Mettle FLUX Update V1.10
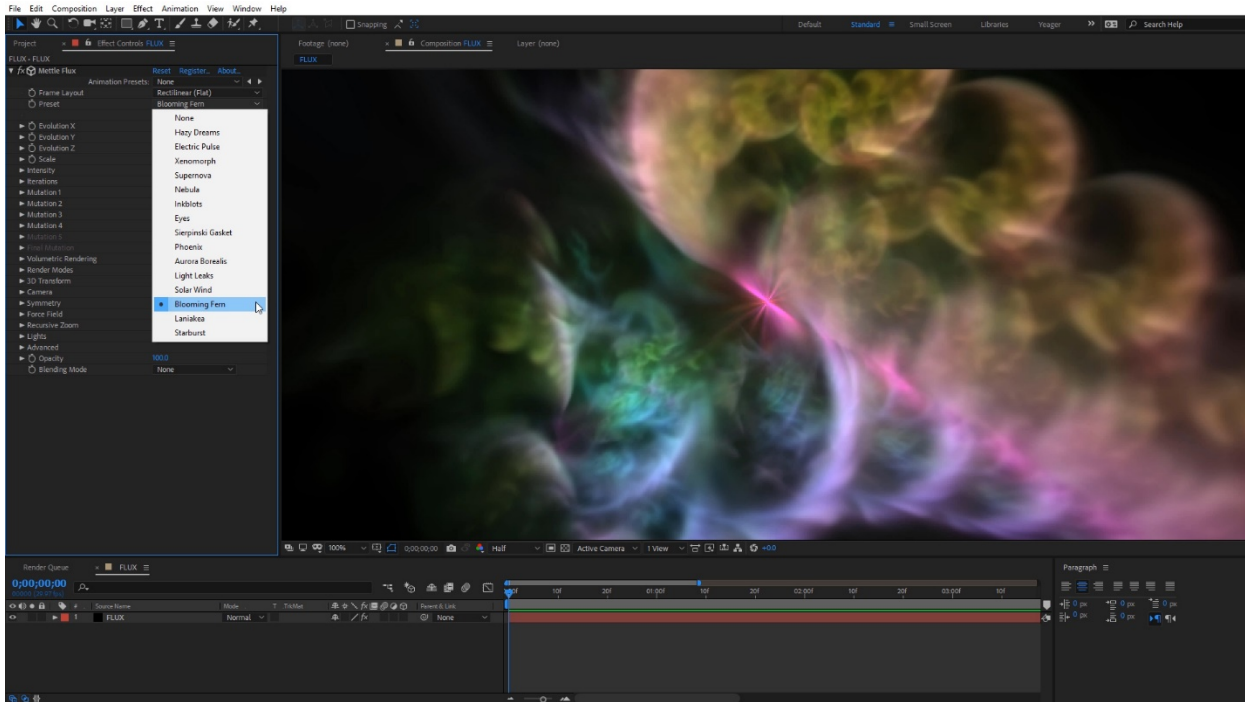
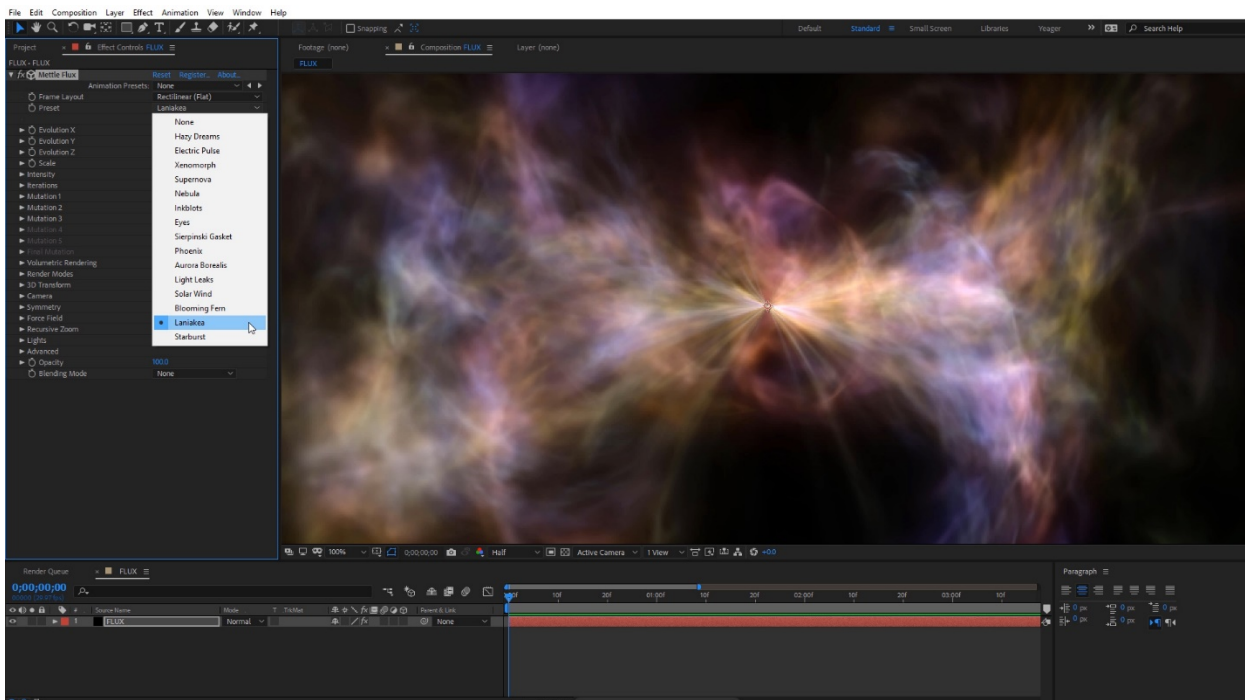•••

