With Cycore FX HD its very easy to use other layers as particle textures. All particle types with "Textured" in the name can be used. Particle texture is selected in the Texture Layer pop-up and the size is set to the minimum of width and height of the texture layer. A texture layer with dimensions 120 x 60 will result in a 60x60 portion, centered on the texture layer.

• The particle source layer can be anything, like pictures, solids, comps, movies etc., with or without an alpha channel. If the source contains an alpha channel it will be maintained.

• Thumb rule is to never use a texture layer larger than the particles visible on the screen for maximum render speed (obviously a full 2K film frame as texture layer for a small particle will render very slow). There is one exception; with higher Scatter values, Particle World samples smaller areas of the texture layer, which can cause sub-sampling if texture size is insufficient for a 1:1 relationship (softer and less details).

Examples:

"C Face Txt Disc Fade Small"
In this example we've selected a texture layer that is 160x160 and contains a picture with an alpha channel. We've used one of the new particle types, Textured Faded Disc, which allows for multiplying the texture with the standard Birth and Death colors. Birth and Death colors have been animated.

"C Face Txt Disc Full"
In this example we're using high Scatter values and therefor selected a texture layer that is 480x480, it contains a picture with an alpha channel. We've used one of the new particle types, Textured Disc, which allows for multiplying the texture with the standard Birth and Death colors. Scatter, Birth and Death colors have been animated.

"C Face Txt QuadPoly Full"
In this example we're using very large pictures and therefor selected a texture layer that is 480x480, it contains a picture with an alpha channel. We've used the Textured QuadPolygon particle type. We haven't aniamted any controls but we've set down the values for Birth Rate and Gravity.

"C Face Txt QuadPoly Quarter"
This example is the same as the above "C Face Txt QuadPoly Full", except for that we're using smaller particles and therefor selected a smaller texture layer, 120x120. The texture layer contains the same picture with an alpha channel.

"C Soccer Txt QuadPoly Full"
In this example we're also using very large picture and therefor selected a texture layer that is 640x640, it contains a picture with no alpha channel. The size of the texture layer is set to 640x640 to get the full 640x480 picture on the texture layer. We've used the Textured QuadPolygon particle type. We haven't aniamted any controls but we've set down the values for Birth Rate and Gravity.

"C Soccer Txt QuadPoly Quarter"
This example is the same as the above "C Soccer Txt QuadPoly Full", except for that we're using smaller particles and therefor selected a smaller texture layer, 160x160. The texture layer contains the same picture with no alpha channel.

"C Soccer Txt Square Full"
In this example we're using high Scatter values and therefor selected a texture layer that is 640x640, it contains a picture with no alpha channel. The size of the texture layer is set to 640x640 to get the full 640x480 picture on the texture layer. We're using one of the new particle types, Textured Square, which allows for multiplying the texture with the standard Birth and Death colors. Scatter, Birth and Death colors have been animated.