



PANOPTICUM

Plug-in for Adobe® Photoshop®

PANOPTICUM
Fire3





introduction

Panopticum Fire 3.0 is a powerful and convenient facility for various fiery effect's creation. **Panopticum Fire 3.0** is executed as an additional module for Adobe Photoshop (versions 4.x and later). This filter is compatible with other programs for images processing that support Adobe Photoshop additional modules standard, such as Daneba Canvas and Paint Shop Pro.

Before beginning to work with our module we recommend you read carefully the following instruction. **Panopticum Fire 3.0** is a unique and impressive tool with which creation of very beautiful and real-looking fire becomes easy. One of the most compelling features of our module is that flame is not simply created on the basis of system of particles, but that it consists of very lively fiery tongues. These tongues meander and change as if they were alive. This displays fascinating and mesmeric play of light and shadows of fire on the screen.

Panopticum Fire 3.0 is a powerful mean with the help of which you can make various types of flame. That is why our module contains a great number of adjustable parameters. All the parameters were classified into several groups for your convenience and for the avoidance of confusion. In order to ease your working with parameters they were grouped into so to say "more" and "less" important lists. The "more important" parameters are always visible. Changing them results in significant change of flame appearance. The "less important" parameters are aggregated into nested sub-lists, so that they don't encumber the main parameter groups. These "less important" parameters give you opportunity of refining your flame appearance as well as adjusting some additional features for more vivid burning.

Most of the parameters are customizable. The fire you make can be as big as the size of entire screen or very small. It can burn with different intensity. It can be a very impetuous flare of burning wood or soft and steady flame of a candle.





introduction

You can adjust the shape of the flame, as well as its color. You can also adjust a color palette and make your flame of many colors and shades.

Panopticum Fire 3.0 has an option of saving the parameters settings into a separate file and advert to it whenever it is necessary. There are already some such files disposable for your convenience of creation different types of flame. The new algorithm of fire creation allows obtaining a very beautiful true-color flame with very soft color transitions. For example, in bright red flame, translucent light blue body of flame can be added. The obtained flame becomes very fine.

What makes this module unusual is that any object such as text, silhouettes, image on a transparent background, etc. can be set on fire.

Panopticum Fire 3.0 lets not only set on fire different objects of your composition, but also helps the designer obtain various fiery transition effects. That is when a whole layer or some opaque objects burn down, being set on fire at the edge or from the center. At the same time the image becomes charred before burning down. Besides, fiery zigzags may cut your layer into two halves, so that each of them will inevitably burn down very fast.

In addition to different kinds of flame such effects as smoke, streams of cold going downwards as well as others can be obtained. In order to make that you need to adjust parameters of fire (first of all – flame color) in appropriate way.

The installation of our **Panopticum Fire 3.0** plug-in on your computer will provide you with a powerful mean for creation of very beautiful and interesting special fire effects. You can use our module in combination with other effects and make fantastic and bright images.

You will enjoy working with our **Panopticum Fire 3.0** additional module. We hope that the time you will spend working with our package will be very productive.





System Requirements

Panopticum Fire 3.0 for Adobe Photoshop Windows 98 / NT/ Windows 2000

1. Windows NT version 4.0 or Windows 98 or later operating system.
2. An Intel processor-based PC with a 486/66, Pentium, Pentium II, or Pentium Pro processor.
3. At least 32 megabytes of RAM, 64 megabytes of RAM recommended.
4. 12-bit (4096) display color; true color (16.7M colors) recommended.
5. 640 x 480 display resolution; 800 x 600 or better recommended.
6. 5 megabytes of free disk space for installation.

Panopticum Fire 3.0 for Adobe Photoshop MacOS

1. MacOS 9.0 or later operating system.
2. A PowerMac (or compatible) with any PowerPC processor.
3. At least 32 megabytes of RAM, 64 megabytes of RAM recommended.
4. 16-bit (65535 colors) display color; true color (16.7M colors) recommended.
5. 640 x 480 display resolution; 800 x 600 or better recommended.
6. 5 megabytes of free disk space for installation.





