

Particle Objects

When a bitmap is first loaded the Particle Object window will open. It allows you to load up to 32 OBJ files to be used to replace each active 3D array element. The Range listing at the bottom left shows the depth of that bitmap. Each of the 32 layers can be set to replace any of the elements at each depth setting (1 to the total depth), in ascending order. At least 1 layer must have an object loaded and the total range must be assigned to the layers.

Hold down ALT and click on the picture to remove an object from a layer.

Any OBJ format file can be loaded into any layer, but keep in mind that the larger the file the larger the final output will be and that the file size will, in effect, be multiplied by every pixel that ends up assigned to that layer.

In order for a picture of your own OBJ objects to show up in the window, create an 80 X 60 BMP, name it the same as your OBJ file (example: myobject.obj / myobject.bmp), and make sure it is in the same location as the OBJ file.