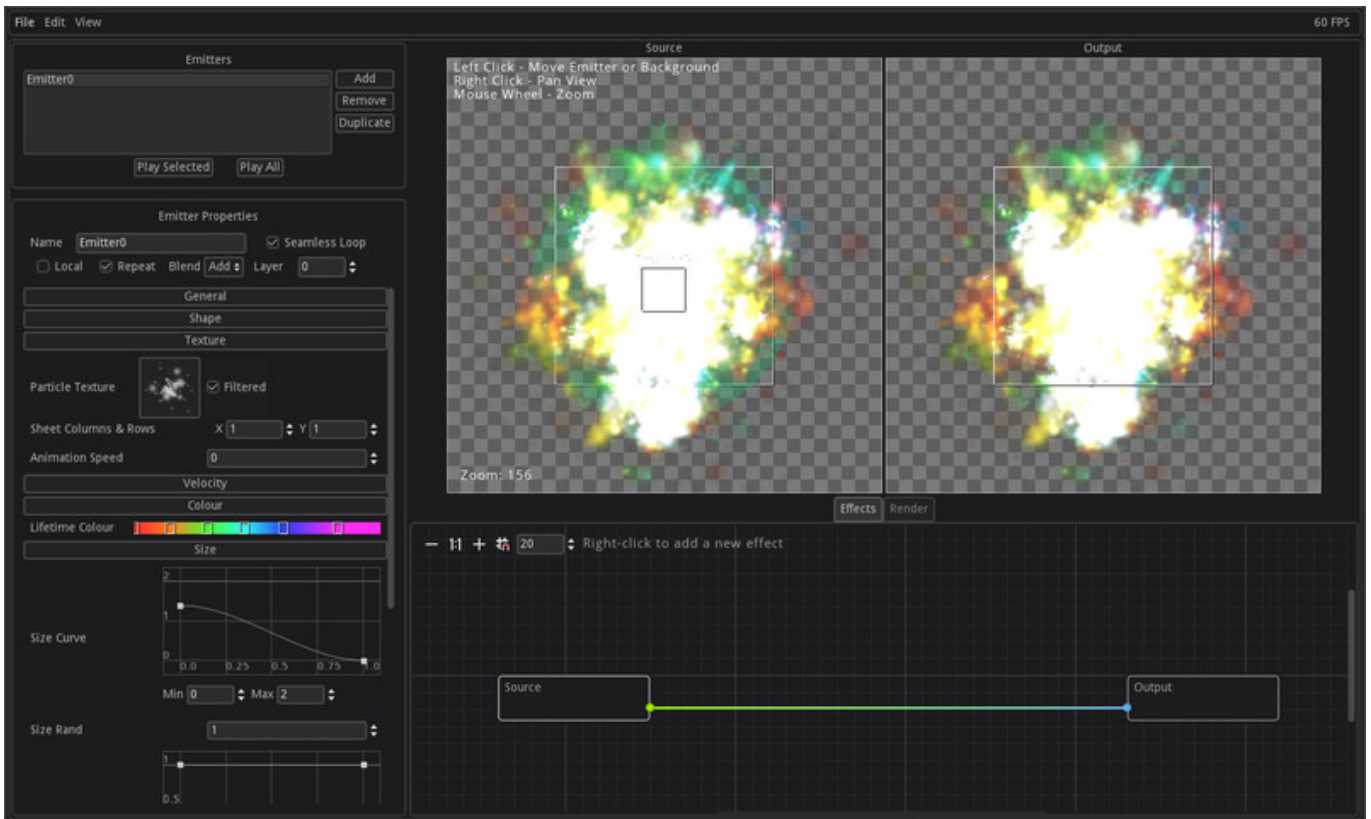


## BlastFX Activation Fix



Download ->>> <http://bit.ly/2NCICU7>

## About This Software

BlastFX is a tool that allows you to easily create complex particle systems and save the resulting animation as a sprite sheet or individual images for use in your games or other projects. Pre-rendering complex particle systems like this can allow weaker systems such as mobile devices or even HTML5 games to have impressive effects without the slow down that would be incurred from real-time simulations.

