



GENERAL NOTES:

- QuickTime files and PNG sequences are lossless 2K video, with 2048 x 1556 aspect ratio.
- Loops are organized by content: Grainy Loops, Gritty Loops, Liney Loops and Loopy Loops.
- Videos default to being "on the twos" which means that each frame holds twice.
- In order to loop in AE, enable Time Remapping for the layer, and then add the "loopOut()" expression for that property. Now simply extend the end of the layer to be as long as needed.
- To slow down the loops, drag the second Time Remapping keyframe toward the end of the comp. To speed up the loop, drag that same second keyframe toward the start of the comp.
- Videos are all black and white images, and should be used as Luma Mattes (or Inverted Luma Mattes) and not Alpha Mattes.
- Looping Cheat Sheet of all 40 textures: <http://www.drawingroom.nyc/looperpack>

RAY DYNAMIC TEXTURE NOTES:

- Store the LooperPack_RDT folder somewhere clever, like in a Texture Library.
- Simply pull the AEP into any of your projects and refresh Ray Dynamic Texture. Voila!

THANKS!

Please email me with questions: nol@tdr.nyc. More info at our website www.drawingroom.nyc