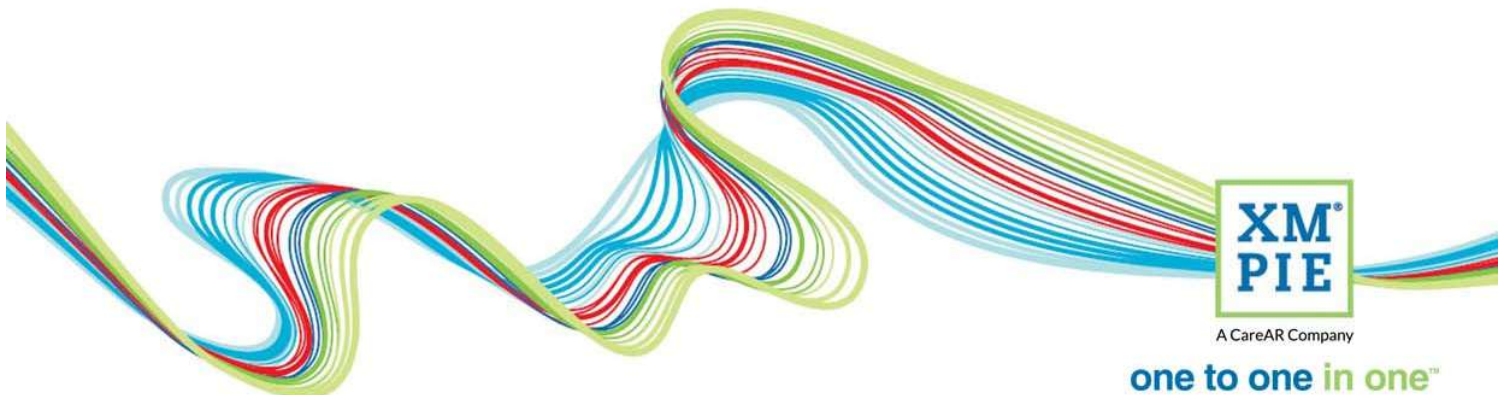# XMPie Video Service

Transcript for: Getting started

Document version: v2

Software version: v1.9.3

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Notices

Voice over script	Thumbnail
Hi! Welcome to XMPie Video Services training.	
This series of videos will step you through the process of planning your dynamic video project, creating your dynamic video template in Adobe After Effects by using the XMPie uMerge Video plugin, deploying your project to the XMPie Video Service, rendering the videos, using the videos in an XMPie Cross Media campaign, automating video production when new recipients are added to a cross media campaign, and creating animated infographics for your projects.	
In this first video, I will focus on explaining the tutorial project and getting it setup ready for you to start. I'll also talk about the things you will need to bear in mind when planning your future dynamic video projects.	
If you only see this one video,	
you should click to login to view all available content.	
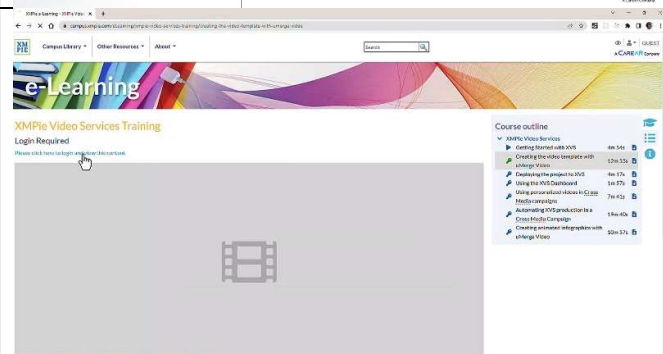
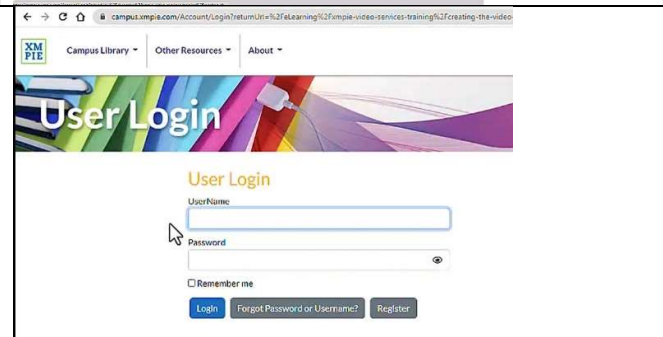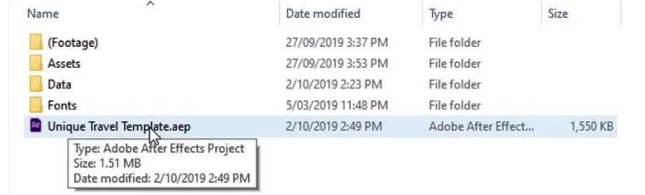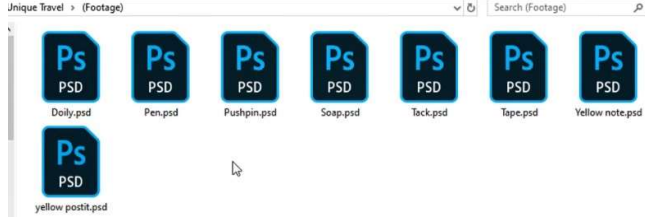|	
In order to complete this tutorial, you will need to have Adobe After Effects 2023 and XMPie uMerge Video installed on your computer.	XMPie Video Services — Getting started • Getting started 　• Understand the tutorial 　• Download and get ready 　• Steps to prepare new projects • Prerequisites 　• Login to view all content 　• Adobe After Effects 2023 　• XMPie uMerge Video
Let's get started by downloading the resource files for the project. Here in Campus, download the Resources ZIP and extract the files.	
