Videohive Techno_hud 24500371

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Gfx plugin details of Techno_hud (Videohive 24500371) - AE Project

The product is in the **After Effects Project category from VIDEOHIVE**, for more information about this post you can click the home page link in the sidebar.

Hello Colleagues, that is a good job in the design of tech, a Good Deal of Displays and Components. Create your very own distinctive display or screensaver. For you to select from two versions of this 3D render and 2D + your own footage. Change the Color, alter the number of components on the display, and change the place of these Components.

Included files

1. Color:

- You can change the color of the project.
- Open comp "Setting color"
- layer "Setting color" Click the "Effect Control" and change the color "Color 1-5", or "Color BG".

2. Editable files:

- Comp "BG" and "Grid" Grid in the project. Paste their folder "3 Render my"/ folder "Scene_1-10"/ comp "Scene_1-10".
- Use the BG in the project. Paste their comp "Render my", "Render my 3D" and "Render my+footage".

folder "Element"

- Comp "Element_1-63"
- Change text and font.
- Paste their folder "3 Render my"/ folder "Scene_1-10"/ comp "Scene_1-10".

folder "Footage"

- Comp "Footage_1-10" and insert your footage.
- "Render my+footage"

folder "Icon"

- Comp "Icon_1-40" and comp "Poins_1-10"
- Use it for your screen. Paste their folder "3 Render my"/ folder "Scene_1-10"/ comp "Scene_1-10".

Folder "Pie chart"

- Comp "Pie chart_1-12"
- Change text and font.
- Paste their folder "3 Render my"/ folder "Scene_1-10"/ comp "Scene_1-10".

Folder "Screen"

- Comp "Screen_1-10"
- Paste their folder "3 Render my"/ folder "Scene_1-10"/ comp "Scene_1-10".

3. Render my

- Comp "Render my" all project elements.

- Folder "Scene_1-10"/ comp "Scene_1-10". insert any items from folders Editable files: "BG", "Element", "Icon", "Pie chart", "Screen"
- Comp "Render my 3D"
- Comp "Render my+footage"

What is Techno_hud

"Techno_hud" is a term often used in digital design and motion graphics to describe a specific style of visual elements that resemble futuristic and high-tech heads-up displays (HUDs). These elements are commonly used in various forms of media, including sci-fi films, video games, and digital art, to convey a sense of advanced technology and futuristic interfaces.

These elements are versatile and can be customized to fit various creative projects, from digital art and graphic design to video production and game development. Designers and artists use techno_hud aesthetics to convey a sense of advanced technology, automation, and futurism in their work.

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