

Object Faces

Particle Phantasy converts 1 to 6 bitmap files (up to 256 X 256) to a 3D object file(s) for use with 3D rendering software. Each bitmap has its own group of settings and options that control the final output and are independent of the other bitmaps in the project.

For each bitmap in the project the program checks each pixel that has a color value greater than 0 and converts it to its 24-bit color value and then processes it into a 3 dimensional array based on the settings in the Color Depth Settings panel. Then any, all, or none of the main control modules (3D Mask, Gravity, and Matrix) are applied (in order based on the Settings dialog for that bitmap) to the array. Then the Global Mask, if any, is applied to the array. Finally, the program saves out an object (based on the OBJ file layers loaded when the bitmap is first loaded (see Particle Objects dialog box) for each array element that is toggled on, adjusting each point with the settings in the Dimensional Depth Control Panel.

The program does this for each active bitmap in the Object Faces panel. Any or all of the directions (Front, Left, Top, etc.) can have a bitmap that will be processed in the final object output by Particle Phantasy.