The files include the Adobe After Effects project.	
Static footage files. For this project, that includes several Photoshop files. I use this folder for items imported into Adobe After Effects that are static and will be the same for all instances of the video.	
The Assets folder includes images and sound files that will be called into the project dynamically by our data source file and uMerge.	
The Data folder includes a CSV file that contains the list of recipients we will create the videos for. uMerge Video works only with CSV. I'll come back to the data and assets in a moment.	
The last folder includes the fonts that are used in the After Effects project.	
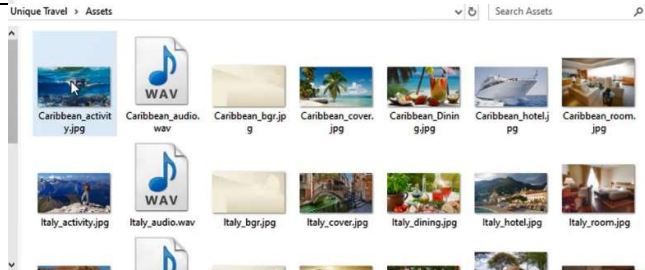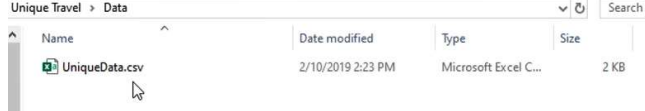
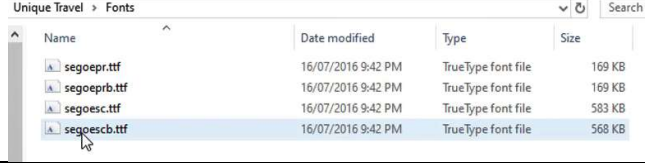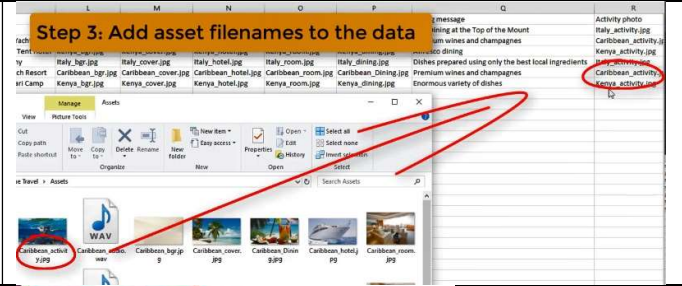|	
In fact, let's start by putting the fonts where they need to go. If you are on Windows, browse to C:\Program Files\Common Files\Adobe\Fonts Create a folder named "XMPUVideo" Copy the fonts into this folder. On a Macintosh, the path should be: /Library/Application Support/Adobe/Fonts/XMPUVideo Later, when deploying the project to the XMPie Video Service, you will have an option to upload the fonts to the server. And, only the fonts in this folder will be uploaded, so it is important to have the fonts in the correct location.	
For our tutorial exercise, we will create a short promotional video for a fictional travel agency brand Unique Travel. The video will have text, photos and audio that change based on the destination that the recipient is interested in.	
