Space Nebula VFX

1. Goal:

   The goal of the project was to successfully create a particle sequence simulation in 3DS Max which could be used to create a visually stunning fictional Space Nebula animation.

2. Tools:

   The tools used to reach the result are listed below:
   - 3DS Max
   - FumeFX by SITNISATI
   - Stoke MX by AWS ThinkBox
   - Krakatoa MX by AWS ThinkBox
   - Adobe After Effects & Premier Pro

3. Challenges and Approach:

   The first challenge I faced was to decide the tools I was going to use. Most of them were paid, and I had to request a trial version for them. Once that was resolved, I had to come up with a solution to randomize my particle generation. I used FumeFX for particle sequence simulation and constrained it to a path that I randomized and animated in 3DS Max.

Then I used Stoke MX for particle conversions and simulation but the number of particles that I needed to generate was high, so I could not simulate them before portioning them using Stoke MX. Once I had the PRTs, I used Birth Magma and Per-Step Magma flow to make channel adjustments to the particles' velocity, temperature, and texture coordinates. I setup some omni lights around the scene and adjusted the intensity and color to my liking.

Lastly, I used Krakatoa to render my particle simulation and selected frame 70 as my base for my animation. I made some physical cameras and enabled L.Cache and P.Cache in my Krakatoa Render Setup, and render elements like my emission and diffuse. For the background, I used a simple sky map from Nasa and used it as a bitmap.

Some post-editing was done in AE and Premier Pro to add some saturation, filters, and music track.