

Flame Premium 2013 — Image captions

Substance Materialize:

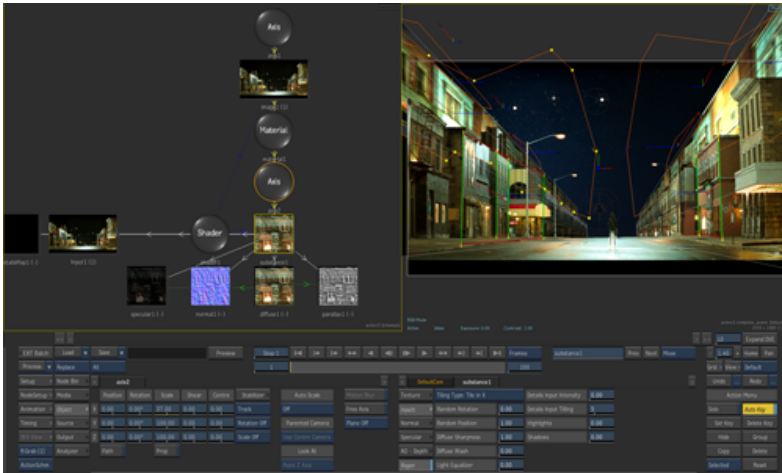


Image courtesy of The Mill.

File Name: FlamePremium2013_Substance.png

Caption: Substance materialize can be used to sample a defined section of an existing image and tile it in any direction and to generate normal, specular, AO and parallax displacement maps for realistic lighting properties. Here, it is used for rapid set extension by sampling one building to form a 'terrace' - extending to the vanishing point while also creating a back row of buildings.

Atomize:

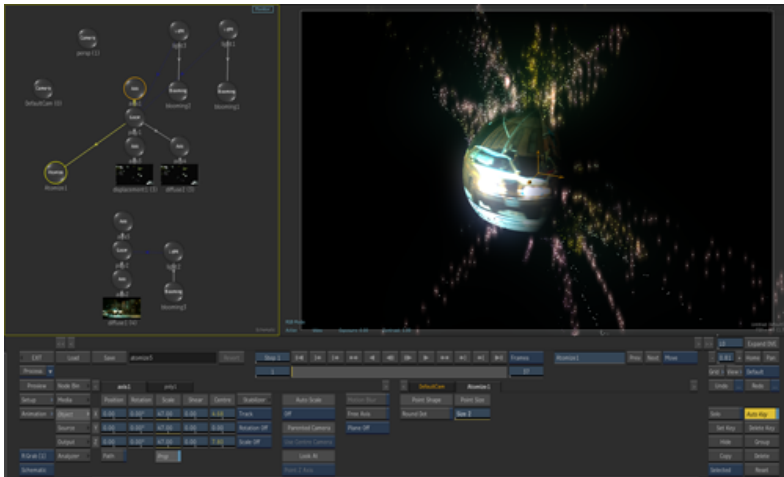


Image courtesy of The Mill.

File Name: FlamePremium2013_Atomize.png

Caption: Atomize can be used to turn layers and geometry into point clouds that carry over associated maps, transparency, blend modes and other object properties. Atomize can dramatically transform point clouds with deformation boxes and parameters like density and scaling and create stunning 3D particle-like effects when combined with relighting tools like rays and blooming.