



Particle Flow, the motion graphics and VFX toolkit

Anselm von Seherr-Thoss twitter: [ars_incendii](#)
VFX TD @ Incendii LLC VFX

Class summary

Using newly built in 3dsMax tools for basic motion graphics and VFX tasks.

mParticles and ADM (Advanced Data Manipulation)
(formerly known as the PFlow Toolboxes #2 and #3)

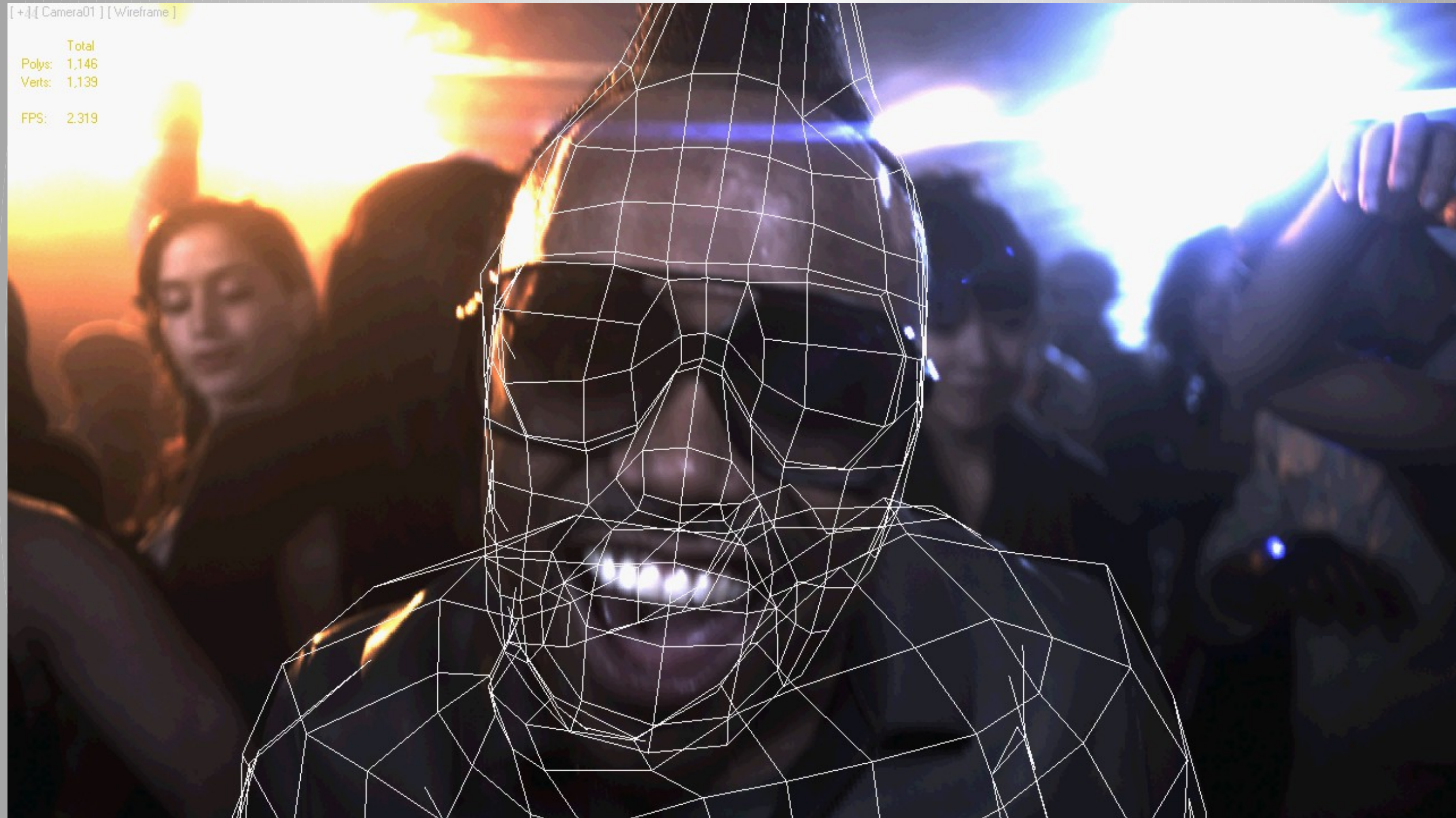
Key learning objectives

At the end of this class, you will be able to:

