



PopcornFX Super Tools



Full Feature Comparison

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

Align Mode	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
Blend Mode	<ul style="list-style-type: none"> Additive Alpha Blend Alpha Blend Unlit 	<ul style="list-style-type: none"> Solid_Color Additive (self-illumination) 	X	<ul style="list-style-type: none"> Additive Alpha Blend Alpha Blend Unlit 	X
Sample Emitter	<ul style="list-style-type: none"> Mesh Group Texture for Emission (use texture channels for emission attributes) <ul style="list-style-type: none"> R (Life) G (Size) B (Speed) A (Brightness) 			X	X
Sample Particle	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)
Force	<ul style="list-style-type: none"> Gravity X, Y, Z Wind X, Y, Z Wind Force Wind Turbulence 				X
Light & Shadow	<ul style="list-style-type: none"> Global Illumination On/Off Glow/Self-illumination Scale Light Bounce Strength (applicable for Texture, Ribbon Tools in Alpha Blend mode, and Mesh Tool in Solid Color mode) Cast Shadow On/Off Exposed Bloom On/Off and Strength Settings (applicable for Texture, Text, and Ribbon Tools) Super Sampling On/Off Voxelize Thickness <p>Use Alpha Blend mode for PBR materials and receive shadow.</p>				
Particle Materials	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).				
Ribbon Settings	X	X	X	<ul style="list-style-type: none"> Ribbon Movement Type: Follow/Linear Polarization/Circular Polarization Center Confinement Random Direction from Center Ribbon Width/Length Spin Angle Circular Radius (Amplitude) Spin Speed Radius Increment (Emission) Radius Increment (Lifetime) Radius Increment Fade out (Lifetime) Barrel Ribbon Smoothness Ribbon Turbulence Ribbon Velocity (X/Y/Z) Ribbon Gravity (X/Y/Z) Ribbon Twist Ribbon Twist Direction 	X