Trapcode Particular V5.0.3Red Giant (win, mac-v4.1.5)

2025-02-10 17:08:58　　label 我要反馈　　下载页面

去下载

标签

After Effects　　平面设计

Trapcode Particular V5.0.3 Cracked Red Giant (win, mac):

Create organic 3D particle effects and complex Movement

Images components in After Effects. Currently with Fluid Dynamics.

- MOTION GRAPHICS: Trapcode Particular is a plugin for Results that allows you to insert Particles for your compositions to deliver your motion graphics work. Use 3D items for much more beauty and sophistication.
- VISUAL EFFECTS: Produce fire, smoke, water, snow, and other natural outcomes. Blend Multiple particle systems into a unified 3D area for visually magnificent results.
- PHYSICS: For the first time, run realistic fluid simulations using the new Dynamic Fluids™ physics engine, or emulate particles going through the atmosphere and bouncing off surfaces.
- DESIGNER: Trapcode Particular Offers you the capacity to Construct particle outcomes visually, With a highly effective designer which makes creating effects more imaginative and intuitive than ever before.
- PRESETS: Pick from 355 Trapcode Particular presets, made to give you a mind start. Each single preset is fully customizable.

- Trapcode Particular continues to be redesigned to add a lot of new attributes and enhancements.
- DESIGNER (NEW): Making particle effects is easier than ever before, at the upgraded Designer. Insert adjustable blocks with prerequisite behaviors and fashions for emitters, particles, physics, and aux particles. Or include whole, customizable particle Effects using one click.
- FLUID DYNAMICS (NEW): Create dynamic, swirling effects together with the newest Dynamic Fluids Physics engine, which enables particles to act as though they're moving through real fluids. Pick from 4 customizable fluidic behaviors.
- GPU-ACCELERATED: Get quick Comments with Trapcode Particular's new GPU Acceleration via OpenGL. Based upon Your setup and system, you can see rate boosts of up to 4X or even Moreover previous models.
- 3D CAMERA AND LIGHTS: Specific uses After Effects' 3D Lights and Camera so you Can fully incorporate your particle Effects along with your motion images and live-action VFX shots.
- INSTANT FEEDBACK: The designer provides immediate visual responses, making the construction and Previewing of effects that an intuitive and innovative experience. New Particularly 3, the Designer respects the AE comp size, bringing from the article and Camera info. Preview your particle design with camera and emitter place Controls
- MULTIPLE SYSTEMS: For the first time, explore unlimited creative possibilities when You combine multiple particle systems at precisely the same 3D space. Create beautiful, Complicated effects through the interaction of various systems, all over a single Example of Particular. Emitters in Multi-system installations can share parameter settings (like turbulence, gravity, and much more), and may be stored as one preset.
- TEXT EMITTER (NEW): For the first time, use text within an emitter, speeding Up the production process radically from prior versions. No precomputing required. Produce write-on consequences by controlling the show of particles along Text avenues.
- MASK EMITTERS (NEW): For the First time, use masks as an emitter, which makes it easy to make uniquely Shaped emitters or to utilize parts of a picture as the origin of particle emissions. No more precomputing is required. Produce write-on consequences by controlling the Show of contaminants along mask avenues.
- OBJS AS EMITTERS: Provide your particle systems a new measurement with 3D models and Animated OBJ strings as particle emitters. For extra flexibility, you can Decide to emit particles out of the vertices, edges, faces, or quantity of your OBJ file. Pick from Particular's library of over 60 OBJs, or readily load your personal Models utilizing the newest OBJ Loading Panel straight in After Effects or within the Designer.
- SPRITES AND POLYGONS: Use any picture on your essay for a particle by delegating it Into a 2D sprite or textured polygon. Particular 3 currently includes over 270 nevertheless And animated sprite images, readily loaded directly within After Effects or in The Designer through the brand new Sprite Loading Panel.

- LIGHTING AND SHADOWS: Color all particle types in lights After Effects. Shading can emulate light falloff, and Shadowlet rendering can throw shadows on both principal and aux particles.
- BOUNCE AND PHYSICS: Proceed particles through the atmosphere, or bounce from additional Layers, with Particular's search engine. Contains gravity, turbulence controls, and much more for simulating complicated, realistic movement.
- AUX SYSTEM: Spawn new kid particles through Particular's Aux system. Produce Organic paths and branching, or construct splashes following a dip. Specific 3's Upgraded Aux system now contains the capability to add customized particles for even More variation, in addition to keyframe parameters to get more control.
- 355 PLUS PRESETS (NEW): Hit the ground running with over 355 fully customizable Designer presets. Particular 4 comprises over 55 brand new presets that flaunt Strong features like fluid dynamics and much more. Learn More about the library to locate Superbly designed effects for producing text, fluids, flame, spaceflight, fireworks, muzzle flashes, explosions, smoke, and much more. Conserve your personal presets, And discuss them across your center.
- REFLECTION MAPS: Produce dynamic color changes on your textured polygon particles by utilizing Coating for a reflection map. Insert glints to particles since they rotate in 3D.
- CINEMA 4D FILE IMPORT - RED GIANT COMPLETE ONLY (NEW): Due to Cineware, utilize .c4d Document 3D geometry as emitters. Supported Geometry properties comprise cartoons and transformations (rotation, position/translation, and scaling). See our Red Giant Complete site to discover more.

HOST APPLICATIONS:

Adobe After Effects CC 2017 and after

INSTALLERS:

Maintain current with the latest version of Trapcode Particular.

View Installers

OPERATING SYSTEMS:

APPLE MACINTOSH: Mac OS X 10.11 and after - 4 GB of RAM - 800 MB of Hard Drive space

PC/WINDOWS:

Windows 10 and after 4 GB of RAM - 800 MB of Tough Drive distance

ADDITIONAL REQUIREMENTS:

The minimal GPU demanded is the Intel HD 5000 Integrated graphics processor. Obviously, newer and quicker discrete GPU parts Out of AMD and Nvidia will yield quicker performance.

- For Nvidia, we urge 9xx series graphics cards Or newer; mobile GPUs; or even the expert collection Quadro cards.

- For AMD, we urge 200 series graphics cards or newer; mobile GPUs; or even the expert collection FireGL cards.

VRAM size requirements: To HD resolution output signal, we Recommend your GPU have 2 GB of memory. If You're Planning on Doing a high-resolution job in 4K or longer, we advocate that a GPU with 4 GB of memory.

Any CPU from Intel or AMD is encouraged.