Fast Start

Open any image or create a new one by File/New command. Apply **Panopticum Fire 3.0** plug-in. It can be found in menu Filter in Panopticum submenu. A dialogue window will be opened. All parameters are grouped in the tabs:

- **Tongues**
- **Add Tongues**
- **Common**
- **Color**
- **Mask**
- **Glow**
- **Combustion**

Parameters and shape of tall flame are adjustable in the group of parameters **Tongues**. This group was added to the new version of our plug-in **Panopticum Fire 3.0**. By adjusting these parameters you can obtain various real-looking types of flame. You may set shape of flame tongues, their height, width, speed, etc.

Add Tongues group allows you to make more fine adjustments of flame.

The group of parameters **Common** contains options that set main burning features such as amplitude, turbulence, density, speckle and other parameters. There is a pop-up menu with the choice of the flame direction. Besides, in this group of parameters you can adjust the shape of small flame.

The group of parameters **Color** allows adjusting color of a flame. Here you can choose color model of your effect from the offered list: **True Color**, **Hi Color**, **Custom Palette** and **Fix Palette**. Choosing one of the offered color models, you will use various algorithms of fire creation, according to different quality. There are different parameters of color components set in different color models. As far as parameters





Fast Start

concern, you can adjust not only the color of flame, but also its height and size of smoke above it.

Sharp Color parameter can also be adjusted along with others. You may regulate the speed of flame's temperature decrease, i.e. the flame tongues color fading as well.

Group of parameters **Mask** determines the source of flame and the way it will be represented. You can choose one of the options of mask interpretation: **In**, **Out**, **Both** and **Contour**. Fire will burn either inside or outside, or both – inside and outside of mask, or on its contour according to the chosen variant.

Besides, you can include inversion of mask, fire kindling in the first frame, etc.

Glow contains parameters, which are responsible for making the effect of flame splendour.

This makes your fire even more real-looking. Different types of glow can be chosen and various size, color and volume of the glow can be assigned.

The **Combustion** group of parameters allows setting a line, on which your picture will burn down.

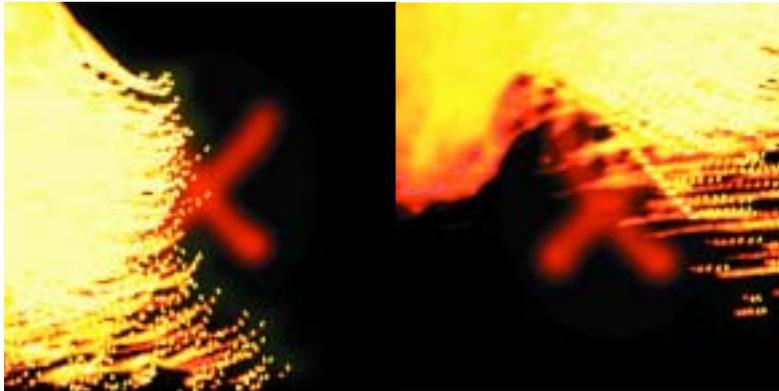
With the help of these parameters you can obtain interesting effects of transitions. This set of parameters lets you specify the type of transition effect: **Blend**, **Page**, **Hole** or **Gate**. According to your choice the burning line will cut your picture in different ways. There you can set direction of movement and phase of burning line. The burning line runs over the whole field of picture with predefined phase of animation and snuff. Below you will find more detailed description of parameters of our package and some advice on working with it.





Burning of objects

On a mask



Picture 1

In this chapter you will learn how to set on fire any captions and objects. It is the easiest way of fire effects creation.

If you learn how to set the sources of flame correctly, you will be able to create complicated fire effects. Any static image or selected area can be used as a mask. The source of flame is the basic concept in object's burning. If the image has a non-zero Alpha-channel, that area of the image can serve as a source of fire. In other words, everything that is not transparent on the image will burn down. In the list of parameters **Mask** there is a checkbox **Invert**. If you put a tick there, the sources of fire will

be inverted. If you have a white object on a black background (or black object on a white background) and the background does not burn, try to turn on/off the **Invert**. When everything is clear with the source of fire, we shall take a look at the ways of burning of this source.

