

Autodesk®

Inferno® 2010 Extension 1

A Discreet® Systems product

Autodesk®

Flame® 2010 Extension 1

A Discreet Systems product

Autodesk®

Flare™ 2010 Extension 1

Autodesk®

Flint® 2010 Extension 1

A Discreet Systems product

Particle Presets Reference Guide

Autodesk® Visual Effects and Finishing 2010 Extension 1

© 2009 Autodesk, Inc. All rights reserved. Except as otherwise permitted by Autodesk, Inc., this publication, or parts thereof, may not be reproduced in any form, by any method, for any purpose.

Certain materials included in this publication are reprinted with the permission of the copyright holder.

Portions relating to MD5 Copyright © 1991-2, RSA Data Security, Inc. Created 1991. All rights reserved. License to copy and use this software is granted provided that it is identified as the "RSA Data Security, Inc. MD5 Message-Digest Algorithm" in all material mentioning or referencing this software or this function. License is also granted to make and use derivative works provided that such works are identified as "derived from the RSA Data Security, Inc. MD5 Message-Digest Algorithm" in all material mentioning or referencing the derived work. RSA Data Security, Inc. makes no representations concerning either the merchantability of this software or the suitability of this software for any particular purpose. It is provided "as is" without express or implied warranty of any kind. These notices must be retained in any copies of any part of this documentation and/or software.

Trademarks

The following are registered trademarks or trademarks of Autodesk, Inc., and/or its subsidiaries and/or affiliates in the USA and other countries: 3DEC (design/logo), 3December, 3December.com, 3ds Max, ADI, Algor, Alias, Alias (swirl design/logo), AliasStudio, Alias|Wavefront (design/logo), ATC, AUGI, AutoCAD, AutoCAD Learning Assistance, AutoCAD LT, AutoCAD Simulator, AutoCAD SQL Extension, AutoCAD SQL Interface, Autodesk, Autodesk Envision, Autodesk Inventor, Autodesk Map, Autodesk MapGuide, Autodesk Streamline, AutoLISP, AutoSnap, AutoSketch, AutoTrack, Backburner, Backdraft, Built with ObjectARX (logo), Burn, Buzzsaw, CAICE, Can You Imagine, Character Studio, Cinestream, Civil 3D, Cleaner, Cleaner Central, ClearScale, Colour Warper, Combustion, Communication Specification, Constructware, Content Explorer, Create>what's>Next> (design/logo), Dancing Baby (image), DesignCenter, Design Doctor, Designer's Toolkit, DesignKids, DesignProf, DesignServer, DesignStudio, DesignStudio (design/logo), Design Web Format, Discreet, DWF, DWG, DWG (logo), DWG Extreme, DWG TrueConvert, DWG TrueView, DXF, Ecotect, Exposure, Extending the Design Team, Face Robot, FBX, Fempro, Filmbox, Fire, Flame, Flint, FMDesktop, Freewheel, Frost, GDX Driver, Gmax, Green Building Studio, Heads-up Design, Heidi, HumanIK, IDEA Server, i-drop, ImageModeler, iMOU, Incinerator, Inferno, Inventor, Inventor LT, Kaydara, Kaydara (design/logo), Kynapse, Kynogon, LandXplorer, Lustre, MatchMover, Maya, Mechanical Desktop, Moldflow, Moonbox, MotionBuilder, Movimento, MPA, MPA (design/logo), Moldflow Plastics Advisers, MPI, Moldflow Plastics Insight, MPX, MPX (design/logo), Moldflow Plastics Xpert, Mudbox, Multi-Master Editing, NavisWorks, ObjectARX, ObjectDBX, Open Reality, Opticore, Opticore Opus, Pipeplus, PolarSnap, PortfolioWall, Powered with Autodesk Technology, Productstream, ProjectPoint, ProMaterials, RasterDWG, Reactor, RealDWG, Real-time Roto, REALVIZ, Recognize, Render Queue, Retimer, Reveal, Revit, Showcase, ShowMotion, SketchBook, Smoke, Softimage, Softimage|XSI (design/logo), Sparks, SteeringWheels, Stitcher, Stone, StudioTools, Topobase, Toxik, TrustedDWG, ViewCube, Visual, Visual Construction, Visual Drainage, Visual Landscape, Visual Survey, Visual Toolbox, Visual LISP, Voice Reality, Volo, Vtour, Wire, Wiretap, WiretapCentral, XSI, and XSI (design/logo).

Adobe, Flash and Reader are either trademarks or registered trademarks in the United States and/or countries. Automatic Duck and the duck logo are trademarks of Automatic Duck, Inc. FFmpeg is a trademark of Fabrice Bellard, originator of the FFmpeg project. Python is a registered trademark of Python Software Foundation. All other brand names, product names or trademarks belong to their respective holders.

Disclaimer

THIS PUBLICATION AND THE INFORMATION CONTAINED HEREIN IS MADE AVAILABLE BY AUTODESK, INC. "AS IS." AUTODESK, INC. DISCLAIMS ALL WARRANTIES, EITHER EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY IMPLIED WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE REGARDING THESE MATERIALS.

