



Aescripts Superluminal Stardust 1.6.0b (Win)

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Stardust: Introducing Volume Rendering! Create beautiful and attractive smoke consequences from any particle system installation. Stardust is a Modular 3D particle system for Results. It's a user-friendly node-based user interface and ships with a ton of presets to make stunning effects efficiently.

How to RENDER 3D MODELS in After Effects Plugins?

You can use Stardust.

Where can I download the product?

After subscription, You can download it for free from here.

Gfx plugin details of Superluminal Stardust

The product is in the **After Effects Plugins** category from **AeScripts**, for more information about this post you can click on the home page link in the sidebar.

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Does this product work on Windows and Mac Os? We mostly include the operating system in the title. if it is not written, it will work on Windows, and you can for the Mac version.

It's just another free upgrade to all current clients. Create amazing and attractive smoke effects from any particle system setup. Publish VDB documents in other 3D packages for magnificent simulations to command and leave with AE's camera within your essay for smooth and easy integration with your compositing workflow. Stardust is an innovative Adobe After Effects plugin for the creation of glorious particle and object-based movement effects and images. Its revolutionary interface allows for blending 3D models, particles, effects, and much more, all present and interacting in a single shared area, allowing unparalleled integration between strong tools providing imaginative expression never before possible in After Effects. Easily create complex effects utilizing any of the countless shipped presets, or construct setups ground up utilizing the toaster.

VOLUME RENDER

Create beautiful and attractive smoke consequences from any particle system installation. Publish VDB documents in other 3D packages for magnificent simulations to command and leave with AE's camera within your essay for smooth and easy integration with your compositing workflow

VOLUME

Volume objects can easily be created Integrating the world-famous open VDB technology seamlessly into Stardust. Convert whole particle systems and versions to volumes, and then control the effect with numerous tools like booleans, filters, sound, and much more.

VOLUMETRIC LIGHTING

3D volumetric light for atmospheric impacts, enormous rendering speed enhancements for fundamental particle types, enlarged render capacities, compositing helpers like Shadow Catcher substances and Shadow output, cartoon tools enhancements, workflow helpers like OBJ file importer, and a plethora of other improvements into the toolset.

PHYSICAL PARTICLES

Particles and Versions can socialize, collide, and influence each other while being influenced by forces, allowing for the production of magnificent cartoons easily.



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RENDER 3D MODELS

Take your particles into a completely different dimension. Render 3D versions from OBJ Documents, Primitives, and Extruded contours as particles, include some Image-Based Lighting, and Ambient Occlusion and you also have super awesomeness.

PARTICLES

One Tool, in one 3D room, all on a single layer with infinite possibilities. It's a full-featured particle program with forces, fields, motion blur, DOF, and even more.

MODULAR

A breakthrough, easy-to-use, node-based interface. Begin with a preset or produce your own nodes. Most emitters, particles, and drives can be inserted, and have all of them work in one 3D space on a single layer. That makes it super simple to make simple or elaborate particle systems to attain new and exciting outcomes.

REPLICA

Rethink what a particle system could perform! Produce beautiful motion images by copying particles in lots of ways. Together with Replica, you can make unique layouts: natural, and techy, the choices are infinite.

SPACE DEFORMERS

Spheres, Boxes, 3D models, displacement maps, and even more can be utilized to push, pull, sew, color, and move particles around. Blackhole nodes can be utilized to lure

INTELLIGENT PRESETS

Easy-to-use smart preset browser Enables one to load a complete There Are Lots of gorgeous Presets to select from. Presets can now be hunted with any keyword or phrase as well as surfing. You might even substitute your existing node tree with a preset in one click.

GRIDS

Stardust's unique and easy-to-use modular workflow grids are possibly Employed as a beginning point for boundless options and amazing results.

SPLINES

Emitting 3D Paths to create appearances is not easily attained differently. Particles may be emitted from residing text and masks out of their amount Or orders. Make noticed Before the consequences. Use another Coating to realize complex impacts. It is possible to include as many nodes and parameters as you wish in an instance on a single coating. You will find Lots of advantages of getting everything in 1 3D space. AutoSway enables you to make your layers influence!

Straightforward installation ·

Puppet

Pin Tool style: simply apply hooks ·

Layer

style: multiple layers could be swayed in 2D or even 3D

Utilization instructions

- Node-based port to easily assemble complex systems in one 3D space.
- Insert or substitute wise presets in one single click.
- The replica is a special instrument to replicates allergens in several exciting ways.
- Countless particle impacts for both 3D and 2D looks.
- Emitters, Particles, Replicas, Forces, Auxiliary Emitters, 3D Models, Text and mask, and Maps together with Physics Simulation. Splines and animation are able as avenues and emitters.
- Containers sew or emit particles in a sphere, box, or even 3D version.

v1.6.0b:

- Installer updated to support 2022



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