Open a new document, make a new layer and create an area of the fire source there (for example, some text), or import a picture prepared beforehand. Apply **Panopticum Fire 3.0** filter. Check, if the Combustion option is disabled in the list of parameters. Now, if you open the Mask option you will find the list Mask Type that contains the following types of masks: **In**, **Out**, **Both** and **Contour**. The choice of In type of a fire source will give you burning inside the specified area. **Out** stands for burning outside of this area. Both will make the flame appear both inside and outside the source. The option **Contour**





Burning of objects

specifies that burning will occur on a contour of a chosen area. If the above description is not clear, try experiment with these options in order to understand their way of working.

The Mask Offset controller allows setting the displacement of a flame source during burning. You can create the effect of moving burning object with the help of this controller. It makes the fire look as if it was inflated by wind (Picture 1). For example, you have a object on a transparent background located in the center of the screen. After you start observing a strong flame, you can begin to move the mask.

On a line of burning



Picture 2

You can make interesting effects of transition with the help of Panopticum Fire module. The chosen layer can burn down in any way, so that there will form a transparent area on its place, through which the lower layers of your composition will become visible. If the image contains any object on a transparent background, it is possible to burn only this opaque object. Thus, many interesting effects of combustion of texts, silhouettes, etc. can be obtained. The set of parameters Combustion can be used for creation of similar effects.

Create a new image there or open one. Apply **Panopticum Fire** to it. In the list of parameters **Mask** choose the type of mask for desired way of your image burning. The list **Combustion** has an option **Combustion**. Don't worry if the flame disappears from your

picture. You just need to define the phase of your picture burning with the parameter **Phase**.

The outermost positions of this parameter mean that picture either did not begin to burn yet or has already burned down completely. Place this parameter in such position, that the flame will appear on a fire source.





Burning of objects

It is necessary to adjust a precise shape of flame here.

The list **Effects** from the same group of parameters contains the following types of transition effects: **Blend**, **Page**, **Hole** and **Gate**. If you choose **Blend** from this list, the fiery zigzag will dissect your image into two parts, both of which will gradually burn down at the same time. If the initial image is opaque, the fire will stay on the line of transition effect. If the image contains transparent areas, when the burning line reaches them, there will be nothing burning on the line. The way the flame will appear depends on the interpretation of a mask chosen from the list

Mask Type (from the set of parameters **Mask**).

The state of burning image is determined by slider **Phase**. Do not forget that the phase can be set both from 0 to 1, and from 1 to 0 (or stay invariable). Different ways of phase setting produce different effects. Direction of your image cutting by the fiery zigzag line can be set by the parameter **Effect Direction**. Try to experiment with these options in order to understand their way of working.

There are several effects of transition.

With the effect **Page** you can set direction of object's combustion starting from one of its edges.

The object will burn up to defined position of slider in the phase. The rate of combustion depends on the distance between animation keys of parameter **Phase** and the speed of flame set by slider **Velocity**. You will have to play around with the values of these parameters in order to make your fire look real. For example, there will be an impression of artificial **fire**, if the picture burns down very quickly and the flame burns very slowly.

The effects **Hole** and **Gate** allow burning the image either from edges to the center or from the center to edges. The fire will be distributed over randomly curved line in order to give more realistic impression (Picture 2). Everything that was told above about other transitions remains true for these ones, too.





Burning of objects

Adjustment of flame

And now we will talk about the most important thing – the art of adjustment of burning parameters. If you learn basic methods of parameters' adjustment, there will be no type of flame you won't be able to create. Various shapes, colors, sizes and different intensity of flame can be obtained. Once learned how to adjust flame, you can light your composition with such fire that will transmit the mood of the plot you want.

To begin we shall create a transparent layer with an opaque white circle on it. It is important that you see all the changes in the flame as you adjust different parameters of it. Press the **Reset** button. Choose the type of mask Both. Now everything is ready to begin studying parameters that affect flame.