BlastFX also offers customizable image effect post-processing allowing you to tweak the look of the final render. Use effects like palette-remapping and pixellation to easily turn the high-resolution particles into 8/16 bit assets, perfect for any retro game.

Of course you don't have to give your animations a retro look, you can completely by-pass the effects chain and render the particle effect as-is, great for high-definition games.

Trailer music: <https://www.bensound.com>

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Title: BlastFX  
Genre: Animation & Modeling, Design & Illustration, Utilities, Game Development  
Developer:  
Ben Hickling  
Publisher:  
Ben Hickling  
Release Date: 15 Sep, 2018

b4d347fde0

**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Windows 7

**Processor:** Dual-core 1.5ghz

**Memory:** 4 GB RAM

**Graphics:** Drivers with support for OpenGL 3.3

**Storage:** 50 MB available space

English

File Edit View 60 FPS

### Emitters

- Fire
- Fire\_copy

Buttons: Add, Remove, Duplicate

Play Selected Play All

### Emitter Properties

Name: Fire\_copy  Seamless Loop

Local  Repeat Blend Add Layer 0

- General
- Shape
- Texture
- Velocity
- Colour
- Size
- Angle
- Flow Map
- Motion

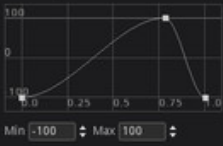
Motion Type: Sin & Cos

Sin Frequency: 720

Cos Frequency: 720

Sin Offset: 180

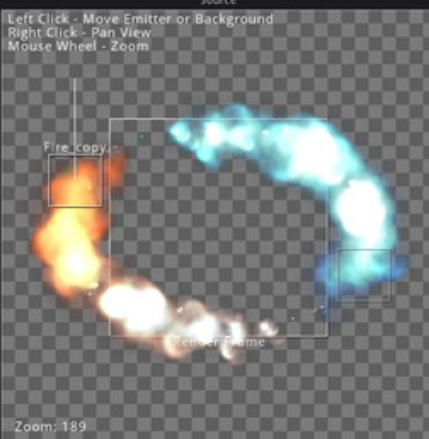
Cos Offset: 180

Sin Amplitude: 

Min: -100 Max: 100

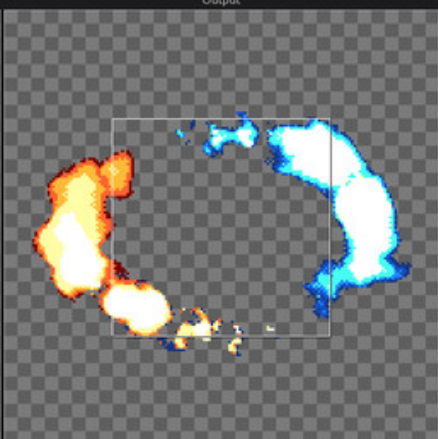
Source

Left Click - Move Emitter or Background  
Right Click - Pan View  
Mouse Wheel - Zoom



