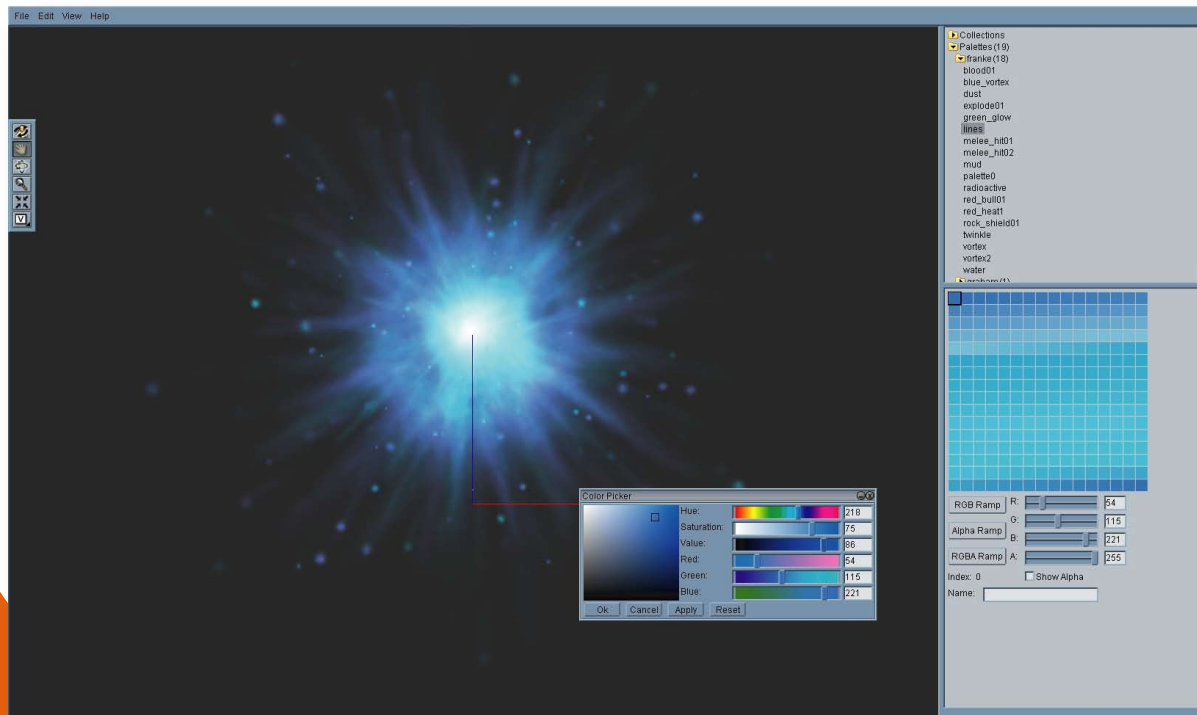


ICARUS PARTICLE EDITOR™ TOOL

PARTICLE EFFECTS CREATION



Select Icarus Particle Editor™ Features:

- Assign a variety of textures to particles including static, animated, alpha blended, and real-time gradient shifting
- Movement variables include rate, rotation, speed, fade and dampen
- All variable changes are done in real-time allowing the user to instantly see their results
- Integrates with Icarus CharPrep™ for fast and efficient work flow
- Support for 3D objects as particles
- Allows file ownership for multiple simultaneous users

The Icarus Particle Editor™ tool allows easy creation and modification of particle effects, such as beams, electricity, fire, or smoke. The Icarus Particle Editor™ gives the developer control of variables such as rate of decay, rotation, speed, fade, and dampen, giving the user a massive level of control over particle effects. All changes made are in real time and are displayed in the program, allowing the user to immediately see the effect their changes have had. Icarus Particle Editor™ uses a simple graphical interface, allowing particle effects to be created without any programming knowledge. It allows particle effects to be quickly and easily entered into your world with ease.