First of all let's take a look at the group of parameters Tongues. It contains adjustments that set the appearance and shape of flame tongues

Use Tongues – a check box that turns on a mode of flame with tongues.

Motions – a list of values that set the intensity of flame tongues motion.

Placid – The flame tongues are calm as those of fireplace.

Stormy – The flame tongues are vivid as those of camp fire.

Violent – The flame tongues burn and give you an impression of impetuous fire element.

Appearance – a list of flame tongues types.

Tongues Density - number of flame tongues on your object.

Time of Life – time of flame tongues fading.

Length of Tongues - defines the length (height) of flame tongues.

Amplitude – sets the radius of flame tongues swirl.

Turbulence – the intensity of tongues twist for defined amplitude.

Width – sets the width of flame tongues.

Add Turn – allows setting the angle from which you look at the flame tongues.

Velocity – defines the speed with which flame tongues will rise.





Burning of objects

The group of parameters Tongues Additional lets you refine the adjustments of the flame. Here's a brief description of the parameters from this group.

Turbulence Vertical Speed – defines the frequency of additional vertical tongues turbulence.

Turbulence Horizontal Speed – defines the frequency of additional horizontal tongues turbulence.

Add Rotation Speed – sets the speed of flame tongues twirling.

Vertical Amplitude – specifies the amplitude of vertical tongues turbulence.

Horizontal Amplitude – specifies the amplitude of horizontal tongues turbulence.

Wind – strength of wind.

Variable Speed – sets the speed of change of initial tongues trembling phase.

Source Dependence – a check box that engages the mode, in which the flame depends on the brightness of the object. This mode lets you obtain a relief burning of the image.

Source Dependence Value – the value of dependence of burning on the source image.

Attraction – sets either attraction or scattering of fire particles in the process of burning.

Now we will learn how to adjust parameters responsible for the shape of fire. Open the list of parameters Common. Let's describe step by step the sliders presented here.

Oxygen regulates the speed of oxidation of the flame during burning. Using a special flame palette can be very handy. We will speak about it later.

Oxygen Divergence – with the help of this parameter you can set different speed of oxidation for different color components. As a result, your flame will consist of more color nuances.

Use Basic – this check box lets you to turn on/off the usage of small (low) flame.

Amplitude determines free movement of fire in the field of the flame source. Combining it with parameter Turbulence will give you either a calm flame of candle or a chaotic raging fire.

Turbulence determines the speed at which the body of flame will run through the region of its source.

Density determines density of fire dapples over the region of its source. The lower this parameter is, the





Burning of objects

lower is the intensity of burning.

Speckle determines maximal size of the body of flame.

Time of Life sets the life-time for each burning dapple of your flame.

Now go to **Color** parameters group. Here you will be able to adjust color of flame, height of body of flame and transparency of a smoky train. You can choose one of the offered algorithms of fire creation from the list **Color Model**. They are **True Color**, **Hi Color**, **Custom Palette** or **Fix Palette**. For the first two choices the color component (Red, Green and Blue) is defined by mixing. It is possible to adjust the spectrum for each color component. You can also set maximal intensity, its position in spectrum and speed of intensity decrease before and after the intensity peak for each color component. Preliminary results of color mixture can be seen in Flame Spectrum (Roughly) window. **True Color** mode gives you opportunity to create the most beautiful fire. You will obtain a soft flame with smooth color transitions. In other modes the range of colors is not as wide, though their algorithms work much faster.

Sharp Color - changes contrast of flame color.

Temperature Decrease - adjusts the decrease of flame tongues' brightness over a period of time.

When adjusting color of flame, do not forget about parameters of its shape. With parameter Oxygen from the list of parameters **Common** you can adjust speed, with which the color of flame will move from the area of heat to the area of colors appropriate for low temperatures.