Published by: Autodesk, Inc.
111 McInnis Parkway
San Rafael, CA 94903, USA

Images Courtesy of: Behavior Communications Inc., The House, Topix / MadDog

Title: Autodesk Inferno, Autodesk Flame, Autodesk Flare, and Autodesk Flint 2010 Extension 1 Particle Presets Reference Guide

Document Version: 1

Date: August 28, 2009

Particle Presets


Topics in this chapter:

- [Introduction](#) on page 1
- [Abstract/Backdrops](#) on page 2
- [Atmospheric](#) on page 9
- [Liquids](#) on page 11
- [Miscellaneous](#) on page 12
- [Pyrotechnic](#) on page 15
- [Smoke](#) on page 19
- [Space](#) on page 22

Introduction







A number of particle presets are included in Action, such as pyrotechnic or liquid effects to add to your scene. These presets can also help you learn how the particle system works. The presets are divided into a number of categories and are easily added to your scene from the Action node bar. See the *Action: The Particle System* chapter in your User Guide for more information on particles.


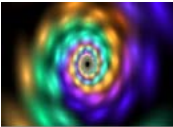




Use the following tables to get a quick overview of the particle presets, along with best use comments, if applicable.

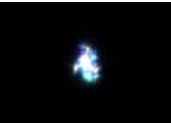
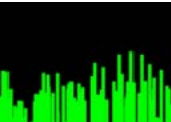




New presets for this release are indicated by the  icon.

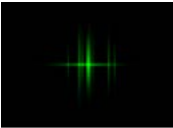

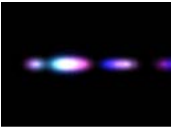
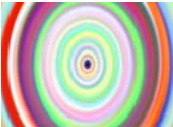
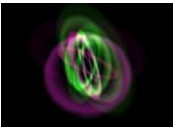
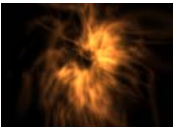
Abstract/Backdrops

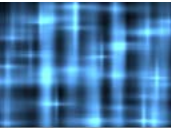
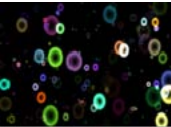
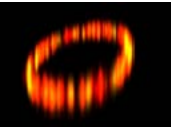



Use these presets as backdrops or to create abstract art particle effects in your scene.

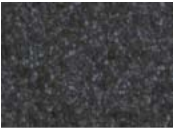
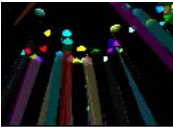


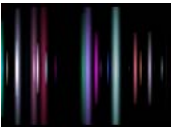

Proxy	Name/Description/Comments
 Animated_Coloure...	Animated_Coloured_Background Use Number and Lifetime to slow down or speed up the animation. Try with Z Rotation and Spin settings.
 Art_Coloured_Lines	Art_Coloured_Lines Speed sets the amount of stripes. Try with Colour variance in motif_generator menu.
 Autumn_Leaves	Autumn_Leaves Use Number, Size, and Speed settings. Try with the Rotation and Spin settings.
 Burning_Text	New Burning_Text Particle Generator and cascade effect to burn the text and make it disappear.
 Circles	Circles Use Number, Lifetime, and Size settings. Try with the Spin setting.
 Colour_Blob	Colour_Blob Animated coloured gradients. Use Number, Lifetime, and Size settings. Try with Blending modes and Lighting.

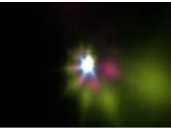





Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Colour_Cloud</p>	<p data-bbox="575 204 1157 262">Colour_Cloud Animated. Use Number and Size settings. Try with Z Rotation and Lighting.</p>
 <p data-bbox="344 522 516 548">Colour_Vortex</p>	<p data-bbox="575 395 1157 487">Colour_Vortex Animated. Play with circ_gradient_ax (especially Y Scaling). Try with Z Spin setting. For a nice spiral effect, try Timesteps = 2 and Trail values up to 50.</p>
 <p data-bbox="344 713 516 739">Coloured_Arcs</p>	<p data-bbox="575 595 1143 630">New Coloured_Arcs Arcs rotating towards the camera.</p> <p data-bbox="575 647 1143 673">Try text_ax (posX=140, RotZ=200, ScaleX=30).</p>
 <p data-bbox="344 904 516 930">Concentric_Circles</p>	<p data-bbox="575 777 1150 835">Concentric_Circles Animated. Use circles_emitter Number and Lifetime fields to set the amount of circles.</p>
 <p data-bbox="344 1095 516 1121">Concentric_Circles_2</p>	<p data-bbox="575 968 1143 1025">Concentric_Circles_2 Use Number and Size. Speed up or slow down animation with Lifetime.</p>
 <p data-bbox="344 1286 516 1312">Crazy_Serpentine</p>	<p data-bbox="575 1159 1157 1251">Crazy_Serpentine Random circular patterns. Try with the size manipulator (Magnitude). Modify the Power animation in vortex manipulator.</p>


Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Crazy_Stars</p>	<p data-bbox="525 204 1131 262">Crazy_Stars Pulsing coloured stars. Use Number and Size settings.</p>
 <p data-bbox="297 522 467 548">Digital_Animation</p>	<p data-bbox="525 395 1131 487">Digital_Animation Animated rectangles. Use Number, Lifetime, Size, and Speed settings. Change colour using light_colour.</p>
 <p data-bbox="297 713 467 739">Dots_Spiral</p>	<p data-bbox="525 586 1131 678">Dots_Spiral Animate Size setting. Try with Magnitude in size manipulator. Change colour using the Geometry settings of dots_generator.</p>
 <p data-bbox="297 904 467 930">Dots_Vortex</p>	<p data-bbox="525 777 1131 869">Dots_Vortex Use the Size setting. Try with Magnitude in the size manipulator and with Power in the vortex manipulator (try Power = 5). Move the camera and see the effect of gravity.</p>
 <p data-bbox="297 1095 467 1121">Fairy_Text</p>	<p data-bbox="525 968 1131 1090">New Fairy_Text 3D text made of coloured stars. Try star_text_ax (Scale=22) and generator (Number=95, Number_V=25, Lifetime=75, Size=12, Size_V=20, Speed_V=0,1).</p>
 <p data-bbox="297 1286 467 1312">Flashing_Squares</p>	<p data-bbox="525 1159 1131 1251">New Flashing_Squares Influence the colour using the light's colour settings.</p>

Proxy	Name/Description/Comments
 <p data-bbox="344 335 516 357">Glow_Scanline</p>	<p data-bbox="575 204 1161 383">Glow_Scanline Vertical and horizontal moving glows. Use Number, Lifetime, and Size to characterize horizontal & vertical glows. Use Magnitude in the V_size and H_size manipulators to set the scaling's amplitude. Use Magnitude in the V_horizontal_osc manipulator to set the horizontal motion's amplitude. Change colour with the light.</p>
 <p data-bbox="344 545 516 567">Glowing_Streaks</p>	<p data-bbox="575 423 1161 531">New Glowing_Streaks Coloured streaks coming from behind the camera to the centre of the frame. Try Number=110, Number_V=35, Lifetime=1, and Speed_V=70. Orbit the camera.</p>
 <p data-bbox="344 736 516 758">Glowline</p>	<p data-bbox="575 605 1161 696">Glowline Moving horizontal glows. Use Number, Lifetime, and Size settings to characterize the glow. Try with Magnitude in the size manipulator to scale the glows.</p>
 <p data-bbox="344 927 516 949">Hypno</p>	<p data-bbox="575 796 1161 824">Hypno Influence the colour using the light's colour settings.</p>
 <p data-bbox="344 1117 516 1140">Hypnotic</p>	<p data-bbox="575 996 1161 1072">New Hypnotic Try with Rotation and Spin settings. Orbit the camera.</p>
 <p data-bbox="344 1308 516 1331">Kaleidoscope</p>	<p data-bbox="575 1187 1161 1263">New Kaleidoscope Change the colour using the light's colour settings.</p>

Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 355">Light_Canvas</p>	<p data-bbox="530 217 598 251">New</p> <p data-bbox="598 234 1131 355">Light_Canvas Grid of animated glows. Influence the colour using the light's colour settings. Characterize the vertical and horizontal glows using the <code>circgrad_V_ax</code> and <code>circgrad_H_ax</code> axes.</p>
 <p data-bbox="297 522 467 546">Light_Dots</p>	<p data-bbox="530 407 598 442">New</p> <p data-bbox="598 425 1131 477">Light_Dots Speed up or slow down the effect using the Power setting in the size Animator.</p>
 <p data-bbox="297 713 467 737">Moving_Glows</p>	<p data-bbox="530 590 1131 703">Moving_Glows Circular illuminated glow. Change colour by colour correcting the white media. Use Number and Size to characterize the ring. Use the <code>pos_scale</code> axis to set the position and rotation of the ring in the scene.</p>
 <p data-bbox="297 904 467 928">Path_Light</p>	<p data-bbox="530 789 598 824">New</p> <p data-bbox="598 807 1131 833">Path_Light Animated glow on a path.</p>
 <p data-bbox="297 1095 467 1119">Pop_Art</p>	<p data-bbox="530 972 1131 1050">Pop_Art Try with a close-up shot of a face as <code>REPLACE_ME</code> media. Zoom in to have fewer coloured squares in the frame, or zoom out to have more.</p>
 <p data-bbox="297 1286 467 1310">Psychedelic_Textur...</p>	<p data-bbox="530 1163 1131 1241">Psychedelic_Texture Animated. Use Magnitude in the size manipulator to set pattern size. Try with the Trailsize field in the Generator menu.</p>

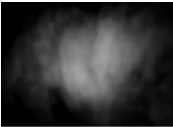



Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Random_Texture</p>	<p data-bbox="575 204 1137 291">Random_Texture Animated. Use Number, Lifetime, Size, and Speed settings to characterize the texture. Try with the Spin settings to set the animation.</p>
 <p data-bbox="344 522 516 548">Raying_Sphere</p>	<p data-bbox="575 395 1161 453">Raying_Sphere Black sphere emitting coloured streaks. Use Number and Speed settings. Try with the Tailsize field.</p>
 <p data-bbox="344 713 516 739">Sky</p>	<p data-bbox="575 586 1161 678">Sky Moving cloudy sky. Use Number and Colour_V settings to characterize the sky. Use Position settings in the sky_motion manipulator to set how the clouds are moving.</p>
 <p data-bbox="344 904 516 930">Space_Blob</p>	<p data-bbox="575 782 1153 895">New Space_Blob Coloured glows with a burning effect. Try the PD_ax settings, and influence colour using the Light's colour settings.</p>
 <p data-bbox="344 1095 516 1121">Spectrum_Lights</p>	<p data-bbox="575 968 1161 1086">Spectrum_Lights Animated vertical glows. Use Number, Lifetime, and Size to characterize the lights. Try with Magnitude in the size manipulator to control the scaling amplitude of the lights.</p>
 <p data-bbox="344 1286 516 1312">Stagelights</p>	<p data-bbox="575 1159 1161 1251">Stagelights Use Number, Lifetime, and Size. Try with Magnitude in the size manipulator to control the scaling amplitude of the stagelights.</p>

