

Messenger

Phone Message Pack

Getting Started

Download and Install Font

Messenger uses the font Myriad which can be downloaded for free [here](#). Install 'Regular' and 'Bold'.

Windows 7 and Windows 8: Download the font zip file and expand. The expanded folder will contain a TTF or OTF file. Right click the file and select 'Install'. Windows will automatically add the font to your directory.

Mac: Download the font zip file and expand. The expanded folder will contain a TTF or OTF file. Double click the file and select 'Install Font' from the pop up window.

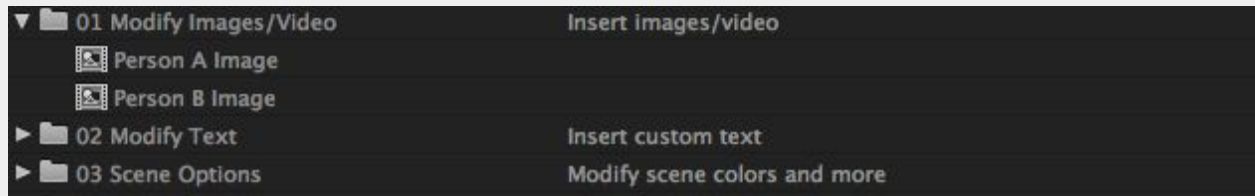
Note: Following installation, if an error message window called 'Font Validation' pops up, check the font listed and select 'Install Checked'.

Launch Project

Double click the .aep file in your download folder to launch the project. If you've successfully installed your font beforehand, the project should open without error.

Step 1: Modify Images/Video

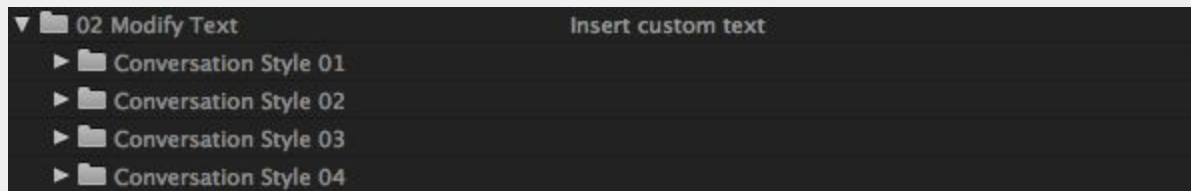
In the project panel, locate the folder called 'Modify Images/Video'. Inside this folder are two comps. Each represents a profile picture for the two people in conversation.



Double click the first composition, drag your photo or video onto the canvas, and scale to fit. Repeat this task with the second composition inside the 'Modify Images/Video' folder.

Step 2: Modify Text

In the project panel, locate the folder called 'Modify Text'. Inside this folder are 5 subfolders. These subfolders represent the five message styles available. Choose a style and expand the appropriate folder. Inside the folder are 8 comps, organized by person A and B. Double click the first comp.



You'll find a text layer and an adjustment layer called 'Box Settings' inside the composition. Double click the text layer and customize. Next, select the 'Box Settings' and navigate to the effects controls panel. Here, you can increase the height and width of the text bubble via the slider controls if necessary. Repeat this process with every comp in the subfolder folder.

Note: If you don't see the text displayed on the canvas, try scrubbing down the timeline until the text fully animates in.

Step 3: Scene Options

In the project panel, locate the folder called 'Scene Options'. Inside this folder is a composition also called 'Scene Options'. Double click to open. In this composition, you'll find 5 green adjustment layers. Each layer controls one of the message styles. For instance, 'Scene Options Style 01' layer will control the first message style.

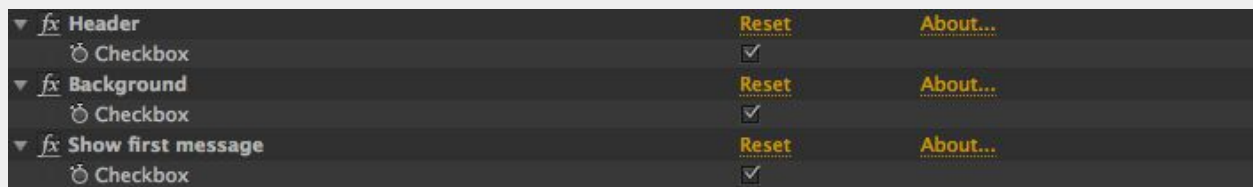
Let's customize the 3rd message style as an example. Highlight 'Scene Options Style 03' and navigate to the effects control panel. Here you'll find several effects you can manipulate to further customize the look of the message style.

