



### **Shadowlet**

Particle volume self-shadowing. Available for all particle types. Extremely useful to create more sense of depth in a scene.

### **Transfer Mode**

Useful for stacking multiple instances of the effect on one layer, also useful for applying particles to footage or other effects.

### **Random Rotation**

Useful for getting a more natural looking effect where all particles have unique orientation in space.

### **Random Rotation Speed**

Useful for getting more natural rotation, different particles rotate with different speed.

### **Random distribution control to Particle>Random Rotation Speed**

Enables fine-tuning of the randomness of rotation speed. Setting the parameter to 0.5 gives a gaussian distribution, and a value of 1.0 is an even distribution.

### **Random distribution control to Emitter>Random Velocity**

Enables fine-tuning of the randomness of emission velocity.

### **Adobe color picker**

The Adobe color picker allows for better color selection than the system color picker.

### **Improved linear motion blur for Custom Particles**

The linear motion blur did not really work in v1.5 for Custom Particles. The new linear motion blur is far better looking.

### **Moved all parameters out of Options into regular sliders**

No more need to go into Options to find all parameters.

### **Backward compatible - loads Particular 1.5 projects**

Particular 2.0 can load projects made in Particular 1.5 and convert to 2.0 projects. Doing this will display a warning. Note that the new renderer is not pixel-perfect with the old, so it is a good idea to save your new project with a new name, in case you for some reason need to go back to using the old. Also, never mix Particular 1.5 and 2.0 in a render-farm.

### **Light Emitter: new default behavior**

New default is to not use color from light, added Particle>Set Color "From Light Emitter" option to get the old behavior of using the color from the light.

### **Light Emitter: new option**

New option to use "None" as Particles/sec modifier. Useful when light intensity etc are used for other things (such as actually lighting a scene).

### **Rotation Speed affected by Air Resistance**

Particle rotation speed can now be affected by Air Resistance, not just position. This allows for more natural looking animations as the rotation speed slows down as the particle slows down.

### **Increased max particles/sec to 1 million.**

Useful for quick bursts of very many particles. Warning! This setting should not be left at constant 1 million, that will make the plug-in run out of memory very quickly. It should only be set to 1 million for a very short time period.

### **Custom Particle layer no longer has to start at same frame as Particular**

This is very useful as you no longer have to make sure the custom particle layer starts at the same frame as Particular. The old behavior often led to flickering because the custom particle layer was offset just one or a few frames and you really could not see that unless zooming far into the timeline. Note that the custom particle layer/pre-comp still needs to have the SAME FRAME-RATE as the Particular comp for predictable behavior.

### **Fixed flickering problems**

Another cause of flickering in Particular 1.5 was a bug with the Time Sampling "Split-Clip Loop" and "Random - Loop". These have now been fixed.

### **Visualization of Turbulence field**

When working with the turbulence field, sometimes you need to know exactly how the field is looking in order to adjust it so it works the desired way. Simplifies working with Turbulence Field. ("Visualize Fields" checkbox)

### **Improved accuracy for Turbulence Field**

The turbulence field now can work with extreme distortions without getting choppy thanks to higher accuracy calculations.

### **Added a fade-in curve control for Turbulence Field**

The old method of linear fade-in sometimes produced a jerk in the animation, the new Smooth method fades in the field more subtly.

### **Turbulence Field Offsets added**

New controls for offsetting Evolution, X, Y and Z have been added. They give more control over how the Turbulence Field can be moved.

### **Separate Random Seed for Custom Particle Time Sampling**

Useful when you want to change the randomization for custom particles, but not the randomization of particle positions etc. And vice versa.

### **Threading + Optimizations**

Threading helps divide the computational load onto the existing cores and CPU's to make the effect render faster.

### **Many other bug fixes and performance improvements**

Countless other small bugs and performance improvements have been made.

**Expected Ship Date: Summer 2009**

**Price: USD 399 Upgrade: USD 99**