New Presets

Three new FLUX presets are available. They are located in the Preset dropdown menu in the effects panel for FLUX.
The new presets are: Blooming Fern, Laniakea, and Starburst.

Blooming Fern

Laniakea

Starburst

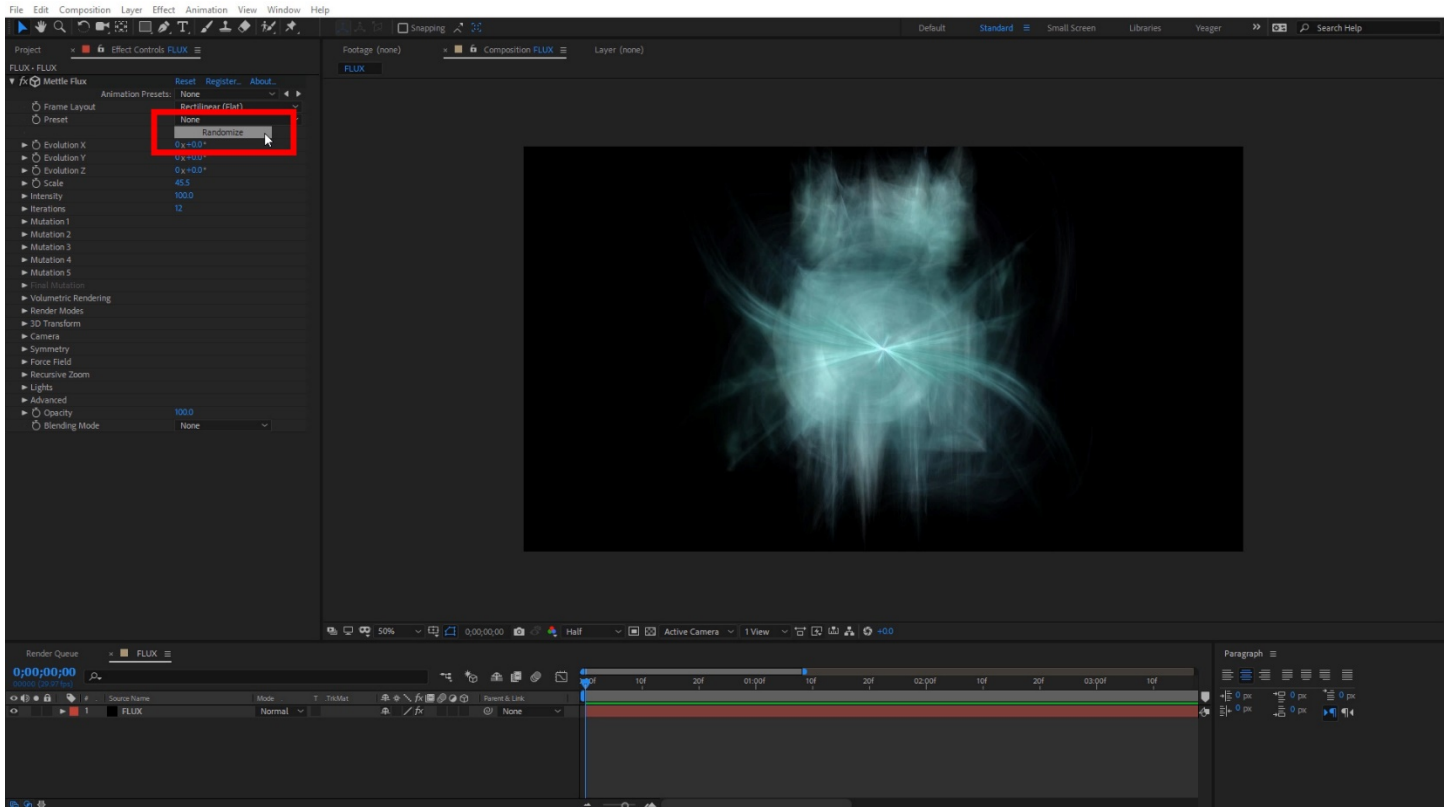...