If you chose **Custom Palette** or **Fix Palette** from the list **Color Model**, the parameters of color adjustment will appear in a form of equalizer. If you choose **Color Model** as **Fix Palette**, fire will use a default color palette. In Custom Palette you can adjust color of flame as you wish. Four parameters such as **Color1**, **Color2**, **Color3** and **Color4** allow setting four key colors. Sliders Color Low Position (top slider), **Color 2** Position, **Color 3** Position and **Color Hi** Position (bottom slider) allow setting the position of appropriate key colors in a palette of flame.

With the help of color equalizer you can change the shape of flame.

For example, by setting Color3 and Color4 as black (in **Custom Palette**) or displacing maximum of





Burning of objects

intensity in color spectrum (in **True Color mode**) you can reduce greatly the height of flame. By adjusting position of key colors you can change smoothness of color transitions inside the flame.

In order to understand the principle of color adjustment better we advise you to practice on a separate image and play around with parameters of the group Color. You can realize any exotic color of flame. There is Alpha parameter in the group Color. It allows adjusting transparency of the flame's smoky tail. By combining small values of this parameter with the adjusted palette you can obtain some interesting effects. At large values of this parameter fire burns without any smoke.

Do not forget that all parameters can be animated in time. It will help you to make your fire more expressive. Mask group of parameters lets you set the source for your flame, i.e. the areas on your picture where the fire starts to burn. Parameter Invert defines all non-transparent and non-black areas as the fire source when it is turned off. When the parameter is turned on, all non-transparent non-white areas will serve as the fire source.

Mask Type indicates the interpretation of the fire source. The following variants are possible: In, Out, Both and Contour. Thus, the fire will burn inside, outside, both – inside and outside or on the contour of its source. Only Flame – when this check box is ticked what you will get on the screen is only fire. When it is not ticked, you will be able to see the initial image under the flame.

Mask Offset sets and animates the displacement of fire source.

The group of parameters Glow add more real-looking splendour to your fire. It sets an atmosphere of flickering luminescence around. Glow is the last stroke in creation of vivid fire and in making the impression of complete picture. Slider Glow Size determines its size. The greater the value of this parameter is, the bigger is the radius of luminescence. Glow Volume determines the intensity of blare. The greater value of this parameter is, the brighter is luminescence. With the help of parameter **Glow Color** you can set the color of fire luminescence. In the list Glow Type you can choose one of the kinds of glow and variants of imposing of this effect on your picture. By choosing **True Glow** variant you will make shine each color shade of your fire. If you chose **Color Glow**, the fire will glow by the shades of given color that can be





Burning of objects

set by a button of choice of the glow color (of course, for obtaining beautiful luminescence it is necessary to choose bright warm color). In order to get some interesting effects you can leave just the luminescence on the screen. That is possible only if you chose either one of the following modes - **True Glow Only** or **Color Glow Only**. As you can see, glow has a few parameters and is very easy and pleasant to work with. Besides, the quality of this effect is very high. Group of parameters Combustion lets you get different fire transition effects. You will also be able to burn down various objects. Checkbox Combustion allows using fire transition effects. Listbox Effects gives you choices of transition effects types.

Listbox Effect Direction lets you choose the direction of burning.

Phase parameter sets the phase (completeness) of the transition effect.

Parameter Snuff defines the width of carbonization of the burning edge.





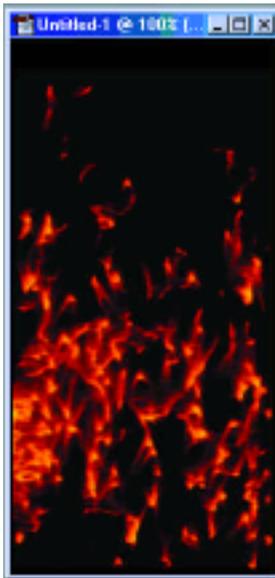
Practical Methods Of Working

In this part we will talk about creation of different shapes and sizes of fire. We will explain in details two extreme cases: the fire with very tall flame and the fire with very small flame.

Tall Flame



Picture 3



Picture 4

In the picture 4 there is an example of approximately 1000 pixels flame. Let us state immediately that with the help of our set you can get a very tall flame by using other methods as well. You can use a multi-layered fire or add glow, etc. we will give you one of the ways of getting desired flame. It will be a key to understanding main principles of setting the parameters of our module. As a source of flame we will take a small marked region at the bottom of the picture (Picture 3).

