



# PopcornFX Super Tools



## Full Feature Comparison

	Texture Tool	Mesh Tool	Distortion Tool	Ribbon Tool	Text Tool
Emitter Attributes	<ul style="list-style-type: none"> <li>• Quota</li> <li>• Emit Rate</li> <li>• Emit Volume</li> <li>• Emit Position</li> <li>• Direction</li> <li>• Spread</li> <li>• Spread Ratio</li> <li>• Initial Speed</li> <li>• Initial Speed Randomness</li> <li>• Emit Intermittence</li> </ul>				<ul style="list-style-type: none"> <li>• On-Screen Mode</li> <li>• 3D Scene Mode</li> </ul>
Particle Attributes	<ul style="list-style-type: none"> <li>• Global Scale</li> <li>• Life Min / Max</li> <li>• Brightness</li> <li>• Distortion Intensity</li> <li>• Extend Length by Velocity (Texture and Distortion Tools only)</li> <li>• Max Extend Length by Velocity (Texture and Distortion Tools only)</li> </ul>				<ul style="list-style-type: none"> <li>• Subtitle Position: 9 Positions</li> <li>• Alignment (0=Left, 1=Middle, 2=Right)</li> <li>• Letter Space</li> <li>• Line Space</li> <li>• Offset (X/Y/Z)</li> <li>• Show All Text (for 3D Scene)</li> <li>• Display Line Index</li> <li>• Display Line Count</li> <li>• Text Size</li> <li>• Text Color</li> <li>• Text Opacity</li> <li>• Brightness</li> <li>• Text Lifetime (0: Infinite)</li> <li>• Fade In Duration (sec)</li> <li>• Fade Out Duration (sec)</li> </ul>
Physics	One-way	Two-way	One-way	X	X
	<ul style="list-style-type: none"> <li>• Particle Mass (mesh tool only)</li> <li>• Bounce Strength</li> <li>• Collision Count</li> <li>• End Collision State (Disappear   Stay)</li> </ul> <p>One-way physics only bounce off from collision mesh, two-way physics can interact with or push away other rigid body physics items.</p>			X	X
Lifetime	Set particle variations for Start, Mid, and End stages <ul style="list-style-type: none"> <li>• Midpoint Ratio</li> <li>• Intensity</li> <li>• Color</li> <li>• Opacity</li> <li>• Size</li> <li>• Rotation</li> <li>• Color Randomness</li> <li>• Size Randomnes</li> </ul>				Use timeline keys for all animation effects
	Lifetime Modifier <ul style="list-style-type: none"> <li>• Color Map (color animation)</li> <li>• Alpha Remapper (masked animation)</li> </ul>		X	Lifetime Modifier <ul style="list-style-type: none"> <li>• Color Map (color animation)</li> <li>• Alpha Remapper (masked animation)</li> </ul>	X

<b>Align Mode</b>	FaceCam, Vertical, Horizontal, Velocity	X	FaceCam, Vertical, Horizontal, Velocity	X	2D overlaid on top of the screen, or placed in the 3D Scene like image plane
<b>Blend Mode</b>	<ul style="list-style-type: none"> <li>Additive</li> <li>Alpha Blend</li> <li>Alpha Blend Unlit</li> </ul>	<ul style="list-style-type: none"> <li>Solid_Color</li> <li>Additive (self-illumination)</li> </ul>	X	<ul style="list-style-type: none"> <li>Additive</li> <li>Alpha Blend</li> <li>Alpha Blend Unlit</li> </ul>	X
<b>Sample Emitter</b>	<ul style="list-style-type: none"> <li>Mesh Group</li> <li>Texture for Emission (use texture channels for emission attributes) <ul style="list-style-type: none"> <li>R (Life)</li> <li>G (Size)</li> <li>B (Speed)</li> <li>A (Brightness)</li> </ul> </li> </ul>			X	X
<b>Sample Particle</b>	Image, Sprite Sheet (8x4), random or animation sequence	Up to 4 Meshes random; static mesh only	Image, Sprite Sheet (8x4), random or animation sequence	Image, Sprite Sheet (4x1) random	Sprite Sheet (16x8)
<b>Force</b>	<ul style="list-style-type: none"> <li>Gravity X, Y, Z</li> <li>Wind X, Y, Z</li> <li>Wind Force</li> <li>Wind Turbulence</li> </ul>				X
<b>Light &amp; Shadow</b>	<ul style="list-style-type: none"> <li>Global Illumination On/Off</li> <li>Glow/Self-illumination Scale</li> <li>Light Bounce Strength (applicable for Texture, Ribbon Tools in Alpha Blend mode, and Mesh Tool in Solid Color mode)</li> <li>Cast Shadow On/Off</li> <li>Exposed Bloom On/Off and Strength Settings (applicable for Texture, Text, and Ribbon Tools)</li> <li>Super Sampling On/Off</li> <li>Voxelize Thickness</li> </ul> <p>Use Alpha Blend mode for PBR materials and receive shadow.</p>				
<b>Particle Materials</b>	Additive / Alpha Blend Unlit • Diffuse  Alpha Blend • Base Color • Normal • Roughness • Metallic	Additive • Diffuse  Solid Color • Base Color • Normal • Roughness • Metallic	Distortion • Diffuse (for normal map)  Tint • Diffuse (gray-scale mask) + Alpha Remapper	Additive / Alpha Blend Unlit • Diffuse  Alpha Blend • Base Color • Normal • Roughness • Metallic	Diffuse
	Note: • Alpha Remapper is available for all tools in Alpha Blend mode. • Use PNG for texture transparency in Base Color or Diffuse channel (applicable for Texture Tool and Ribbon Tool).				
<b>Ribbon Settings</b>	X	X	X	<ul style="list-style-type: none"> <li>Ribbon Movement Type: Follow/Linear Polarization/Circular Polarization</li> <li>Center Confinement</li> <li>Random Direction from Center</li> <li>Ribbon Width/Length</li> <li>Spin Angle</li> <li>Circular Radius (Amplitude)</li> <li>Spin Speed</li> <li>Radius Increment (Emission)</li> <li>Radius Increment (Lifetime)</li> <li>Radius Increment Fade out (Lifetime)</li> <li>Barrel</li> <li>Ribbon Smoothness</li> <li>Ribbon Turbulence</li> <li>Ribbon Velocity (X/Y/Z)</li> <li>Ribbon Gravity (X/Y/Z)</li> <li>Ribbon Twist</li> <li>Ribbon Twist Direction</li> </ul>	X