How to Change Color



To change the color, select the swatch below the 'reset' button. A window called 'Color' will pop up where you can select a desired color. After selecting a color and clicking OK, all of the titles in your scene will be updated to the new color.

Enabling/Disabling Elements with Checkboxes



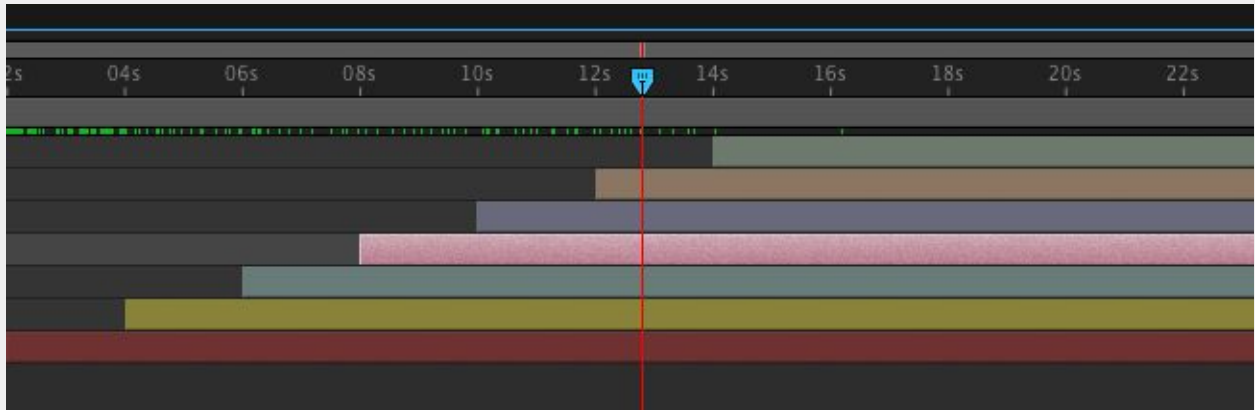
You'll find many different checkbox controllers inside each Scene Options layer. Each effect will list what it controls. For instance, the checkbox control called 'Header' in 'Scene Options Style 05' will enable/disable the header on the 5th message style.

You'll access these checkbox controllers the same way as the color controls. Highlight one of five green Scene Option layers and navigate to the effects controls panel.

To enable the element, make sure the effect is checked. To disable, uncheck the box.

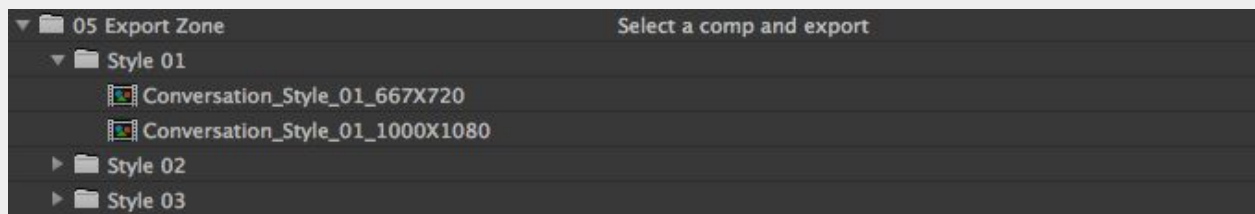
Step 4: Timing

You may want to change the timing of each message. In the project panel, locate the folder called 'Timing'. Inside this folder are 5 comps that represent the 5 styles included in this project. Double click the comp that corresponds to the style you're customizing. In each composition you'll find 7 comps. Simply select the layer you'd like to retime and drag it left or right.

