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## Artworx

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## Tutorial: He's On Fire !

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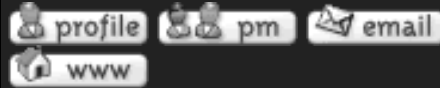
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Author	Message
<p><b>guillaume</b> artworx expert</p>  <p>Joined: 08 Jan 2003 Posts: 207 Location: Paris, France</p>	<p>Posted: 31 Aug 2003 11:34 pm    Post subject: Tutorial: He's On Fire !</p> <p> quote    edit    IP</p> <hr/> <p><b>Quick tutorial (intermediate) : He's On Fire !</b> keywords: combustion, tracking, parenting</p> <ol style="list-style-type: none"> <li>1. Create a New Project (Resolution of your choice)</li> <li>2. Import the footage of someone walking/running</li> <li>3. Right click on Composite and select New Null Object</li> <li>4. click on Null Object in the workspace</li> <li>5. select the Tracker</li> <li>6. click on source and select your footage</li> <li>7. click on Position</li> <li>8. move the tracker's Squares on the head of your walking man</li> <li>9. click and maintain the Control key, and adjust the external square to the size of the head</li> <li>9. click and maintain the Control key, and adjust the internal square to the face</li> <li>10. Click on Fixed and choose Roaming</li> <li>11. Set the tolerance to 45%</li> <li>12. Start Analyze (3rd button)</li> <li>13. Once track complete, set the Track to Off</li> <li>14. Go at the first frame of your composite</li> <li>15. right click on composite and select New layer. In Type, choose Particles. Enable Transparent, and click OK</li> <li>16. The Particles of our new layer is now selected. Go in Particles Controles / Settings, click on Background:None and choose you "walking man footage"</li> <li>17. Click on Library, Enable Preview, choose Flames</li> <li>18. Click in Toolbar : first icon (Point Emitter Tool)</li> <li>19. click on the head of your man</li> </ol>

20. disable Preview, go in Emitter and set Preload Frames to 30  
 21. In Workspace, click on the Particles Layer, then in Composite Controles, click on Layer, and set the Parent to Null Object  
 22. Double click on your Composite, then click play and see the results  
 xx: you can add any number of other particles (smoke etc) or layers then parent them to the track done on Null Object

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**desperado77**  
 artworx member

Joined: 30 Aug 2004  
 Posts: 1

Posted: 30 Aug 2004 02:47 pm Post subject:

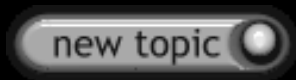


thanks man

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