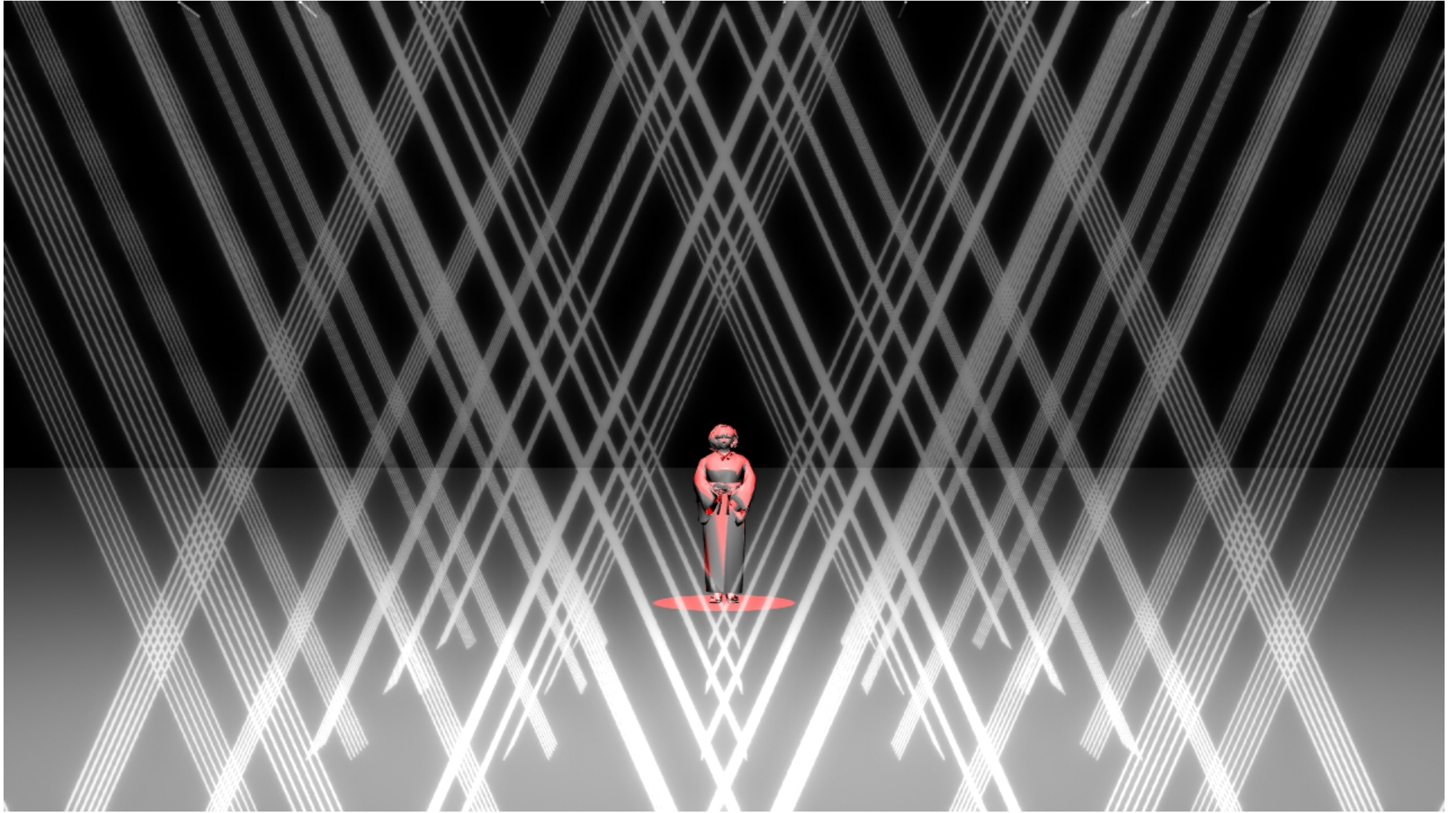




rain scene laser beams sketch



weaving scene laser beams sketch

Project1 / >> /project1/copy11

Light light2

Xform Pre-Xform Light Shadows View Render Extensions Common

Light Color 1 0 0
Dimmer 12
Light Type Cone Light
Cone Angle 17.2
Cone Delta 3
Cone Rolloff 1
Distance-Attenuated Off
Attenuation Start 1
Attenuation End 100
Attenuation Rolloff 1
Projector Map Type Spot
Projector Map >>
Projector Map Mode Simple Horizontal FOV
Projector Angle 10
Polygon Front Faces Front Lit
Polygon Back Faces Front Lit

Camera /project1 / >> Save View to Pick

Background TOP: Scale: 1

Start: 1 End: 600
RStart: 1 REnd: 600
FPS: 60.0 Tempo: 120.0
ResetF: 1 T Sig: 4 4

TimeCode 00:00:07.43 464
Beats Loop Once
Range Limit

Time Path: /

Project: / project1 / noise / >>

DAT to datto7

DAT to Common

DAT:

Select Rows:

Start Row Name:

Start Row Index:

End Row Name:

End Row Index:

