

This project was created to cover as many features/options as possible in Particle World, in one project. The examples are not meant to be "beautiful", instead they should hint you in the right direction. Where the AE Comp camera is animated we've chosen to animate a Null object and then selected the Null object as "parent" for the camera and that's just because we've felt more comfortable doing it this way. When you're using Particle World and want to animate Comp cameras just do it the way you feel most comfortable with. Here below follows short descriptions of each Comp in the project:

### **C Cone w. Bounce**

Uses the Cone Axis animation system where Birth Rate and Gravity have been animated. The Bounce feature has been enabled in the "Floor is" section under Rendering in the Options dialog.

### **C Custom Direction Axis**

Shows four examples of how you can customize the central axis for the selected animation system in the Options dialog under Direction. The Bounce feature has also been enabled in the "Floor is" section under Rendering in the Options dialog.

### **C Delay Release**

Shows how you can delay the release of particles from the producer. The delay time is relative to the Longevity set for particles. Particles are born during the entire time of the delay and are then all released after the delay. The Delay Particle Release is found in the "Other Settings" section under Rendering in the Options dialog.

### **C Direction w. Ice**

Uses the Direction Axis animation that has been animated. The Ice feature has been enabled in the "Floor is" section under Rendering in the Options dialog.

### **C Glue**

Uses the Fractal animation system where the Producer Z-Position has been animated. The Glue feature has been enabled in the "Floor is" section under Rendering in the Options dialog.

### **C Inherit Velocity 1**

Shows an example of how particles can inherit the velocity from the producers motion. Particles can inherit both positive and negative velocity. In this example we're using negative values. Using negative values means that when the producer moves in one direction, the velocity that particles inherit from that motion is in the opposite direction. In this example we've created a loop where the producer's moving from side-to-side, accelerating and decelerating, while emitting particles.

### **C Inherit Velocity 2**

Shows an example of how particles can inherit the velocity from the producers motion. We're also using negative values in this example. In this example the producer is standing still in its initial position before slowly starting to accelerate upwards while emitting particles, like a rocket launch.

### **C Light Axis**

Shows three examples of how you can customize the direction from which light strikes particles in the Options dialog under Light.

### **C Morphing Particles**

Shows an example of how to create and use custom particles. We've created a shape that changes over time by animating a mask. The Bounce feature has also been enabled in the "Floor is" section under Rendering in the Options dialog. We've also used AE's Fast Blur and Curves to create the "cutout" on the shape.

### **C Move Rotate AE Camera**

Shows particles with a simple camera animation using AE's Comp camera.

### **C Move Rotate PW Camera**

Shows particles with a simple camera animation using Particle Worlds built in camera.

### **C Particles w. Projection**

Shows how to project particles on the floor. First we set up one layer to be used as the floor using a solid. Then we set up one layer with the "normal" particles and matched the floor in Particle World to the "Floor" layer. In the Options dialog under Rendering we changed to render Above Floor. Then we duplicated the particle layer and dragged it below the "normal" particles, changed the color to black and in the Options dialog under Rendering we changed to Projected on Floor.

### **C Particles w. Reflection**

Shows how to reflect particles on the floor. The set up is the same as in "C Particles w. Projection" except for that we didn't change the color and we changed the particles on the duplicated layer to be Projected on Floor in the Options dialog under Rendering.

### **C Producer Rotation**

Shows an example of how to animate the producer doing a circular path. It also shows how the Motion Path feature can be customized to give you full control of the path while creating particle animations. The Motion Path feature is found in the Options dialog under Grid.

### **C Producer Rotation w. Image**

This is the same animation as above in "C Producer Rotation" with the addition that we've enabled the feature to composite the particles with the source layer in Particle World's 3D space. This makes it possible to have particles rotate around the footage in the source layer. Composite with original is found in the Options dialog under Rendering.

### **C Rotating AE Camera 1**

Shows one way of creating an animation that looks like you're traveling forward through a star field and then rotate around to go backwards. Here we've changed the direction of gravity and we're using the gravitational force to set the star field in motion through the Gravity control slider. Camera animation was created using AE's Comp camera. Gravity Direction is found in the Options dialog under Gravity.

### **C Rotating AE Camera 2**

Shows another way of creating an animation that looks like you're traveling forward through a star field and then rotate around to go backwards. Here we're using the Extra Angle control to set the direction and the Velocity to set the star field in motion. Camera animation was created using AE's Comp camera. Gravity Direction is found in the Options dialog under Gravity.

### **C Rotating PW Camera 1**

This is the same animation as in "C Rotating AE Camera 1" except for that we're using Particle World's built in camera.

### **C Rotating PW Camera 2**

This is the same animation as in "C Rotating AE Camera 2" except for that we're using Particle World's built in camera.

### **C Rotation Axis**

Shows three examples of how you can customize the particles individual rotation axis in the Options dialog under Rotation.

### **C Spit w. Bounce**

Shows an example how to set up a "spitting" type of animation. The particles are initially clamped together and when they'll hit the floor the impact will cause them to bounce and spread all over the place. The Bounce feature has been enabled in the "Floor is" section under Rendering in the Options dialog.

### **C Trail**

Shows an example of how to create a trail of particles by animating the producer position. We're also using a custom color map and we've changed the central axis for the animation system. The particle's motion is minimal and is generated by very low Velocity and Inherit Velocity values, while particle's individual rotation is set fairly high. The central axis setting and custom color map are found in the Options

dialog under Direction and Color Map respectively. You also have to change the Color Map pop-up in the Particle control group to "Custom" in the Effect Controls Window.

### **C Twirly 1 AE Camera**

Shows an example of how to create an inwards rotating twirl. The key controls to do this type of twirl are Gravity and Extra, using negative values. You also need to change the direction of gravity, in the Options dialog under Gravity, so that you can use negative values along the axis you want to use. To tweak the overall look and size of the twirl requires some experimentation to find the right balance between the size of the Producer and the values for Velocity, Gravity and Extra. Extra Angle, that controls the rotation speed of the twirl, and Motion Blur, which is turned on in the Options dialog under Rendering, are also important. Camera animation was created using AE's Comp camera.

### **C Twirly 1 PW Camera**

This is the same animation as in "C Twirly 1 AE Camera" except for that we're using Particle World's built in camera.

### **C Twirly 2**

This shows another example of how to create an inwards rotating twirl. The key controls are the same as in "C Twirly 1 AE Camera" but instead of animating the camera we've animated the producer and are using the Inherit Velocity control.