Randomize Mutations Button

Users can quickly create random FLUX fractal volumes using the Randomize button located on the FLUX effects panel. This can act as a great starting point for new users. Once you come across something you like, you can tweak it further with the FLUX mutation options.

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New Mutations Variations

Five new FLUX mutation variations have been added. You can find these under the Mutations settings. The five new mutations variations are: Hourglass, Butterfly, Jet, Bow Tie, and Rune. You can also use these new mutations on the Final Mutation setting as well.

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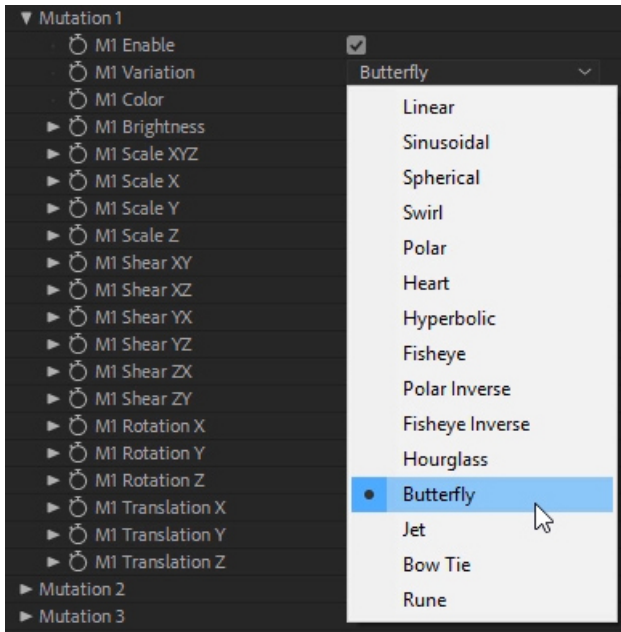
Final Mutation

The FLUX Final Mutation setting allows you to shape the final fractal appearance according to the specific math variation. The Final Mutation allows users more predictable results because it isn't applied recursively. (It only applies to the end of the FLUX mutation chain.) The Final Mutations variations and effect settings are the same as those for regular mutations.