Zoom: 189

Output



Effects Render

Right-click to add a new effect

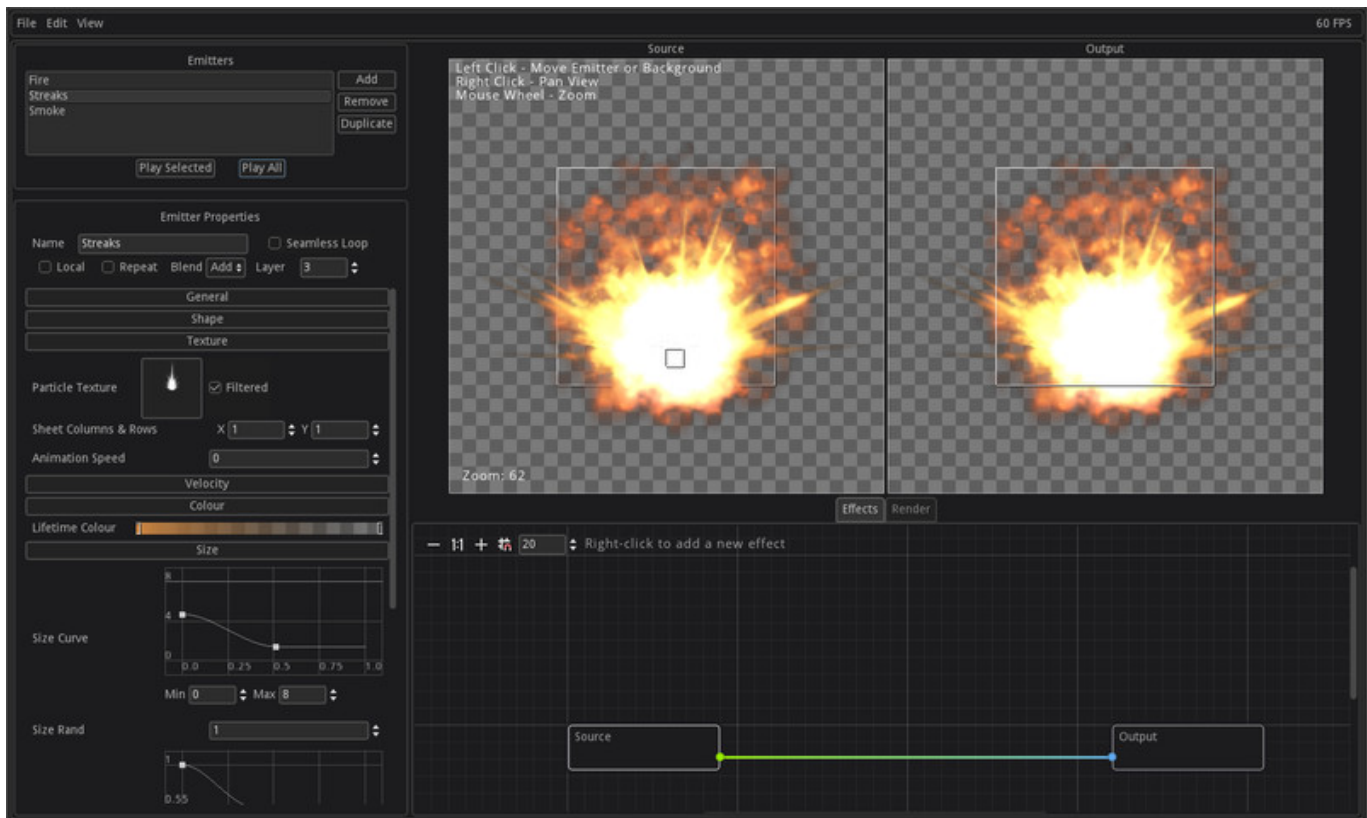
20

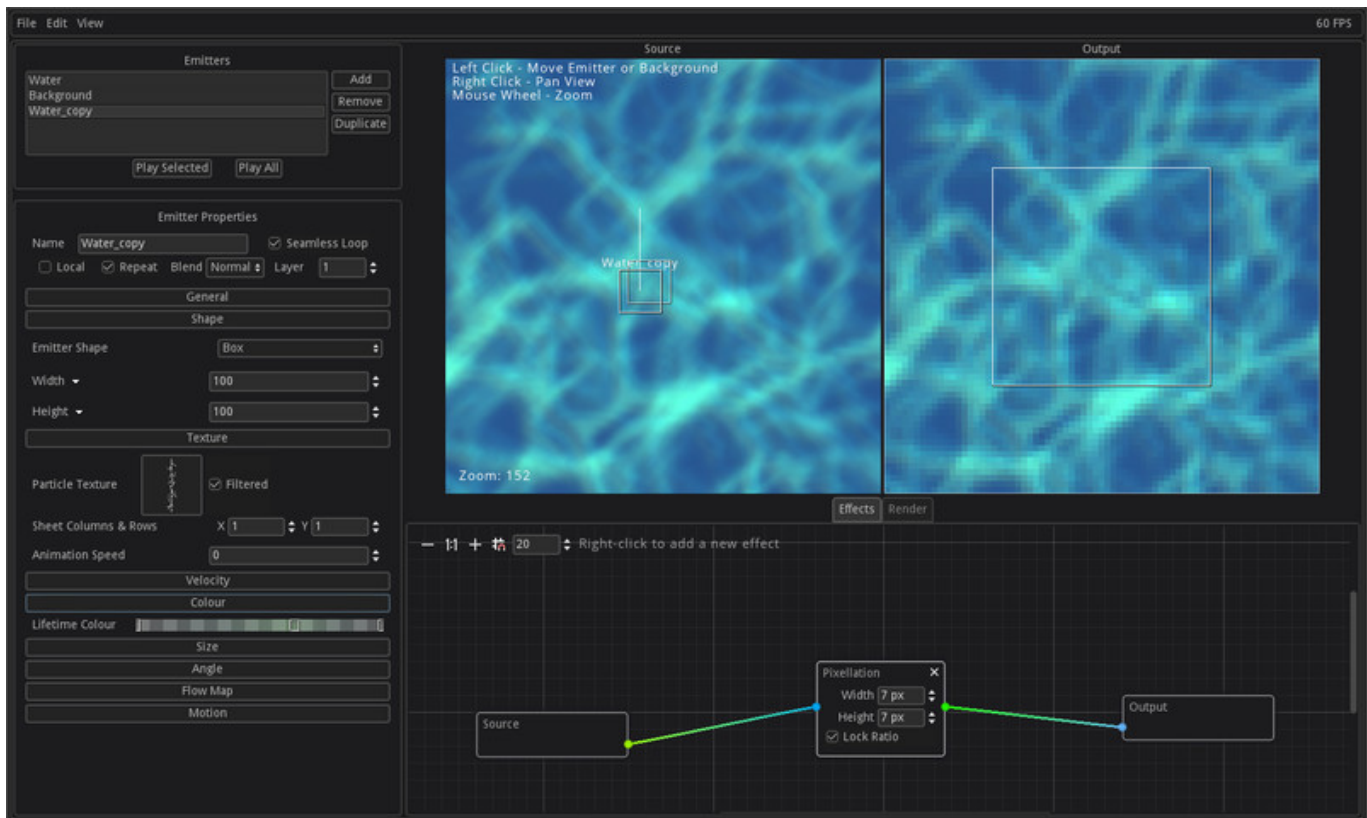
Source

Palette Map  
Dithering  
Alpha Threshold  
Colour Palette  
Load Save

Pixellation  
Width 3 px  
Height 3 px  
 Lock Ratio

Output





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Edited:

After trying to export an effect for the first time to day, i think this software does have potential to be good but right now it has many limited.

- resolution cap at 512x512
- there is no Autofit to Frame function (but you can zoom with Mouse scroll - this is not very convenient)
- there is only few examples but no premade effects for you to use (this is not good, because in another software like TimelineFx or Particle Illusion, there are tons of premade effects and you will usually find that most of time you will use premade effects rather making new ones)
- rendering (exporting) does not auto count the frames (come on!) and the length of animation

Overall, my opinion is this software need to be polished more than this for me to recommend it to others.. As both game developer and artist I dont always have the patience or time to draw every single frame in fx animations. This excellent and affordable piece of software offers just the amount of shortcuts and flexibility I need to create really great-looking 2d effects in a matter of minutes!. I had a german version with some translation mistakes..

Help was fast and i got now an English Version.

Verry happy about this!

Good support and a nice functional prog with many settings to do, very user friendly interface.

Nice work, I specially like that effects inbound solution window on right side!

The lifetime colour is much more functional easy to use than i before known it elsewhere.

Cause of the control panel I like this solution so far best of all programs of this kind I saw.

Everything works well.. This is a nice and usefu piece of software.



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