3D Particle System for Nuke (Test Release) – Feedback Form

This particle script for Nuke 6 allows the user to instance geometry onto points. Point parameters can flexibly be simulated over their lifetime. The system is entirely integrated in Nuke's 3D space. Primarily, it is a pipeline optimization tool that should enable compositors to integrate simple (mostly atmospheric) effects into camera-tracked shots.

Please fill in all information you could gather while testing and send the result to:
chris@chriskeller.me

Known Issues:

- – playback performance
- – no choice of particle blending modes
- – no hierarchical particle emission

How easy was it for you to get to know the system:

easy O O O O O O O O O O *hard*

How useful do you think the system can be for compositing tasks:

useful O O O O O O O O O O *useless*

Please name 3 areas of application you can think of:

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Bugs / Unexpected behaviour:

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Missing Features:

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Extra Comments / Suggestions:

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