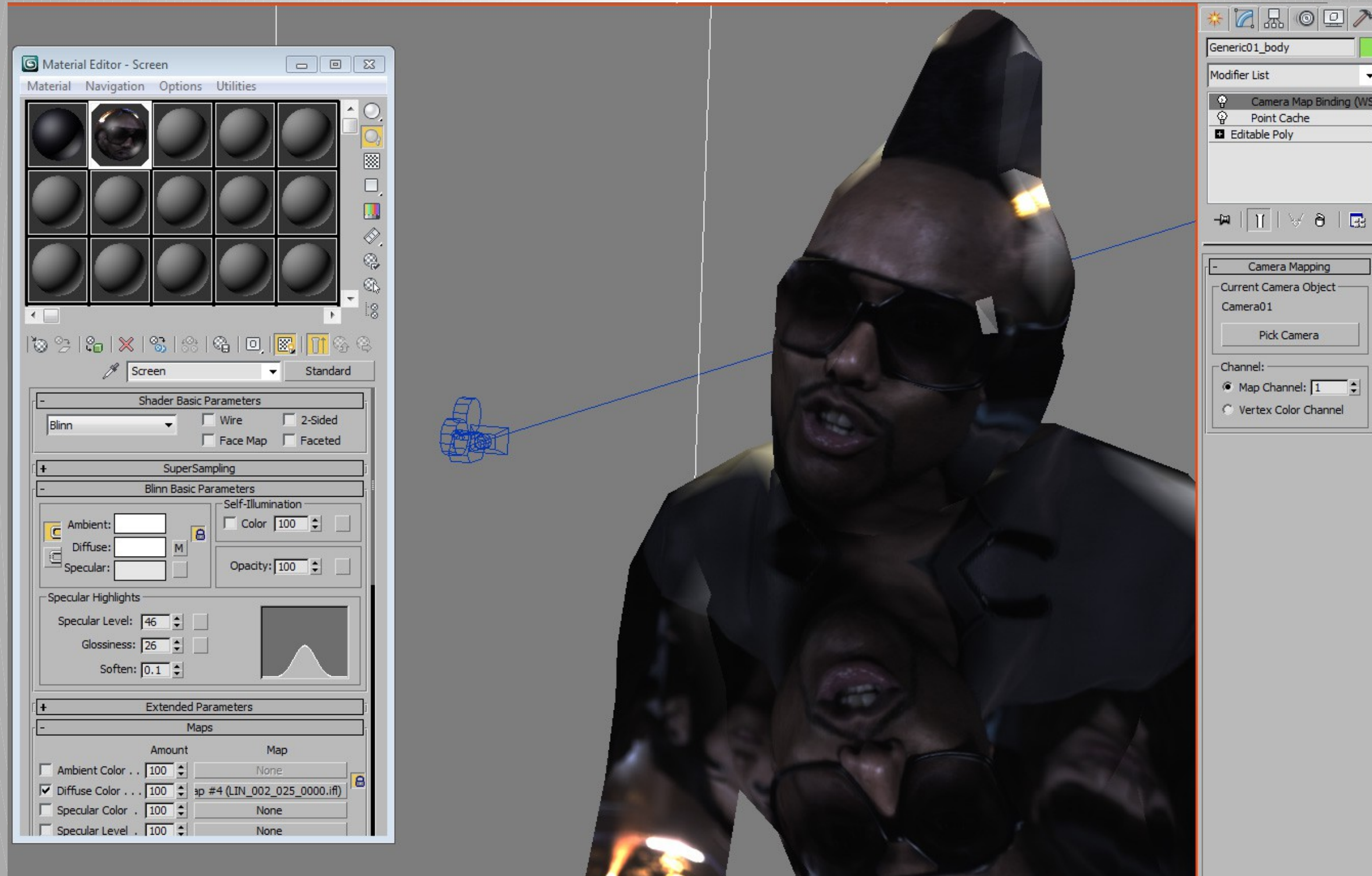
- Break compound structures using mParticles
- Utilize new operators to create 8-bit style animations
- Use helpers and sound to drive your particle simulation
- Understand the basic concept of both new PFlow additions

8-Bit because you loved the
80s/90s too!

Step #1 Matchmove



Step #2 Projection Mapping



Step #3 Particle System



Breaking the Blimp

Sounds good!
ADM for sound manipulation

