

## How to Start

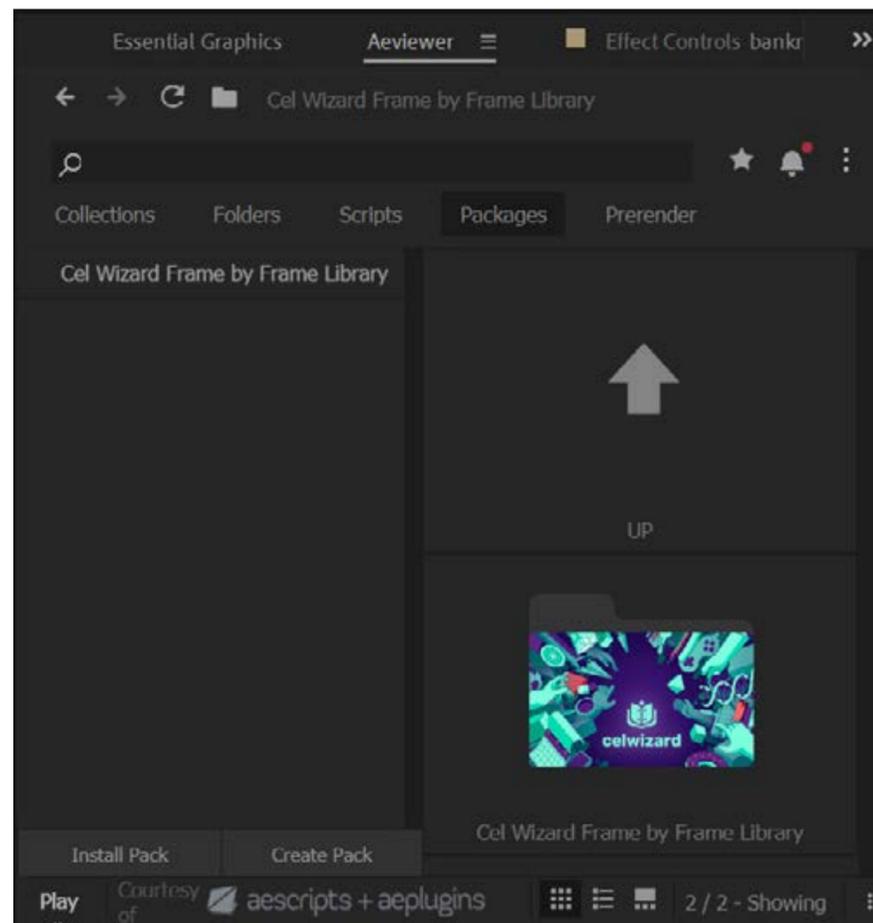
### 1. INSTALL AEVIEWER

Download the free After Effects plugin [AEVIEWER](#) (minimum version 2.1.2) and follow the instructions to install it in your After Effects.

### 2. OPEN LIBRARY

Open the CelWizard Demo Folder to browse and preview the animated elements.

The Full Library offers a better workflow and needs to be installed before browsing the files.



## How to Use

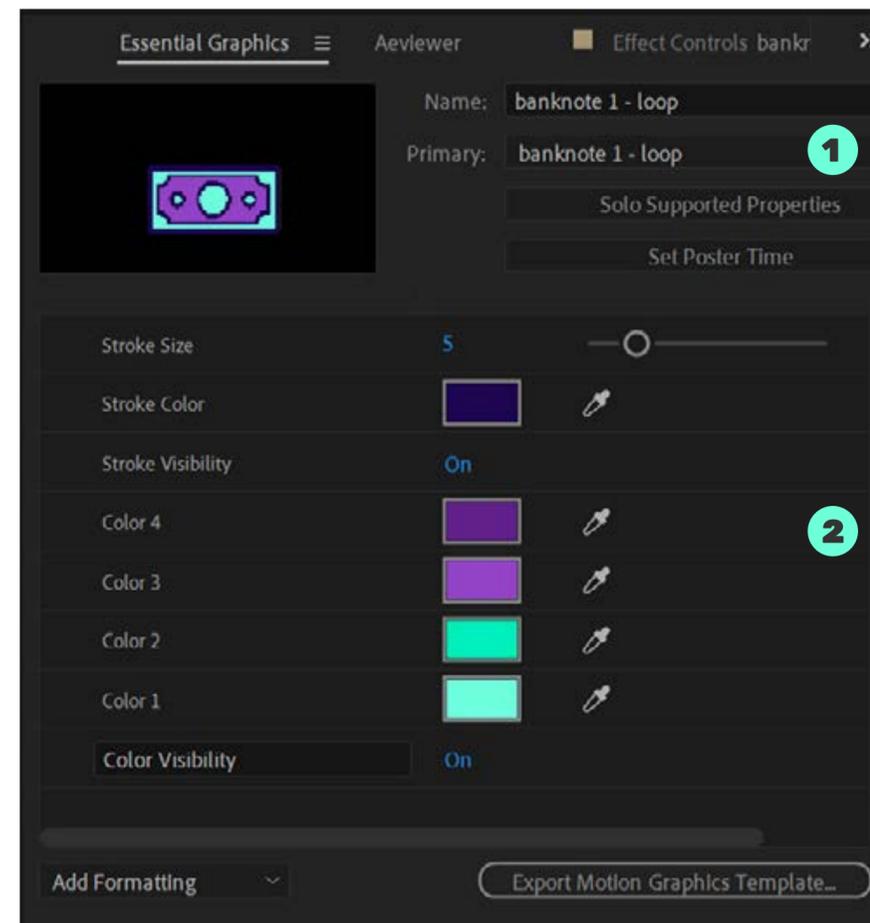
### 1. PREVIEW & IMPORT

Use AEVIEWER to navigate through the different collections of our library and preview the animations before importing them.

Simply double-click on the animation you've chosen, and it will be instantly imported into your After Effects project.

### 2. EDIT VISUAL STYLE

From the Essential Graphics panel, select the animation you want to edit (1) and adjust the parameters to create your style (2).



## Keep in Mind

### 1. COMBINE MODULES

If you are using elements from a modular library like "Hand Gestures," "Morphing Elements," or some of the elements from "Isometric solids," keep in mind that those animations start and end with the same frame, so you can combine them as a single continuous animation in a sequence of your choice.

You can parent your compositions' sequence to a Null Object for better control.

### 2. COLOR CONSISTENCY

Use Adobe Libraries to save a color palette of your project so that you can easily give the same exact color to each element when you go from one comp to another.

### 3. CONTROL TIME

Use Layer > Time > Enable time remapping to set keyframes at different points in the imported animation composition. Use Time Remap to loop, duplicate, freeze, or extend the duration of your animations.

Again, these are just minor punctuation improvements. The text is already correct and understandable as it is.