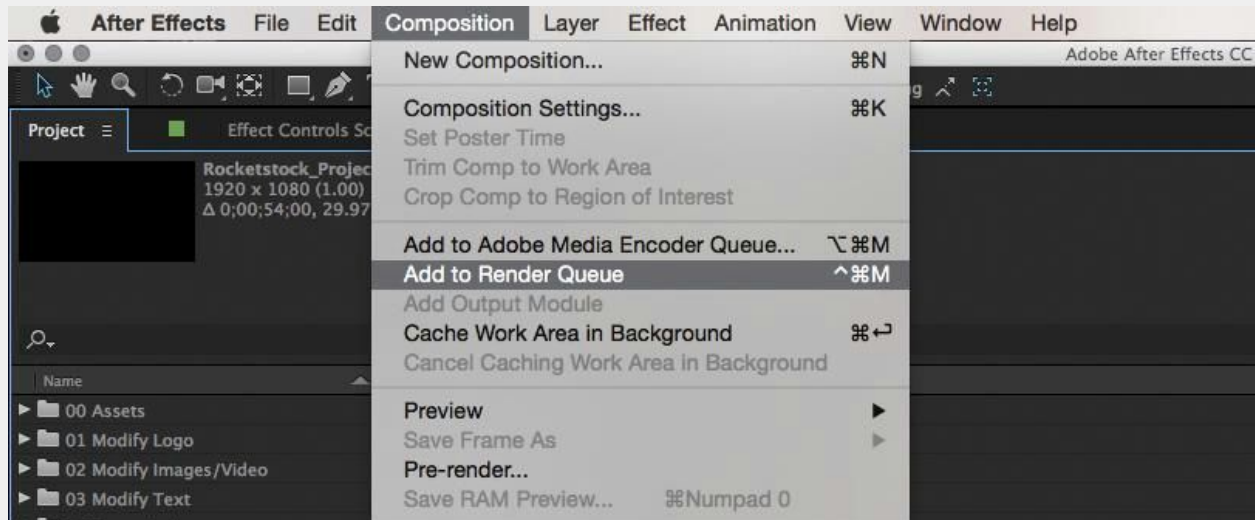


Step 5: Export Zone

In the project panel, locate the folder called 'Export Zone'. Inside this folder are five subfolders - one for each message style. Expand the message style you want to render. Messenger includes two resolutions - 1080p and 720p.



Highlight the composition you would like to render and navigate to **Composition>Add to Render Queue** in your menu bar.

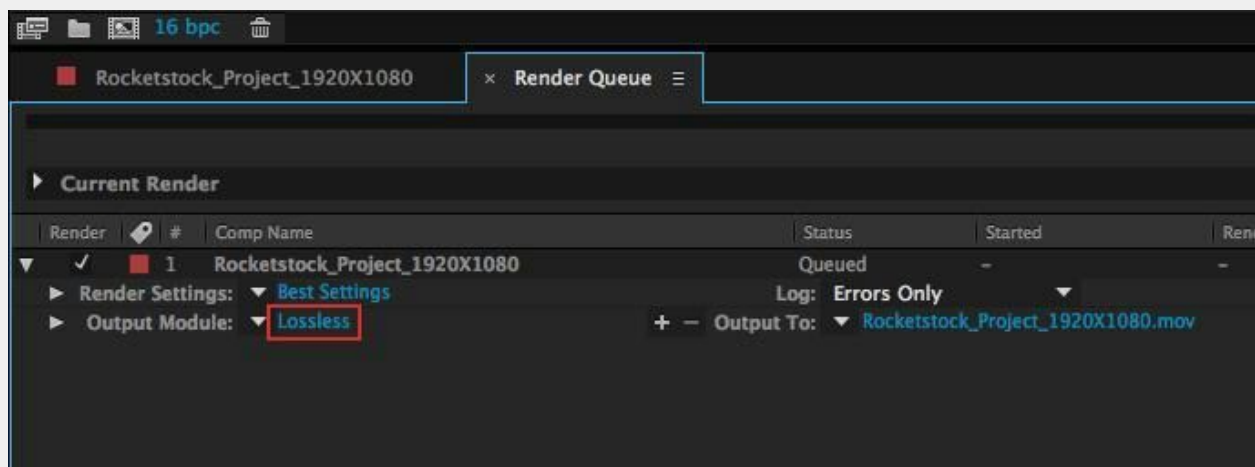


Here, you can select your preferred settings via 'Output Module' and choose where your video will be saved via 'Output To' setting. Once you've selected your settings, click 'Render' on the right side of the panel.

