

***AIM FUTURE
INDEPENDENTS***

INTRO (Main Asset)



Letters appear individually letter by letter, punchy from the centre with slight elasticity, with their colour trail being left behind them.

Perhaps we make the letters and their trails in 3D form so it builds like blocks from the centre?



AIM logo is complete and legible



Full width but as letters appears from the right the camera scales back to fit in the top half of the logo



"In" pulses leaving with a 3d tail path



"Dependents" pulses leaving with a 3d tail path



Now everything is connected there is a brief brightness ramp like something has just been powered on



Logo needs to settle exactly as shown in it's full form.

OUTRO (when used as a stinger transition asset (needs to be a mov or PNG sequence))

The logo features the text "AIM FUTURE INDEPENDENTS" in a bold, white, sans-serif font. "AIM" is on the top line, "FUTURE" is on the second line, and "INDEPENDENTS" is on the third line. The text is set against a yellow-to-orange gradient background that has a jagged, torn-paper-like edge on the right side.

Current starting form

The logo features the text "AIM FUTURE" in a bold, white, sans-serif font. "AIM" is on the top line and "FUTURE" is on the second line. The text is set against a yellow-to-orange gradient background with a jagged, torn-paper-like edge on the right side.

"Independents" gets sucked into the middle quickly

The logo features the text "AIM" in a bold, white, sans-serif font. The text is set against a yellow-to-orange gradient background with a jagged, torn-paper-like edge on the right side.

"Independents" gets sucked into the middle quickly

The logo features the text "AIM" in a bold, white, sans-serif font. The text is set against a yellow-to-orange gradient background with a jagged, torn-paper-like edge on the right side.

AIM logo shifts to the middle



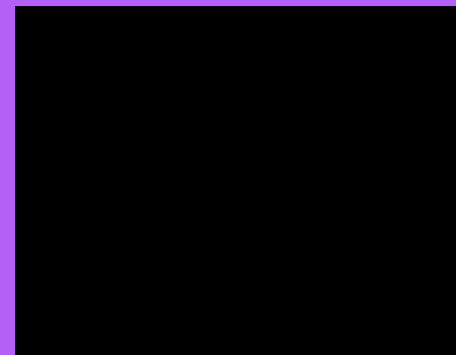
Quick scale into the AIM logo / no hold or pause



Continued scale into the white space of the AIM logo



Very quick white to transparent alpha fade



Needs to end after a complete fade to transparent on alpha