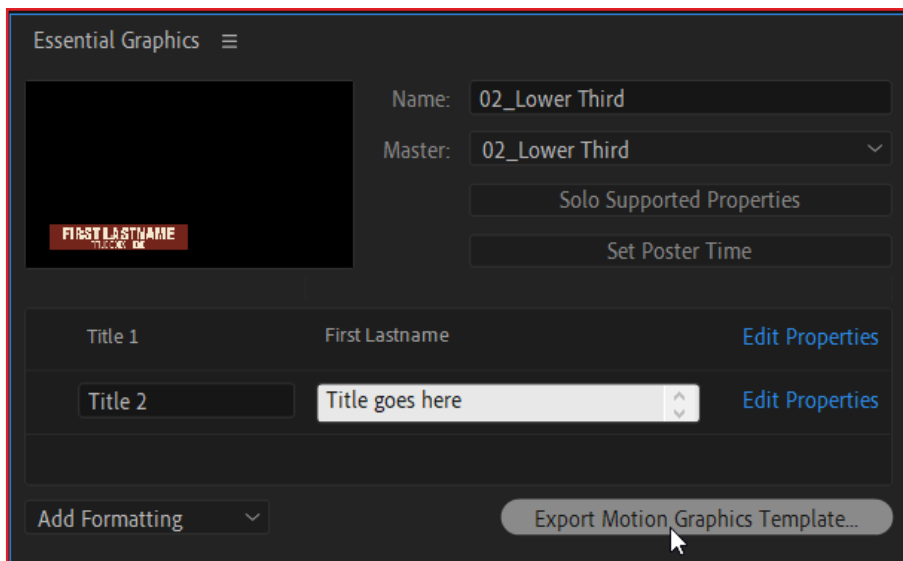
1. Right-click on the **Timeline** panel of the **02_Lower Third** comp and click on the O**pen in Essential Graphics**.
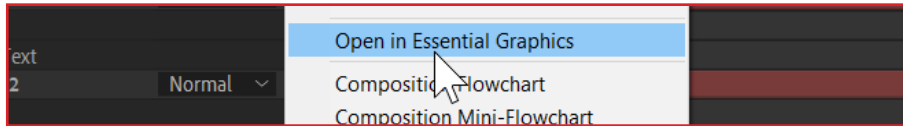
2. In the **Essential Graphics** panel, change the name to **02_Lower Third** and click on the **Set Poster Time** button to create a thumbnail.
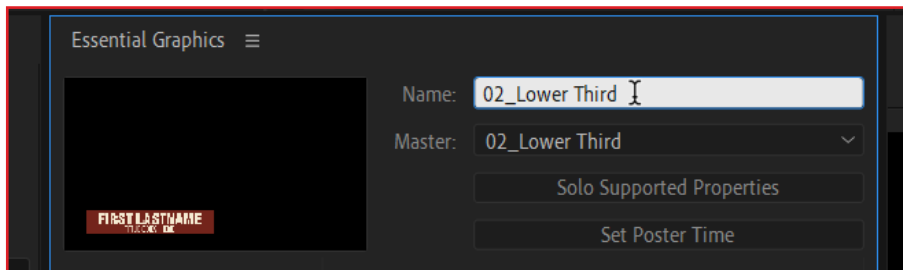
3. Once we're done creating the menu, the next step is to export the MoGRT by clicking on the **Export Motion Graphics Template** button.

THANK YOU!

Thank you!

Thank you for choosing this lesson! I hope you learned something new that will inspire you to create beautiful things.

SERGEI PROKHNEVSKIY

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