Real Smartphones for Element 3D (Videohive 40921406) - AE Project

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Real Smartphones for Element 3D VH-40921406: A photorealistic 3D mockup of smartphones packed with 140 scenes that are ready-made and featuring the latest and most fashionable smartphones! Each scene can be fully customized with care and layers and is highly user-friendly. This is all you require to show off your excellent design and application prototypes, social networking applications, dashboards, and statistics apps, including music, media apps, news or photo blogs, e-commerce booking apps, music, and more. Create your app promo video to promote your app, and then share the video on YouTube, Vimeo, or any media hosting website!

How can each scene be fully customized with precision and layers and make a promotional video for promotion?

You can make promotional videos using "Real Smartphones for Element 3D" in After Effects.

Where can I download the product?

After subscription, You can download it for free from here.

Smartphone scenes categories:

- 1x device scenes
- 2x device scenes
- 3x device scenes
- Multiple device scenes
- App screens scenes
- Landscape scenes
- Other scenes
- Gesture scenes

- 140 smartphone scenes that are ready-made
- 15 animated gestures for male and female Skin color, dark/light
- It is easy to switch between a pro and a non-pro smartphone.
- Element 3D plugin required
- Fully Editable 3D Animations
- 3D Light controls
- After Effects CS6 Compatible
- Color controls
- No pre-renders
- Free updates
- Free Fonts and links included
- Video tutorial in detail with voiceover included
- Universalized Controller

What is Real Smartphones for Element 3D?

Element 3D is a plugin designed for Adobe After Effects, enabling users to import and render 3D models and animations within the After Effects interface. The plugin's performance is notably impacted by several factors, with the computer's specifications, particularly the GPU (graphics processing unit), playing a crucial role. When considering the use of Element 3D, the emphasis is typically placed on the computer's capabilities rather than a smartphone. The GPU's acceleration is especially significant for rendering 3D content within the Element 3D framework. The conventional approach involves optimizing and focusing on the computer's specifications, rather than utilizing a smartphone directly for tasks such as

rendering or working with 3D models in this context.

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