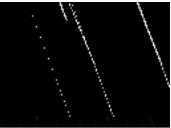
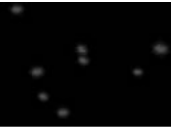



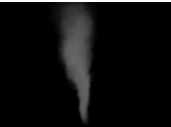
Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Star_Spiral</p>	<p data-bbox="525 204 1131 291">Star_Spiral Use Number, Lifetime, and Size. Try with Magnitude in the size manipulator to control the scaling amplitude of the stars.</p>
 <p data-bbox="297 522 467 548">Text_Atom</p>	<p data-bbox="525 395 1131 423">Text_Atom Animated 3D Text birth.</p>
 <p data-bbox="297 713 467 739">Text_Distort</p>	<p data-bbox="525 586 1131 673">Text_Distort Use Number, Lifetime, and Size. Try with Rotation_V, Spin, and Spin_V settings. Try also to change the light's colour and the glow_generator's Material settings.</p>
 <p data-bbox="297 904 467 930">Text_Dots</p>	<p data-bbox="525 777 1131 864">Text_Dots Use Number, Lifetime, and Size. Try with Rotation_V, Spin, and Spin_V settings. Try also to change the light's colour and the glow_generator's Material settings.</p>
 <p data-bbox="297 1095 467 1121">Text_Glow</p>	<p data-bbox="525 968 1131 1020">Text_Glow Use the Size setting. Try with Magnitude in the size manipulator.</p>
 <p data-bbox="297 1286 467 1312">Text_Particules</p>	<p data-bbox="525 1159 1131 1246">New Text_Particules Animated cascade effect with the 3D Text Geom node.</p>

Proxy	Name/Description/Comments
 <p>Texture</p>	<p>Texture Use the Size setting. Try with the Rotation_V setting. Play with the texture_ax settings.</p>

Atmospheric

Use these presets to create weather-like effects, such as clouds, rain, or snow.





Proxy	Name/Description/Comments
 <p>Cloud_Generator</p>	<p>Cloud_Generator A one-frame cloud. Use Number and Size settings. Try with the texture's Axis settings and the geometry's Magnitude and Scaling settings.</p>
 <p>Fog</p>	<p>Fog Use Number, Lifetime, Size, and Speed to characterize the fog.</p>
 <p>Heavy_Fog</p>	<p>Heavy_Fog Use Number, Lifetime, Size, and Speed to characterize the fog.</p>
 <p>Rain</p>	<p>Rain Use Number and Speed to trigger the amount of rain. Colour correct the white media's Front, and set rain_generator Transparency to improve blending.</p>

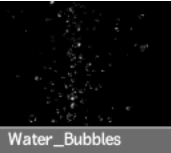

Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Rainfall</p>	<p>Rainfall Use Number and Speed to trigger the amount of rain. Colour correct the white media's Front, and set rain_generator Transparency to improve blending. Use gravity's Rotation_Y to make it windier.</p>
 <p data-bbox="297 522 467 548">Snow</p>	<p>Snow Use Number, Size, and Speed for characterizing the snow.</p>
 <p data-bbox="297 713 467 739">Snow_Graphical</p>	<p>Snow_Graphical Use Number, Size, and Speed for characterizing the snow. Play with lighting.</p>
 <p data-bbox="297 904 467 930">Snow_Windy</p>	<p>Snow_Windy Use Number, Size, and Speed for characterizing the snow. Try with wind's Magnitude and axis animation to mimic the wind.</p>
 <p data-bbox="297 1095 467 1121">Surfing_Clouds</p>	<p>Surfing_Clouds Flying into the clouds. Use gravity's Rotation_X expression to stay above clouds, or dive into them.</p>
 <p data-bbox="297 1286 467 1312">Tornado</p>	<p>Tornado Use Magnitude in the size manipulator to scale the tornado. Use Magnitude and Power in the twist manipulator to alter the shape of the tornado.</p>

Proxy	Name/Description/Comments
 <p>Tornado_ZatZero</p>	<p>New Tornado_ZatZero Same as Tornado, but with emitter Z=0.</p>

Liquids




Use these presets to create fluid effects, such as bubbles.





