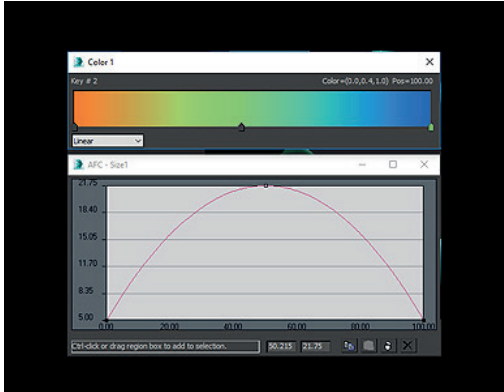
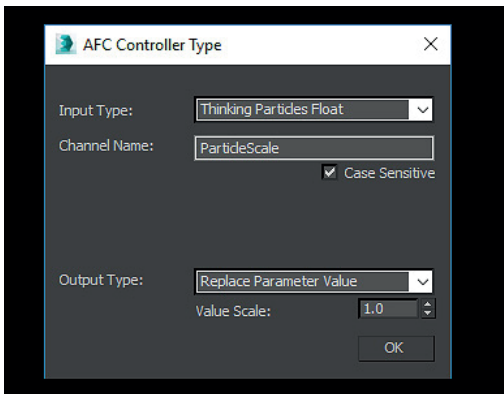


AfterBurn Features



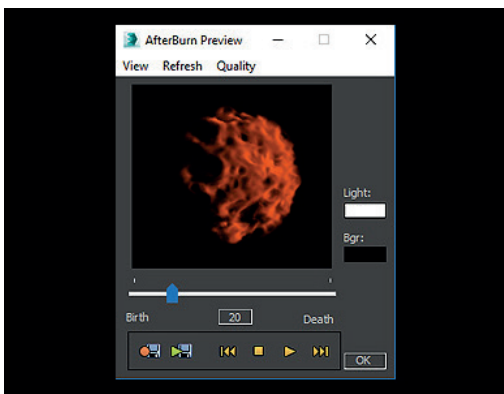
Animation

Almost every parameter inside the AfterBurn UI can be controlled over the particle lifespan. Custom gradient and curve controls are available for more productive work.



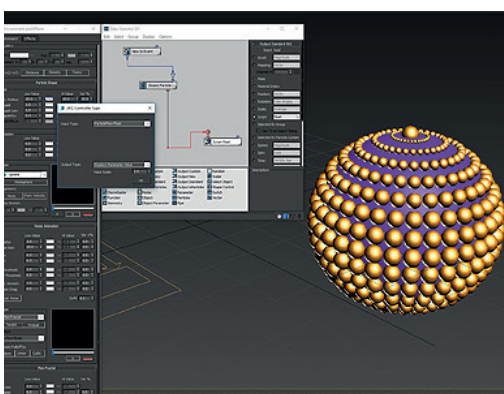
Controllers

AfterBurn controllers enable you to vary parameters by particle age, particle velocity, distance from the emitter or any other object in the scene, Thinking Particles channel or Krakatoa float channel.



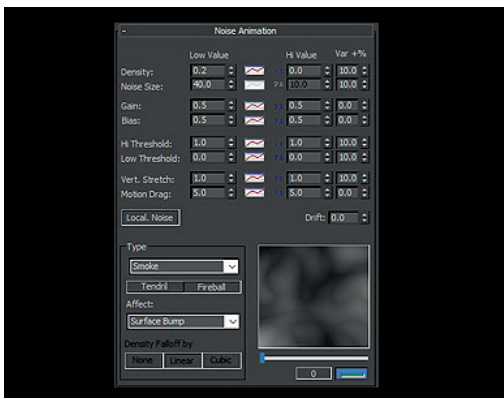
Preview

The preview window renders a single particle and allows for faster noise adjustments and look development.



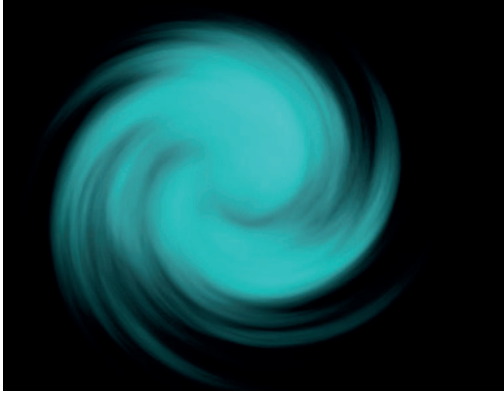
Particles

AfterBurn fully supports built-in 3ds max particle systems and 3rd party systems such as cebas' Thinking Particles.



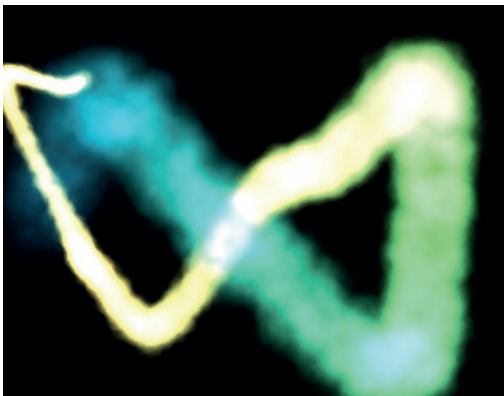
Procedural Noise

With seven different built-in noise types (Fractal, Turbulent, Fbm Fractal, Fbm Turbulent, Rock, Smoke, Spots) and ability to use 3ds max 3D Maps as a noise source, an infinite variety of noise shapes can be created.



Daemons

AfterBurn Daemons are helper objects that affect AfterBurn and AfterBurn Combustion by altering noise and color throughout the volume.



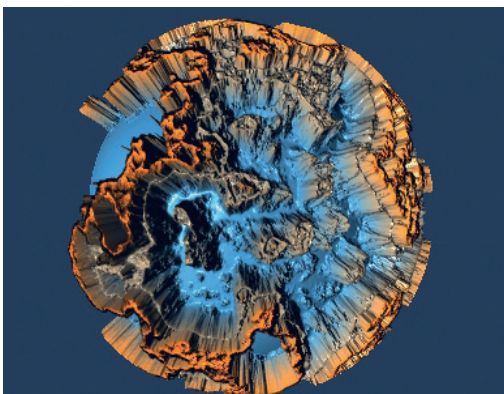
Octane Shader

This ultra-fast render engine is excellent for adding light dust, background smoke or similar effect to any scene.



Raymarcher

It is capable of producing crisp shadows on high-density smoke, explosions and clouds with realistic light interaction.



Hyper Solids

Using this technology it is possible to render solids or liquids without a single polygon.