Row Select Values: *

Row Select Condition:

From Column:

Select Cols:

Start Col Name:

Start Col Index:

End Col Name:

End Col Index:

Col Select Values: *

Col Select Condition:

From Row:

Output:

First Row is:

First Column is:

Default Value:

Duplicate Names:

Laser laser1

Laser Color Common

Active: On

Source OP:

SOP:

CHOP:

Input Sample Rate:

Output Sample Rate:

Swap Output: Off

X Scale:

Y Scale:

Rotate:

Update Method:

Frame Start Pulse: Off

Vertex Order: On

Step Size:

Blanking Step Size:

Minimum Vertex Hold:

Maximum Vertex Hold:

Camera:

1. 暖身後 Swi
2. 黒
3. black
4.
5. 黄調 Swi
6. 雑音

Start: 1 End: 6000
RStart: 1 REnd: 6000
FPS: 60.0 Tempo: 120.0
ResetF: 1 T Sig: 4 4

TimeCode: 00:00:04.26 267

Range Limit: Loop Once

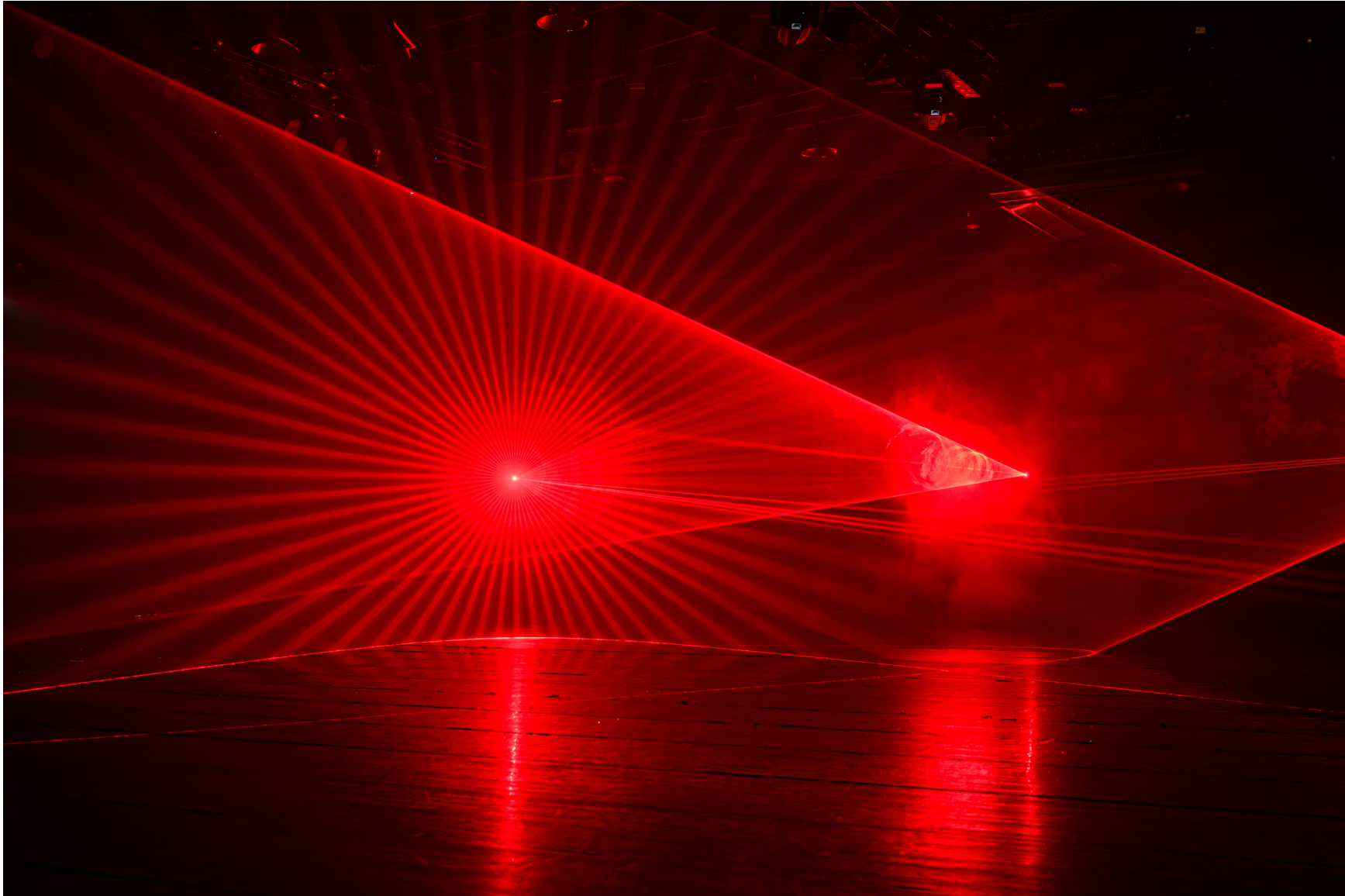
Time Path: /



rain scene by laser beams



weaving scene by laser beams



hunting scene by laser beams