

Stardust version 1.6.0 is available now for MacOS and Windows . it is another **Free update to all current customers**.

Introducing a new and exciting feature - Volume Rendering: Create beautiful and captivating smoke effects from any particle system setup. Import VDB files from other 3D packages for stunning simulations to control and render with AE's camera inside your composition for easy and seamless integration with your compositing workflow.

Stardust is an innovative Adobe After Effects plug-in for the creation of stunning particle and object based motion graphics and effects. It's groundbreaking interface allows for combining 3D models, particles, effects and more, all existing and interacting in one shared space, enabling unparalleled integration between powerful tools delivering creative expression never before possible in After Effects. Make your vision come to life using 3D physics, Replica animation engine, 3D Model Library and hundreds of other features. Easily create complex effects using any of the hundreds of shipped presets, or build setups ground up using the modular workflow.

- Volume rendering: Load from VDB files or create from Particles.
- Refreshed Panel UI: New Nodes design and colors.
- Physics: Save and Load State - Save Physics initial state.
- Model: Replicate using Null - Replicate a 3D model using AE Nulls.
- Physics: Air density - Add animatable air density.
- Material: Stencil - Added option to set a material as Stencil.
- Physics: Properties Time sample - Sample physics properties at current time / particle birth.
- Models: UV repeat and offset.
- Stardust Studio: Studio Lights - Add custom lights to Studio Camera.
- Model: Export OBJ - Export current model as an OBJ file.
- Particle: Limit rotations - Set particle random rotation to fixed values. e.g. 90 degrees.
- Emitter: Added Light emitter size .
- Graph: Added Flip option.
- Physics: Turbulence Over life.
- Aux: Fixed an issue with invisible particles.