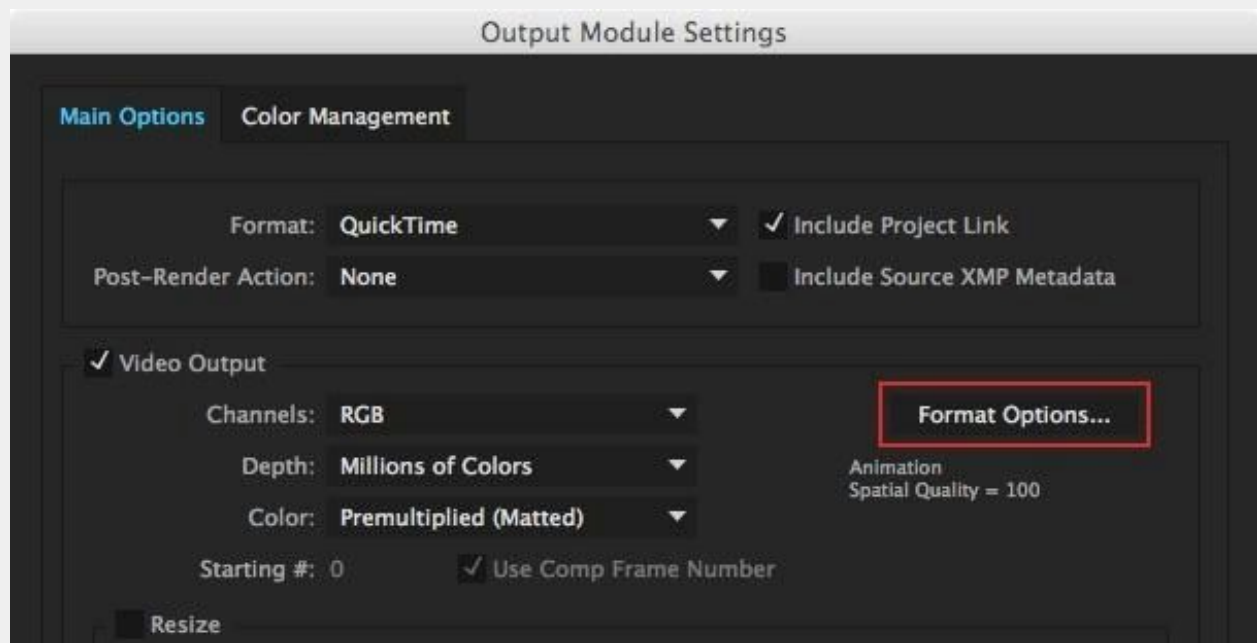
Render RGB+Alpha

If you want to drag and drop your rendered graphic over a video, use this RGB+Alpha option!