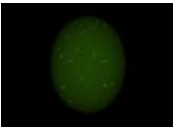
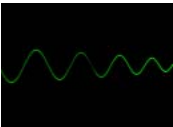
Proxy	Name/Description/Comments
 <p>Bubbles_Graphical</p>	<p>Bubbles_Graphical Use Number, Size, and Speed settings to characterize the bubbles. Process with Motion Blur enabled for better rendering.</p>
 <p>Bubbles_rising</p>	<p>Bubbles_Rising Bubbles coming toward camera. Use Number, Size, and Speed settings to characterize the bubbles. Use Mass_V to randomize the bubble motion.</p>
 <p>Inside_Water_Ray...</p>	<p>Inside_Water_Rays Sun rays under water. Use water_generator for the water and rays_generator for the rays coming from the sun above the surface.</p>
 <p>Sea</p>	<p>Sea Water surface. Try the Spin_V settings to animate the sea. Customize by adding more lights to the scene.</p>

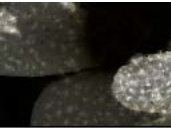

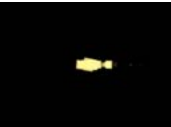
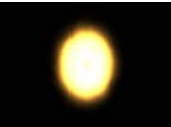
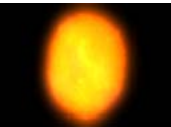

Proxy	Name/Description/Comments
	Water_Bubbles Use Number, Size, and Speed to characterize the bubbles. Try the Spin & Spin_V settings to control the flow.
	New Waterfall Use Number, Size, and Speed to characterize the water. Try with size and gravity manipulators.

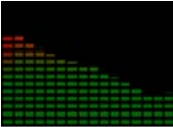
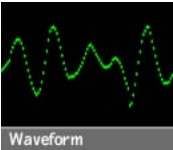
Miscellaneous

Use the miscellaneous presets to add dirt or scratches to your scene, as well as many other effects.

Proxy	Name/Description/Comments
	Balloons Animated. Use Number, Size, and Speed settings to characterize the balloons. Try the Spin & Spin_V settings to control the flow.
	Blue_Thing Moving glow following a path. Use Number, Lifetime, and Size settings to characterize the glow. Try with Rotation and Spin for motion. Change the path.
	New Broken_Window Pieces from a broken window flying towards the camera.




Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Dirt</p>	<p>Dirt Use Number and Size settings. Try with variance.</p>
 <p data-bbox="344 522 516 548">Dust</p>	<p>New Dust Modify dust size using PD_ax Scale and generator Number settings.</p>
 <p data-bbox="344 713 516 739">Dust_Ray</p>	<p>New Dust_Ray Dust revealed by rays of light.</p>
 <p data-bbox="344 904 516 930">Hair</p>	<p>Hair Use Number and Size settings. Try with variance. hair_generator4 is linked to hair_generator1, and hair_generator3 is linked to hair_generator2.</p>
 <p data-bbox="344 1095 516 1121">Microscope_View</p>	<p>New Microscope_View Modify lights. Try neuronal_tex_ax settings.</p>
 <p data-bbox="344 1286 516 1312">Oscilloscope</p>	<p>Oscilloscope Change the colour by using beam_generator's Diffuse setting. Use axis to control the beam's amplitude, frequency, and phase.</p>

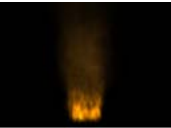

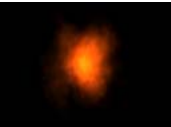
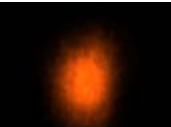


Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Paint_Effect</p>	<p data-bbox="525 204 1083 291">Paint_Effect Use Number, Lifetime, and Size settings to customize the paint effect. Try changing the texture media (white square, soft cloud, etc.).</p>
 <p data-bbox="297 522 467 548">Scratch</p>	<p data-bbox="525 395 1110 517">Scratch Use axis to control the scratch's position, the amplitude of the horizontal motion of the scratch, and the frequency of the scratch. Hide some generators for fewer scratches, or duplicate generators if you want more scratches.</p>
 <p data-bbox="297 713 467 739">Shotgun</p>	<p data-bbox="525 595 985 644">New Shotgun Slow-motion shotgun effect.</p>
 <p data-bbox="297 904 467 930">Simple_Sun</p>	<p data-bbox="525 777 931 805">Simple_Sun Processes quicker than Sun.</p>
 <p data-bbox="297 1095 467 1121">Sun</p>	<p data-bbox="525 968 1092 1025">Sun Astronomical view of the sun. Slower to process than Simple_Sun.</p>
 <p data-bbox="297 1286 467 1312">Vu_Meter</p>	<p data-bbox="525 1159 1110 1251">Vu_Meter Animated. Use beamgen Speed, PD_axis Scale_Z, and beam_emitter positioning to modify the number and width of stripes.</p>

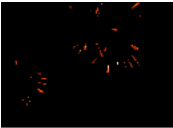

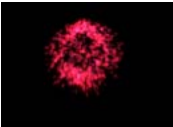

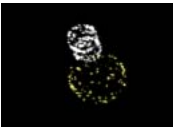

Proxy	Name/Description/Comments
	<p>New Vu_Meter_AudioLink Similar to Vu_Meter, but you can link an audio clip to produce the animation.</p>
	<p>Waveform Animated audio signal monitor effect. Use axis to control the beam.</p>

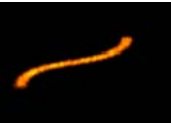
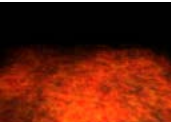




Pyrotechnic


Use the pyrotechnic presets to create fire and flame effects.