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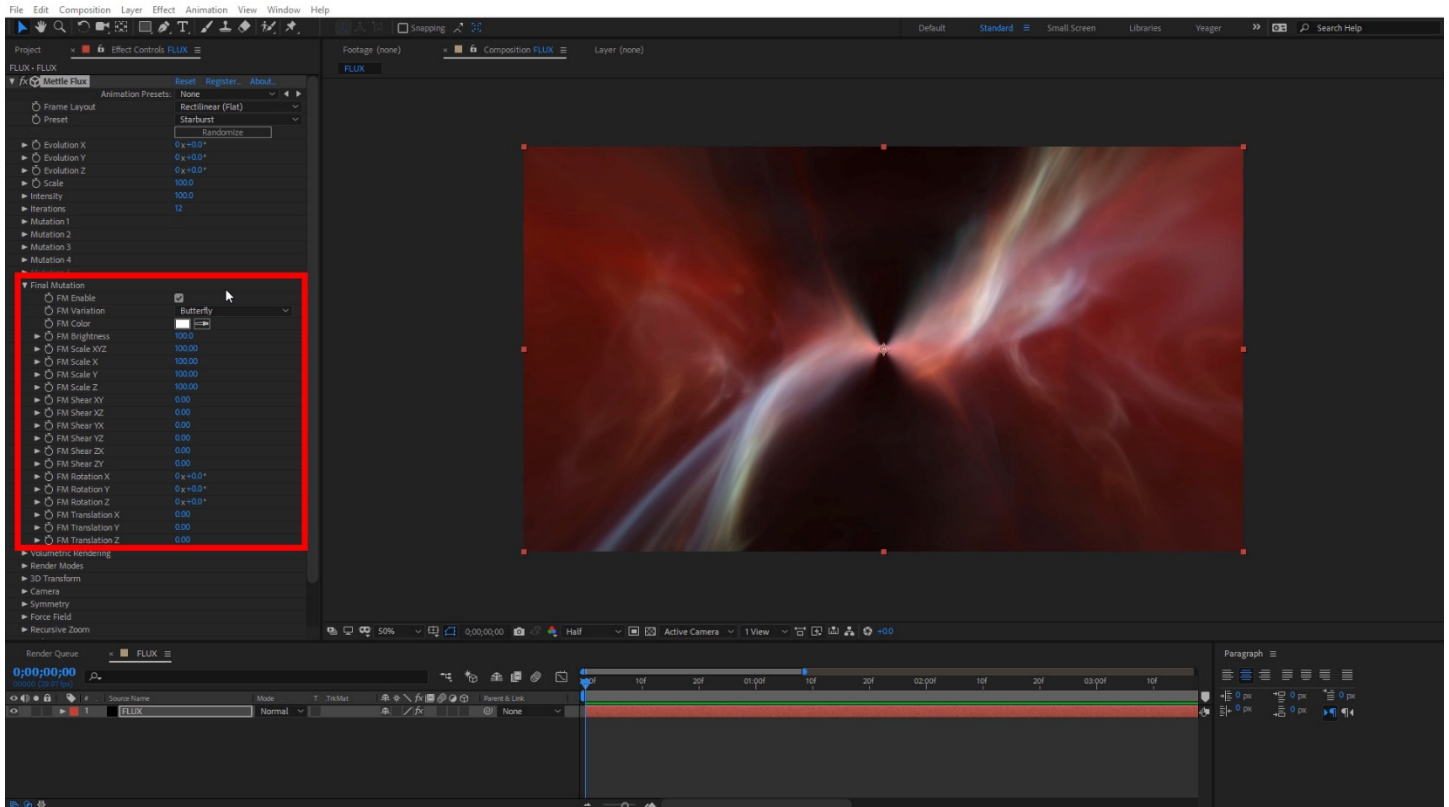
New Render Modes

There are five different render modes available with FLUX. Each one offers a unique look for various application methods. The five render modes are: Normal, Depth, Anaglyph, Equiluma, and Cross Section.
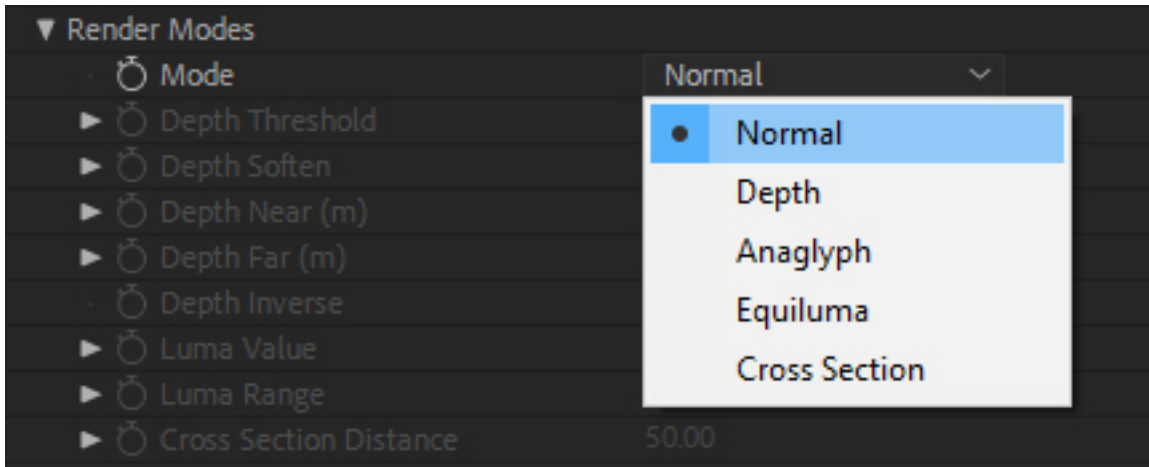
Normal Render Mode

This is the default render mode for FLUX. Render results will appear as you already seem them in After Effects.