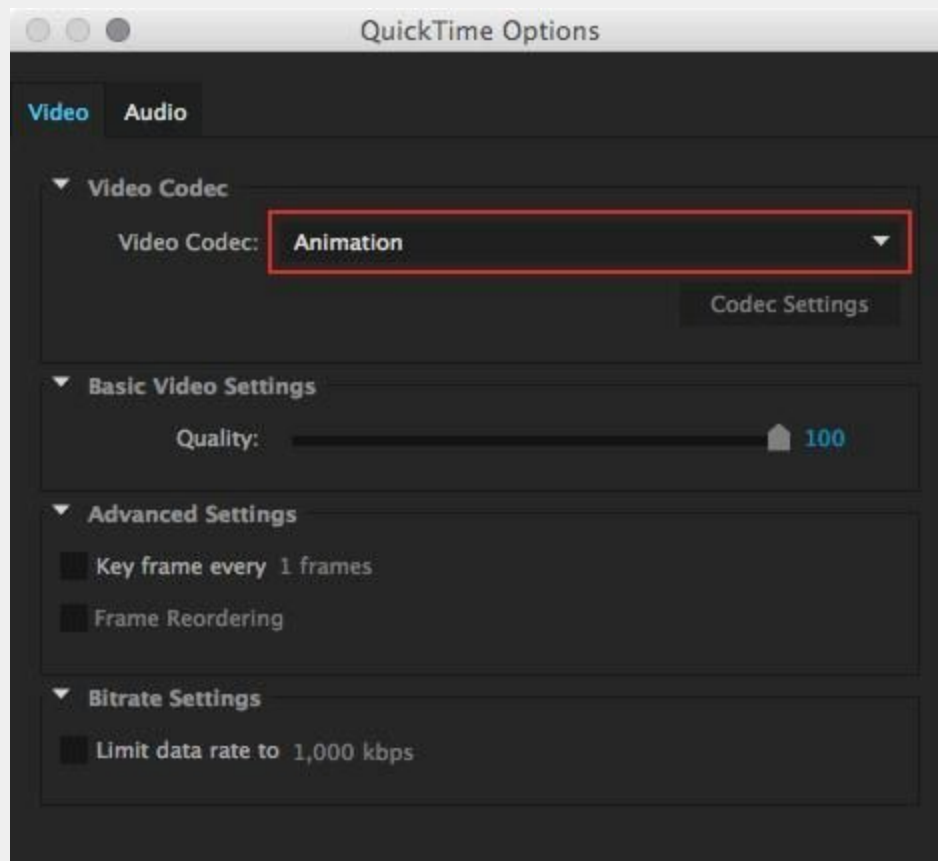
At this point, your composition should be added to your render queue. In the Render Queue window, select the codec listed to the right of 'Output Module'. In this case, the default codec is set to 'Lossless'.



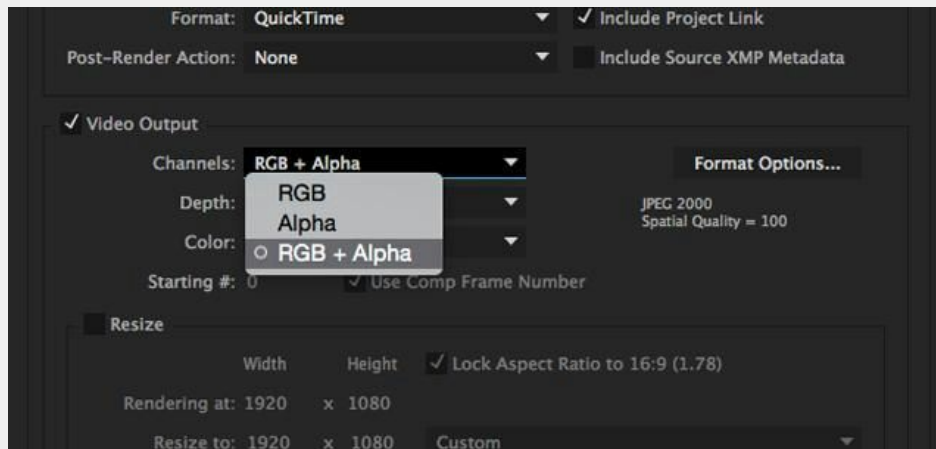
A window called 'Output Module Settings' will pop up. Select 'Format Options' on the right side of the window.



A new window will pop up. Click the drop down menu called 'Video Codec' and select 'JPEG 2000'.



Hit 'OK' to return to 'Output Module Settings'. Next, click the drop down menu next to 'Channels' and select 'RGB + Alpha'. Select 'OK' to close the Output Module Settings.



You're now ready to render with an alpha channel. Select 'Render' on the right side of the Render Queue window to export your video.

Project Construction

This folder contains precompositions, mattes, and assets which are used in the project. Do not modify this folder or any of the contents unless absolutely necessary.

Need Help?

Having trouble customizing your project? Visit our [FAQs](#) page for more information, tutorials and more. You can also [contact us](#) 24/7 online.