

To use a layer as particles in Particle World is not as obvious as selecting a layer in a pop-up menu but it's almost that easy. The particle types "Textured Square" and "Textured Polygon" are using the content of the source layer Particle World is applied to as a texture. In this Project we've included a couple of examples showing how to do this. First some short notes that also have been covered in the examples:

- You have to use "Textured Square" or "Textured Polygon" for Particle Type.
- 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.
- Particle World always use the center of the source layer as the center for the texture on the particles.
- You control the overall size of the particles by adjusting the Particle Birth and Death size and the size of the particle source layer's content. To have the entire layer source textured on the particles, one or both of the Particle Birth and Death sizes have to be set large enough so that the entire layer source is visible on each particle. If you want to scale down the source layer for the particles, you have to pre-compose that layer and do the scaling in the pre-comp. If you're using a smaller comp size for the particle source layer than the comp you're working in you have to collapse the particle source layer, otherwise the effect will only be visible within the boundaries of that comp's size.
- Don't use too large layers as particles, a full 2K film frame will render very slow, so scale down the particle source layer content to the minimum size you need.

Examples:

"C Face"

In this example we've applied Particle World to a layer which source is a picture of a face with an alpha channel that has the same size as the comp, 640x480. Here we've adjusted the Death size to have the entire source layer visible. As you'll see the particle size is fairly large and if you want them to have a smaller overall size, you can't just use the Birth and Death sizes or scale the source layer, you have to pre-compose and do the scaling in the pre-comp and then adjust the Birth and Death sizes for the desired result.

"C Face/Coke bottle"

In this example we've applied Particle World to a layer which source is a comp that contains two pictures of a face and a coke bottle, both with an alpha channel and the same size as the comp, 640x480. The face and bottle have been animated to reveal each other by fading in and out. Here we've adjusted the Death size to have

the entire source layer visible. As you'll see the particle size is fairly large and if you want them to have a smaller overall size, you can open the pre-comp and scale the two pictures down and then go back to the "C Face/Coke bottle" comp and adjust the particle Death size. An example of adjusted scaling and Death size is shown in "C Face/Coke bottle Scaled 25%".

"C Face/Coke bottle Scaled 25%"

This is the result after adjusting the scale of the two pictures to 25% and particle Death size in the "C Face/Coke bottle" example. The scaling for this example is found in the "Pre-Face/Coke Scaled 25%" comp.

"C Soccer"

In this example we've applied Particle World to a layer which source is a picture with no alpha channel that has the same size as the comp, 640x480. Here we've adjusted the Death size to have the entire source layer visible. As you'll see the particle size is fairly large and if you want them to have a smaller overall size, you can't just use the Birth and Death sizes or scale the source layer, you have to pre-compose and do the scaling in the pre-comp and then adjust the Birth and Death sizes for the desired result.

"C Soccer Scaled 25%"

In this example we show the result of pre-composing the source layer in the "C Soccer" example, using the 'Leave all attributes in "C Soccer"' option, scale down the picture to 25% in the pre-comp and then adjusting the particle Death size in the "C Soccer" comp. The scaling for this example is found in the "Pre-Soccer Scaled 25%" comp.

"C Soccer 160x120 Collapsed"

In this example we show how to use a smaller comp as the particle source in a larger comp. The particle source comp is 160x120 and the comp we're working in is 640x480. To not "clip" the particles at the boundaries of the particle source comp, we've collapsed that comp. You can always go back and change the size of the particle source comp and its content.