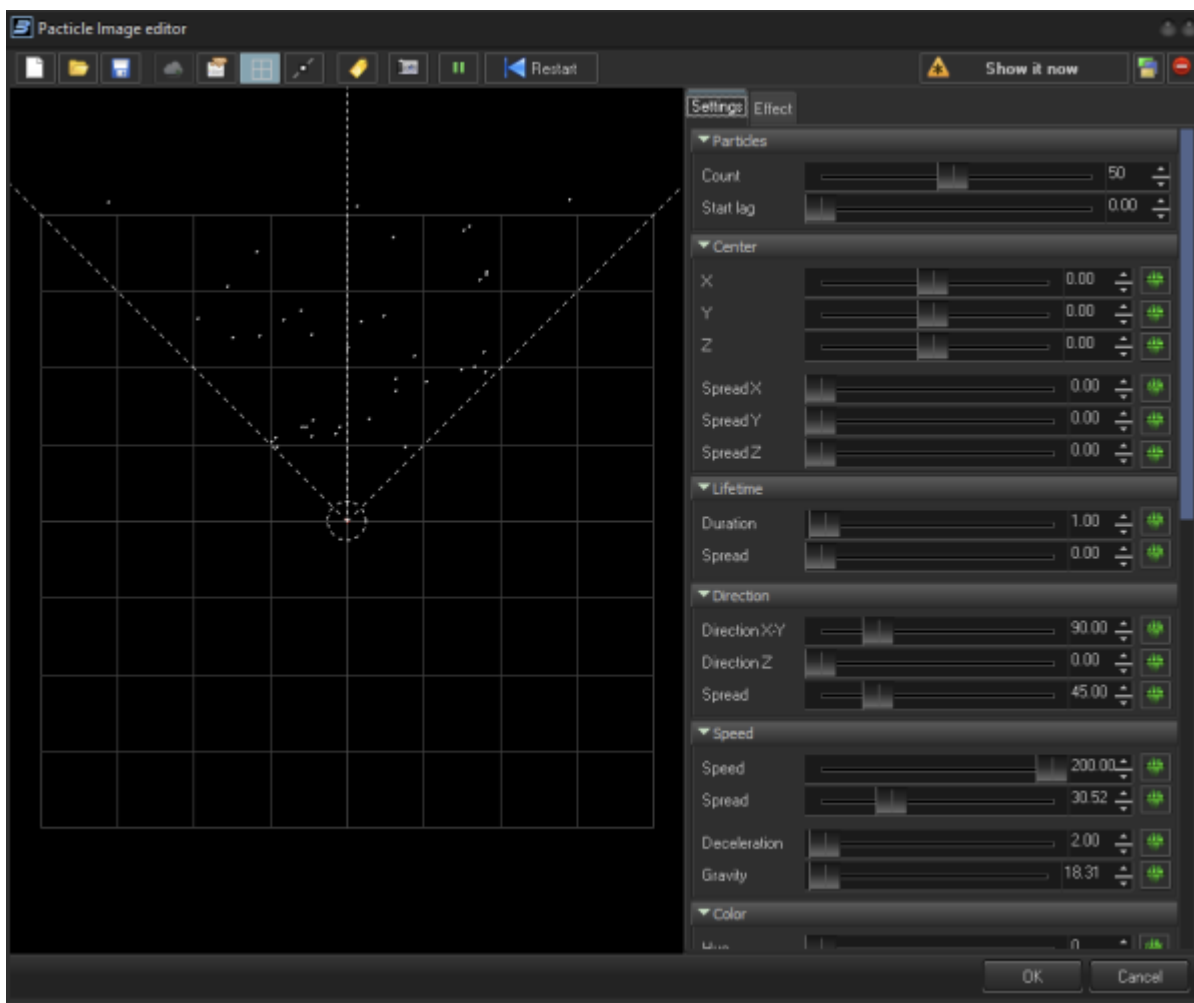


Particle image editor

New is the Particle image editor. This feature allows you to introduce a particle stream to BEYOND. This function can be very handy if you want to show for example, a water fountain that sprays in various directions, create organic feeling firework sparks or have a moving stary sky.

This cue can be used in both live play and on the timeline.



The Particle image editor offers a wide range of settings and an effects tab. This means that on top of the default parameters, you can also apply additional effects like the ones located on the [QuickFX tab](#).

On the settings tab, you can find the following parameters :

| Parameter section | Function |
|-------------------|--|
| Particles | Allows you to change the amount of particles and the start lag. |
| Center | Allows you to change the point and spread of the particles at the start point. |
| Lifetime | Allows you to influence the time a particle will be visible. |
| Direction | Allows you to change the direction of a particle stream. |
| Speed | Allows you to alter the speed of the particle stream. |

| | |
|-------------------|---|
| Color | This allows you to change the color (hue) of the particles. |
| Boundries | This allows you to set boundries on where the particles will flow. |
| Particle spinning | This allows you to change the direction and motion of particle streams. |

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