Make sure that in **Tongues** list of parameters the checkbox **Use Tongues** is turned on. In order to be clear at this point turn off the checkbox **Use Basic** from **Common** parameters. In order for the flame to be tall the fire tongues need to have enough time to rise. Thus, **Tongues Time of Life** needs to be a great enough value. The rise of flame tongues, their shape, movement parameters are adjustable in the group of parameters **Tongues**. There you will be able to set the tongues width, height, turbulence, etc.





Practical Methods Of Working

Creating A Delicate Flame



Picture 5

Often in the process of creating a small picture as, for example, in web-design, it is necessary to create a beautiful flame of small size (Picture 5). The trembling flares of animated fire that are licking greedily the letters of some text will certainly draw the attention of observer. In this chapter we are going to teach you how to make this effect. Create a small new picture. Type some text in that picture and start our plug-in **Panopticum Fire 3.0**. Turn off the parameter Use Tongues from the group of parameters Tongues. In the list of parameters Common put a tick in the Use Basic checkbox. Go to Color parameters list

and set Sharp Color value to 1. Now we will talk about how to change the shape of small flame tongues by adjusting the flame color. You will have to use equalizer of color palette setting.

Open the bookmark Color and choose Color Model as Custom Palette. Our equalizer contains four handlers that determine the position of fire colors. These controlling elements were made in a way that would be understandable for you how the change of position of these handlers influences the type of flame. For example, by moving the handle of **Hi** (the top slider) you can modify the height of flame. If you are moving the handle **Low** (the bottom slider), you change the brightness of flame.

For obtaining very delicate flares of flame do the following: click on the button **Custom Palette** of the equalizer, then set **Color2 Position**, **Color3 Position** and **Low** (all three sliders from top to bottom) to zero, and move the slider **Hi** (the bottom slider) near to zero. You will see the result of these manipulations in **Preview** window. As additional trait you may change the value of second main color from red to yellow and see what happens. Don't forget that with the help of **Oxygen** you can regulate the speed of flame oxidation and thus, influence the shape of delicate flares. Of course, the type of flame is regulated by common parameters of the fire such as **Turbulence**, **Speckle** and **Amplitude**. Try to experiment with these parameters. With little practice you will be able to create any type of flame.





Practical Methods Of Working

No doubt, you can obtain delicate flame by using the settings for group of parameters Tongues. You will have to set short time of life for them, so that they don't have enough time to rise. What to use in order to get the delicate flame depends on your choice.

Summarizing this chapter of practical methods for working with **Panopticum Fire 3.0**, we would like to remind you that we covered only extreme cases – creating very tall and very small flame. After understanding main principles of parameters' settings, you will be able to create any intermediate kinds of flame without any big effort. We also didn't go over the creation of multicolored flame. When you learn how the color equalizer works you will be able to create easily flames with the desired color palette.





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Conclusion

Our plug-in module **Panopticum Fire 3.0** will help you to decorate your images with very beautiful effects of real-looking fire. You can set on fire any object in your image. Those objects can be texts, silhouettes, etc. Fire can burn inside or outside the object, on all area of the object or on its contour.

Panopticum Fire 3.0 allows obtaining a very beautiful flame with soft color transitions.

Additional **Panopticum Fire 3.0** module contains big number of parameters. By changing them you can get the kind of fire you want/need. The flame can be huge and violent or small, steady and peaceful.

You can change intensity of burning, height and shape of flame. **Panopticum Fire 3.0** also has some color models of flame and special means such as color equalizer, which helps you to adjust the color of flame.

Panopticum Fire 3.0 allows creating various burning transition effects. The initial image can burn down as a piece of paper with use of various built-in effects of combustion, and with various adjustments of flame. Except for burning the whole layer, you can destroy with the help of fire various objects on your video: captions, any silhouettes, etc.

We hope, that our module will be widely used in your work and will help you to succeed in your business.





Conclusion

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