

SE-SPECIAL-EFFECT



SPECIAL EFFECTS CREATION TOOL

FAST

SE-SPECIAL-EFFECTS is a set of documentation and tutorials showing how to create functional special effects in a SE WORKBENCH scene, based on elementary special effects such as light sources or particles. It also provides the SE WORKBENCH APIs and tools for generating clouds, flares and particles, as well as their exploitation and rendering.

Features

- Software and tutorial elements to create elementary special effects.
- Set of very detailed tutorials showing how to use elementary special effects to create functional and advanced special effects in SE-WORKBENCH-EO scenes.
- SE-RAY and SE-FAST compatibility.
- Visible and infrared spectrum.

Elementary Effects

SE-SPECIAL-EFFECTS comes with software elements (available in other products) that allow one to create elementary special effects such as particles systems, light sources, flares, voxel clouds and cloud layers.



Those elementary special effects can then be combined and animated in a SE-WORKBENCH scene using the SE-SCENARIO or SE-TOOLKIT tools.



Benefits

- Enhancement of SE-WORKBENCH-EO scenes with special effects



System requirements



Functional Effects And Tutorials

Using and combining elementary effects to create complex and realistic special effects can be difficult to master.

Thus SE-SPECIAL-EFFECTS provides a set of detailed tutorial showing how to model what we call “functional special effects” that are effects corresponding to real situations.

In the “IR flares tutorial”, the user can learn how to build and launch flares that can be rendered for both visible and infrared spectrum, using both SE-RAY and SE FAST IR tools.

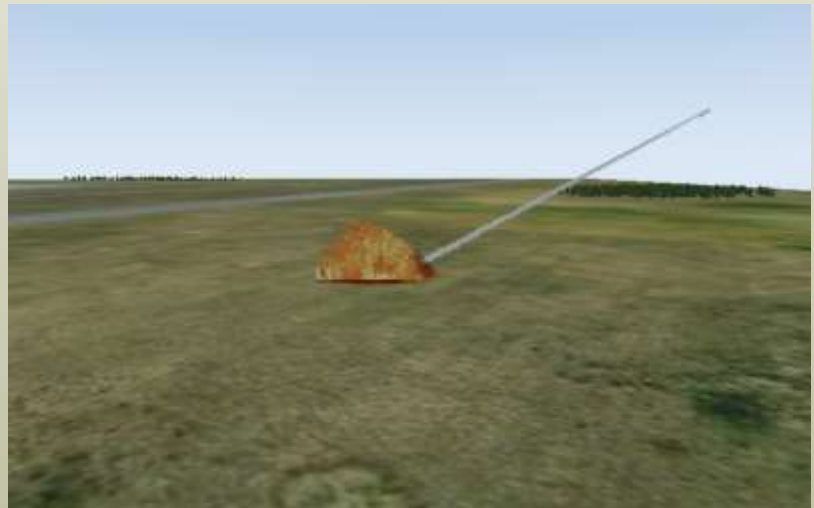
In the “Smoke and water tutorial”, the user can learn how to model flames, smoke and water using the elementary effects.

In the “Light sources tutorial”, the user can learn how light up a landing strip, vehicles and street lights.

In the “Explosion tutorial”, the user can learn how to model a realistic explosion, from the initial burst to the smoke plume, including the shock wave.

In the “Cloud layer tutorial”, the user can learn how to add a cloud layer to a SE WORKBENCH scene that can be rendered for both visible and infrared spectrum, using both SE-RAY and SE FAST IR tools.

In the “Launch rocket”, the user can learn how to create advanced scripts in a SE-SCENARIO scenario for different objects including sensors and how to use scripts to define global variables and functions.



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