

## UltraFlares V1.3 By Richard Rosenman

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Ultraflares has an easy-to-use and intuitive interface with production-tested features. The stack is easily navigated, and each object can be named, deleted or duplicated, soloed, relocated up or down and moved up to the top or to the bottom quickly with the press of one button. A powerful, built-in files browser that is extremely fast and instantaneous in flash load/preview. This increases efficiency and quicker lens flare development.

Ultraflares includes a collection of highly specialized tools for transformation that enable inherently complex lens flare objects to move. Each object can be allowed to move along any axis, only horizontal and vertical only (for leaks of light) or even customized (which allows for the control of vertical and horizontal movement characteristic of anamorphic flares). A second distance controller can provide additional tweaks to the positioning of horizontally-locked objects and vertically locked objects, as well as unmovable objects, resulting in a natural flare motion.

### Gfx plugin details of UltraFlares V1.3 By Richard Rosenman

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Ultraflares comes with a powerful color engine that allows every object to be colored by one color which is two blended colors depending on the screen's location or two colors that are gradient, or a complete spectral array. Each coloring mode has scale, offsetting, and saturation as well as mixing spectral with the base color to recreate unique natural phenomena like solid-colored rays that have spectrum ray endings. Ray-based objects like sparkles and spike balls expand the coloring options to include random ray-color control.

Ultraflares is a very versatile multi-iris device with an incredible limit of more than 1,000 irises. Their location along the light vector could be random or even, and their spread may be combined or completely separated. The dimensions, color, intensity and offset, spherical aberration lighting distribution, feathering, and circular completion can be controlled in any specific way to produce real-world outcomes. Each object is equipped with an adjustable random seed to ensure that each object is unique. identical.

Ultraflares have chromatic aberration. It is an optical effect caused by the lens's inability to concentrate all three wavelengths in the same plane of focus. This causes the blue, green, and red fringing of colors. Chromatic aberration is applied to the entire flare, which simulates the real-world camera lens.

Ultraflares has stunningly realistic features like the spherical aberration feature, aberration scale offset, aberration asymmetry, and aberration for re-creating ultra-realistic lens flares. Circular completion determines the extent to which the iris size (in the degree) is visible. Light distribution, a unique and unique feature exclusive for Ultraflares only, regulates the amount of light that is reflected across the iris based on its angle. Chromatic aberration can be applied to the entire flare, while the spectral coloring feature can be applied to various specific objects. Include subtle details such as iris edge ringing, to take the effect to another level.

Ultraflares leverages the capabilities of Photoshop, allowing artists to automatically measure both the hue and intensity of the image by simply clicking within the window for preview. The darker areas of the image will cause the flare to dim, and the hues of the image will shade the flare according to the hue and in real time. The global adjustments are made in real time and can affect every lens flare object, thus altering the entire flare. Some of these settings are the color, blending mode, location, center, intensity and scale, aspect rotations, chromatic aberration, and saturation.

Ultraflares has both object-specific as well as global blending options. The user can choose how each lens will be merged with the preceding one and also how the final flare will be integrated together with an image. This high-end accuracy in global and local composition allows certain flare objects to flare and increase in intensity while others keep their precise



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characteristics.

Ultraflares brings the power of lenses to artists' fingertips. Select any lens texture, and observe as Ultraflares authentically illuminates the object depending on the lens flare color and location as well as its structure. Choose Ultraflares its own highly customizable procedural lens orbs object or create custom textures of all kinds. Customized textures embedded in incompatible formats like PSD permit Ultraflares to switch easily between different textures.

Ultraflares draw lens textures from image channels. This means that once you have the ability to save lenses in any format that supports multiple image channels like PSD. This lets you save all of your lens textures in one file, and easily access them with Ultraflares via a user-friendly drop-down menu.

Ultraflares is more than an enhancement to the flare of a lens It's a complete lighting studio. It not only allows artists to create sophisticated lens flares, but it also has the ability to create many different camera lens effects that are inspired by real-world light effects.

### What is UltraFlares V1.3 By Richard Rosenman?

"UltraFlares V1.3" by Richard Rosenman seems to be a software plugin or tool designed for creating lens flares and other lighting effects in digital images and designs. Richard Rosenman is a digital artist and software developer known for creating various graphics and visual effects plugins.

Lens flares are optical phenomena that occur when bright light sources or reflections interact with a camera's lens system. They often result in streaks or points of light appearing in an image. Lens flares have been used creatively in photography and cinematography to add drama, depth, and visual interest to a scene.



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