

Gumroad – X-Particles Animated Condensation Rig

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Realistic condensation is complicated. In the case of client projects, I couldn't devote enough time to develop an entire system to animated water drops in a realistic way. I typically resorted to making static water drops which looked good for medium shots however, they weren't able to stand up for extreme close-ups. I developed this rig in order to create ultra-realistic images regardless of angle and make it incredibly simple you can apply it to anything of any size.

Gfx plugin details of Gumroad – X-Particles Animated Condensation Rig

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Drag and Drop of Objects Switching

It is easy to install the software on any device and watch everything update automatically.

One Control to Adjust the World Scale

The most difficult part of particles that are x-particles is getting an excellent outcome at one scale but receiving a totally different outcome at a different scale. The rig comes with one control that is for world scale, which will automatically adjust each setting in a way that makes the system operate at any scale.

Fine Tune Your Look

It is easy to adjust the sizes of droplets as well as animation speed and direction.

Customized Distribution

It is easy to alter your droplet distribution on a sound or a custom texture.

Comprehensive PDF Manual

Even the most basic configurations for X-Particles can be hard to comprehend. This is why I've created an exhaustive PDF that explains the system in detail. This way, you can completely modify settings to achieve the appearance you want.

System Requirements

Tested using X-Particles Build 895-1253 as well as Cinema 4D R21 and R26. Other versions haven't been examined.



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