Proxy	Name/Description/Comments
	<p>Birthday_Sparkles Customize the sparkles with Number, Lifetime, and Speed.</p>
	<p>New Bouncing_Sparkles Sparkles bouncing on a plane. Use white_ax settings to place the bouncer plane in the scene.</p>
	<p>New Camp_Fire Adapt the source of fire with emitter_ax. Characterize the flame with Number, Lifetime, and Size.</p>

Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Camp_Fire_Smoke</p>	<p data-bbox="525 215 592 244">New</p> <p data-bbox="602 236 1110 322">Camp_Fire_Smoke Adapt the source of fire with emitter_ax. Characterize the flame with Number, Lifetime, and Size. Adjust the manipulators.</p>
 <p data-bbox="297 522 467 548">Candle_Flame</p>	<p data-bbox="525 395 1110 453">Candle_Flame Characterize the flame with Number, Lifetime, and Size.</p>
 <p data-bbox="297 713 467 739">Explo_Zero_Gravity</p>	<p data-bbox="525 597 592 626">New</p> <p data-bbox="602 618 1110 670">Explo_Zero_Gravity Explosion in a zero gravity environment.</p>
 <p data-bbox="297 904 467 930">Explosion</p>	<p data-bbox="525 788 592 817">New</p> <p data-bbox="602 808 1022 835">Explosion Exploding towards the camera.</p>
 <p data-bbox="297 1095 467 1121">Fire_ring</p>	<p data-bbox="525 968 1110 1025">Fire_Ring Characterize the fire with Number, Lifetime, and Size. Adjust the camera.</p>
 <p data-bbox="297 1286 467 1312">Fire_Turbulence</p>	<p data-bbox="525 1170 592 1199">New</p> <p data-bbox="602 1190 1029 1216">Fire_Turbulence Fire agitated by the wind.</p>

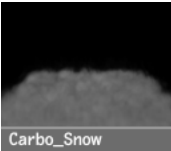



Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Fireworks</p>	<p data-bbox="575 213 642 256">New</p> <p data-bbox="649 236 870 256">Fireworks Animated.</p>
 <p data-bbox="344 522 516 548">Fireworks_BigBlue</p>	<p data-bbox="575 404 642 447">New</p> <p data-bbox="649 427 958 447">Fireworks_BigBlue Animated.</p>
 <p data-bbox="344 713 516 739">Fireworks_BigRed</p>	<p data-bbox="575 595 642 638">New</p> <p data-bbox="649 618 951 638">Fireworks_BigRed Animated.</p>
 <p data-bbox="344 904 516 930">Fireworks_Cartoon</p>	<p data-bbox="575 786 642 829">New</p> <p data-bbox="649 808 1157 864">Fireworks_Cartoon Animated.Process with Motion Blur enabled.</p>
 <p data-bbox="344 1095 516 1121">Fireworks_on_Path</p>	<p data-bbox="575 977 642 1020">New</p> <p data-bbox="649 999 1018 1020">Fireworks_on_Path Adjust the path.</p>
 <p data-bbox="344 1286 516 1312">Gas_Flame</p>	<p data-bbox="575 1159 1146 1220">Gas_Flame Characterize the flame with Number, Lifetime, and Size.</p>


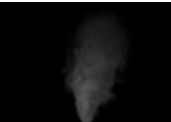


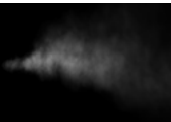
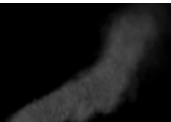
Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Lava</p>	<p data-bbox="525 215 592 256">New</p> <p data-bbox="602 236 1110 291">Lava Lava flowing from the top of a volcano. Change the flow using the path manipulator.</p>
 <p data-bbox="297 522 467 548">Lava_Surface</p>	<p data-bbox="525 406 592 447">New</p> <p data-bbox="602 420 1110 482">Lava_Surface Speed up or slow down the lava using the transform manipulator position settings.</p>
 <p data-bbox="297 713 467 739">Match_Flame</p>	<p data-bbox="525 597 592 638">New</p> <p data-bbox="602 611 1110 673">Match_Flame Characterize the flame with Number, Lifetime, and Size.</p>
 <p data-bbox="297 904 467 930">Meteor</p>	<p data-bbox="525 777 1045 803">Meteor Meteor burning in space. Adjust the camera.</p>
 <p data-bbox="297 1095 467 1121">Moving_Sparkles</p>	<p data-bbox="525 979 592 1020">New</p> <p data-bbox="602 992 1063 1055">Moving_Sparkles Animate sparkles on a path. Change the path.</p>
 <p data-bbox="297 1286 467 1312">Rocket_propulsion</p>	<p data-bbox="525 1159 948 1185">Rocket_Propulsion Rocket engine output.</p>

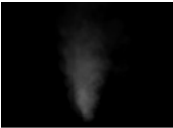



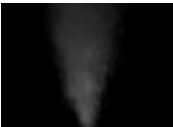

Proxy	Name/Description/Comments
 <p>Text_Plasma</p>	Text_Plasma Customize with Number, Lifetime, and Speed.



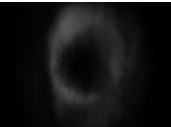
Smoke

These presets allow you to create various smoke effects.

Proxy	Name/Description/Comments
 <p>Carbo_Snow</p>	Carbo_Snow Snow coming toward camera. Use Size to characterize the snow. Use the Magnitude setting of the gravity manipulator to set the snow's motion.
 <p>Dark_Smoke</p>	Dark_Smoke Use on a light background. Use Number, Lifetime, Size, and Speed to characterize the smoke. Use the Magnitude setting of the gravity manipulator to set the smoke's motion.
 <p>Fire_Smoke</p>	Fire_Smoke Characterize the smoke with Number, Lifetime, Size, and Speed settings. Use the Magnitude setting of the gravity manipulator to set the smoke's motion. Modify the fire colour using the fire_light_1 and fire_light_2 colour settings.
 <p>Fire_Smoke_ZatZero...</p>	<div style="display: inline-block; background-color: red; color: white; border-radius: 50%; padding: 2px 5px; font-weight: bold;">New</div> Fire_Smoke_ZatZero Similar to Fire_Smoke, but with emitter Z=0.



Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Gun_Smoke_MB</p>	<p data-bbox="525 204 1089 262">Gun_Smoke_MB Smoke produced by a shotgun. Process with Motion Blur enabled.</p>
 <p data-bbox="297 522 467 548">Heavy_Smoke</p>	<p data-bbox="525 395 1110 487">Heavy_Smoke Use Number, Lifetime, Size, and Speed settings to characterize the smoke. Use the Magnitude setting of the gravity manipulator to set the smoke's motion.</p>
 <p data-bbox="297 713 467 739">Heavy_Smoke_ZatZ...</p>	<p data-bbox="525 591 1089 673">New Heavy_Smoke_ZatZero Similar to Heavy_Smoke, but with emitter Z=0.</p>
 <p data-bbox="297 904 467 930">Jet_Engine_Smoke</p>	<p data-bbox="525 777 1110 869">Jet_Engine_Smoke Use Number, Lifetime, Size, and Speed settings to characterize the smoke. Use the Magnitude setting of the gravity manipulator to set the smoke's motion.</p>
 <p data-bbox="297 1095 467 1121">Nozzle</p>	<p data-bbox="525 973 1103 1090">New Nozzle Characterize the smoke with Number, Lifetime, Size, and Speed settings. Use vortex settings to set the smoke's motion. Change the bouncer. Not scalable.</p>
 <p data-bbox="297 1286 467 1312">Pyroclastic_Cloud</p>	<p data-bbox="525 1164 1096 1312">New Pyroclastic_Cloud Change the path. Characterize the smoke with Number, Lifetime, Size, and Speed settings. Use the Magnitude setting of the gravity manipulator to set the smoke's motion.</p>





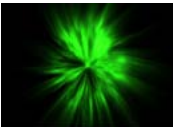

Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Smoke</p>	<p data-bbox="575 204 1188 291">Smoke Use Number, Lifetime, Size, and Speed settings to characterize the smoke. Use the Magnitude setting of the gravity manipulator to set the smoke's motion.</p>
 <p data-bbox="344 522 516 548">Smoke_Light</p>	<p data-bbox="575 404 1188 482">New Smoke_Light Characterize the smoke with Number, Lifetime, Size, and Speed settings.</p>
 <p data-bbox="344 713 516 739">Smoke_Lookat</p>	<p data-bbox="575 586 1188 708">Smoke_Lookat Smoke pointing to a target. Use Number, Lifetime, Size, and Speed settings to characterize the smoke. Use the Magnitude setting of the gravity manipulator to set the smoke's motion.</p>
 <p data-bbox="344 904 516 930">Smoke_Track</p>	<p data-bbox="575 777 1188 873">Smoke_Track Use Number, Lifetime, Size, and Speed settings to characterize the smoke. Use the Magnitude setting of the gravity manipulator to set the smoke's motion.</p>
 <p data-bbox="344 1095 516 1121">Smoke_ZatZero</p>	<p data-bbox="575 977 1188 1055">New Smoke_ZatZero Similar to Smoke, but with emitter $Z=0$.</p>
 <p data-bbox="344 1286 516 1312">Train_Smoke</p>	<p data-bbox="575 1159 1188 1307">Train_Smoke Smoke produced by a steam engine in motion. Use Number, Lifetime, Size, and Speed settings to characterize the smoke. Use the Magnitude setting of the train_speed manipulator to control the train's speed and its effect on the smoke.</p>







Proxy	Name/Description/Comments
 <p>Train_Smoke_ZatZ...</p>	<p>New Train_Smoke_ZatZero Similar to Train_Smoke, but with emitter Z=0.</p>
 <p>Vapour</p>	<p>Vapour Vapour rising from the ground. Use Number, Lifetime, Size, and Speed settings to characterize the vapour. Try the Rotation_V and Spin_V settings to control the vapour animation</p>
 <p>Wheel_Burning_M...</p>	<p>Wheel_Burning_MB Animated. Process with Motion Blur enabled.</p>




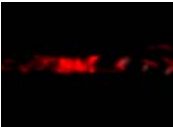


Space


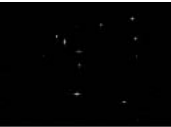
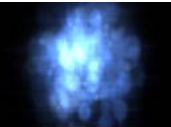


Use these presets to create astronomy effects.