The basic steps to plan your dynamic video project will be to: Create a CSV data source that contains the information that controls the text, images, movies, sounds, and styles that will change in the video. In this example, we have some recipient names and their travel destinations.	
But in your future projects, you could create different video versions for an event being held in different venues, or to promote the sale of different properties. So, you will need to create a list where each row contains the information relevant to each version of the video that you need to create. For example, the date and venue of the event or the location and price of the properties.	
Next, you need to assemble the asset files and list them in the CSV data source. For our example, the assets include an activity photo and a sound file for each holiday destination. The assets can be sound, video, or graphic files. Any of the file formats that can be imported into After Effects are supported.	
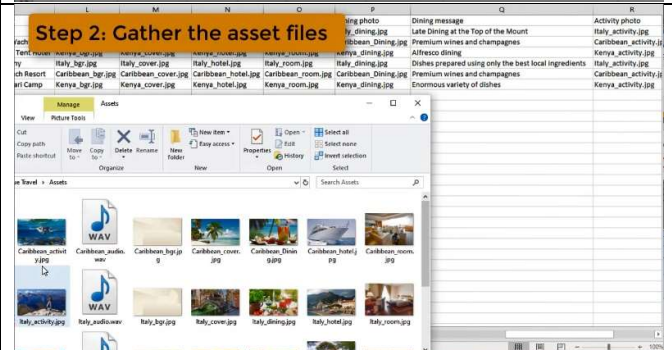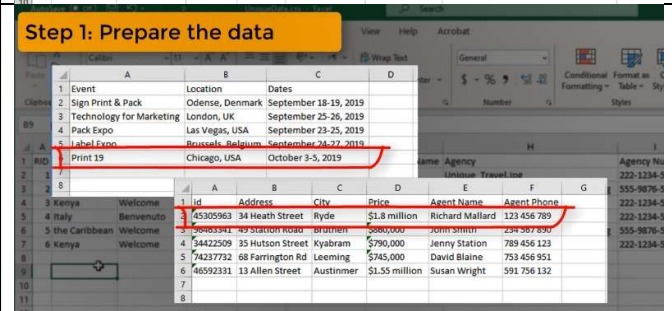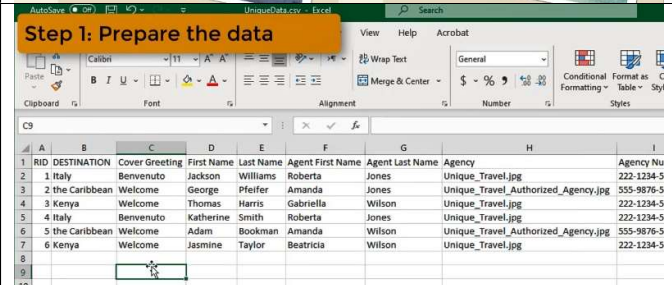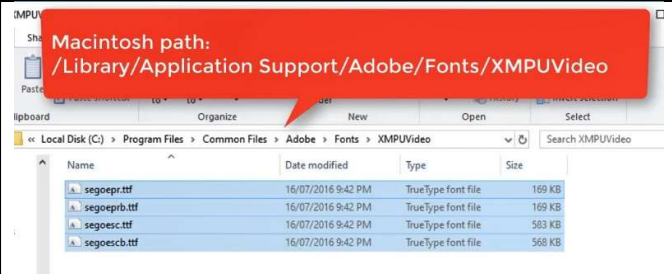
The file name of the asset for each record should be correctly entered in the CSV file.	
In addition to text, and the name of assets, the data file can list colors that you want to apply to text or other After Effects objects. The color should be listed as a hex value including the pound or hash character. So, now we have the files extracted, and understand what the files are for, we're ready to move onto the next video where we will open the After Effects file, and use uMerge Video to create the dynamic video template.	