Proxy	Name/Description/Comments
 <p>Aurora</p>	<p>Aurora Aurora borealis effect. Use Number and Size to characterize the aurora. Use Lifetime to speed up or slow down the animation. Change colours by modifying the left_light & right_light settings.</p>
 <p>Blue_Star</p>	<p>Blue_Star Slow moving star. Use Number, Lifetime, Size, and TrailSize settings.</p>

Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Blue_Star_2</p>	<p data-bbox="575 204 1159 291">Blue_Star_2 Slow moving star. Similar to Blue_Star, but with a bigger hotspot in the middle. Use Number, Lifetime, Size, and TrailSize settings.</p>
 <p data-bbox="344 522 516 548">Blurry_Sparks</p>	<p data-bbox="575 395 1159 517">Blurry_Sparks Use Number, Lifetime, Size, and Speed settings to set the sparks are emitted. Use the transparency, gravity, and size manipulators to specify the behaviour of the falling sparks.</p>
 <p data-bbox="344 713 516 739">Cosmic_Light</p>	<p data-bbox="575 595 1076 644">New Cosmic_Light Try with the PD_ax settings.</p>
 <p data-bbox="344 904 516 930">Cosmic_Marguerite...</p>	<p data-bbox="575 786 1159 899">New Cosmic_Marguerite_Blue Pulsating blue light. Try with galaxy_tex_ax settings (posX=0, posY=0, scaleX=14, scaleY=125).</p>
 <p data-bbox="344 1095 516 1121">Cosmic_Marguerite...</p>	<p data-bbox="575 977 1159 1064">New Cosmic_Marguerite_Green Pulsating and rotating green light. Orbit the camera.</p>
 <p data-bbox="344 1286 516 1312">Eye_Strike</p>	<p data-bbox="575 1159 1139 1220">Eye_Strike Moving glows. Try with the circ_gradient1_ax and circ_gradient2_ax settings.</p>

Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Glowing_Star</p>	<p data-bbox="525 215 592 249">New</p> <p data-bbox="602 236 1110 288">Glowing_Star Try with the circgrad_tex_ax settings. Orbit the camera.</p>
 <p data-bbox="297 522 467 548">Light_Mvt_1</p>	<p data-bbox="525 406 592 440">New</p> <p data-bbox="602 427 1094 479">Light_Mvt_1 Try with the PD_ax settings. Process with Motion Blur enabled.</p>
 <p data-bbox="297 713 467 739">Light_Mvt_2</p>	<p data-bbox="525 597 592 631">New</p> <p data-bbox="602 618 921 642">Light_Mvt_2 Orbit the camera.</p>
 <p data-bbox="297 904 467 930">Light_Mvt_3</p>	<p data-bbox="525 788 592 822">New</p> <p data-bbox="602 808 1032 833">Light_Mvt_3 Orbit the camera (Orbit 90°).</p>
 <p data-bbox="297 1095 467 1121">Light_Mvt_4</p>	<p data-bbox="525 979 592 1013">New</p> <p data-bbox="602 999 1110 1024">Light_Mvt_4 Change the Rotation and Spin settings.</p>
 <p data-bbox="297 1286 467 1312">Light_Speed</p>	<p data-bbox="525 1163 1110 1218">Light_Speed Use Number, Speed, and TrailSize settings. Use the speed manipulator's power to set the Z acceleration.</p>

Proxy	Name/Description/Comments
 <p data-bbox="344 331 516 357">Moving_Star_Field</p>	<p data-bbox="575 204 1157 262">Moving_Star_Field Flying into space. Use Number and Speed settings.</p>
 <p data-bbox="344 522 516 548">Pulsar</p>	<p data-bbox="575 395 1139 453">Pulsar Pulsating glow. Use Number, Lifetime, Size, Speed, and TrailSize settings.</p>
 <p data-bbox="344 713 516 739">Red_Pulse</p>	<p data-bbox="575 586 1157 678">Red_Pulse Pulsating red star. Customize the star with Number and Speed settings. Set the star's intensity with transparency magnitude.</p>
 <p data-bbox="344 904 516 930">Red_Thing</p>	<p data-bbox="575 782 642 826">New</p> <p data-bbox="649 808 1139 869">Red_Thing Glowing red light. Change the colour with the Light Colour settings.</p>
 <p data-bbox="344 1095 516 1121">Space_Dust</p>	<p data-bbox="575 973 642 1017">New</p> <p data-bbox="649 999 1157 1060">Space_Dust Reset vortex (Rot_Z) and try with vortex (Rot_Y). Try vortex (Rot_Y=-90). Change the camera settings.</p>
 <p data-bbox="344 1286 516 1312">Space_Odyssey</p>	<p data-bbox="575 1164 642 1208">New</p> <p data-bbox="649 1190 1150 1251">Space_Odyssey Change the space_tex_ax settings (animated) and emitter_ax1 Rot_X setting.</p>

Proxy	Name/Description/Comments
 <p data-bbox="297 331 467 357">Star</p>	<p data-bbox="525 204 1112 291">Star Glowing animated star. Use Number, Size, and Speed settings to characterize the star. Change colour using the light's Colour settings.</p>
 <p data-bbox="297 522 467 548">Star_Field</p>	<p data-bbox="525 395 1112 453">Star_Field Flickering stars in the sky. Modify Number at frame 0 to control the amount of stars in the sky.</p>
 <p data-bbox="297 713 467 739">Star_Glow</p>	<p data-bbox="525 597 1112 673">New Star_Glow Glowing aggregate of stars. Customize the generator with the Rotation and Spin settings.</p>
 <p data-bbox="297 904 467 930">Stellar</p>	<p data-bbox="525 788 1112 864">New Stellar Orbit the camera and change the stellar_tex_ax settings.</p>
 <p data-bbox="297 1095 467 1121">Stellar_Fusion</p>	<p data-bbox="525 979 1112 1055">New Stellar_Fusion Rotating celestial bodies. Orbit the camera.</p>