Depth Render Mode

Allows users to render a Z-depth pass for the FLUX volume.

Depth Threshold:
Adjust the depth threshold from pure white to pure black. Default value is 25.

Depth Soften:
Adjust the overall softness of the depth pass. Use this setting to soften harsh edges or flickering. Default value is 10.
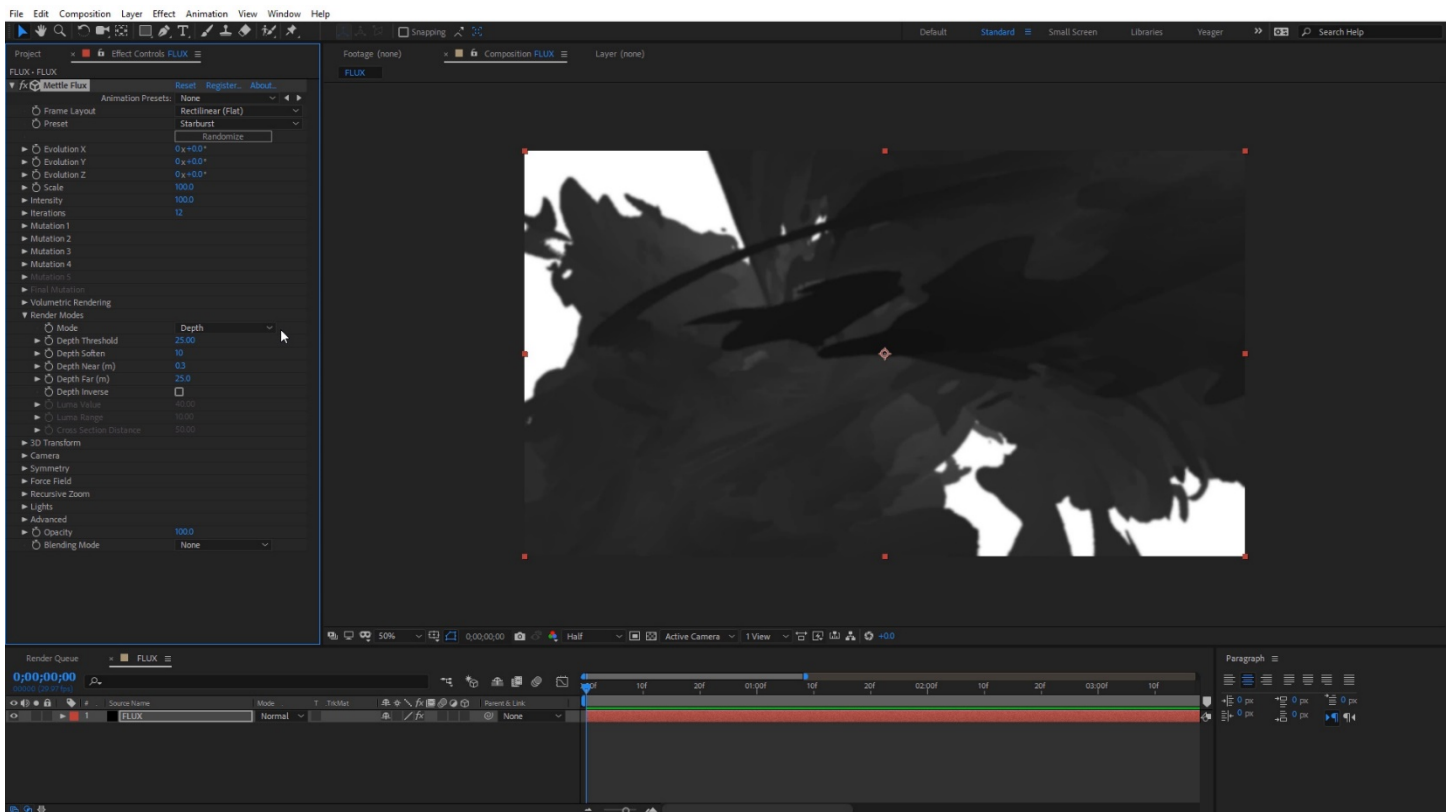
Depth Near (m):
Adjust the near depth distance. Default value is 0.3.

Depth Far (m):
Adjust the far depth distance. Default value is 25.

Depth Inverse:
Invert the color channel for the depth pass. (Changes black to white, white to black.)

Anaglyph Render Mode

Use this render mode for stereo preview with anaglyph glasses. (You will see red/blue edging on the fractal volume.)
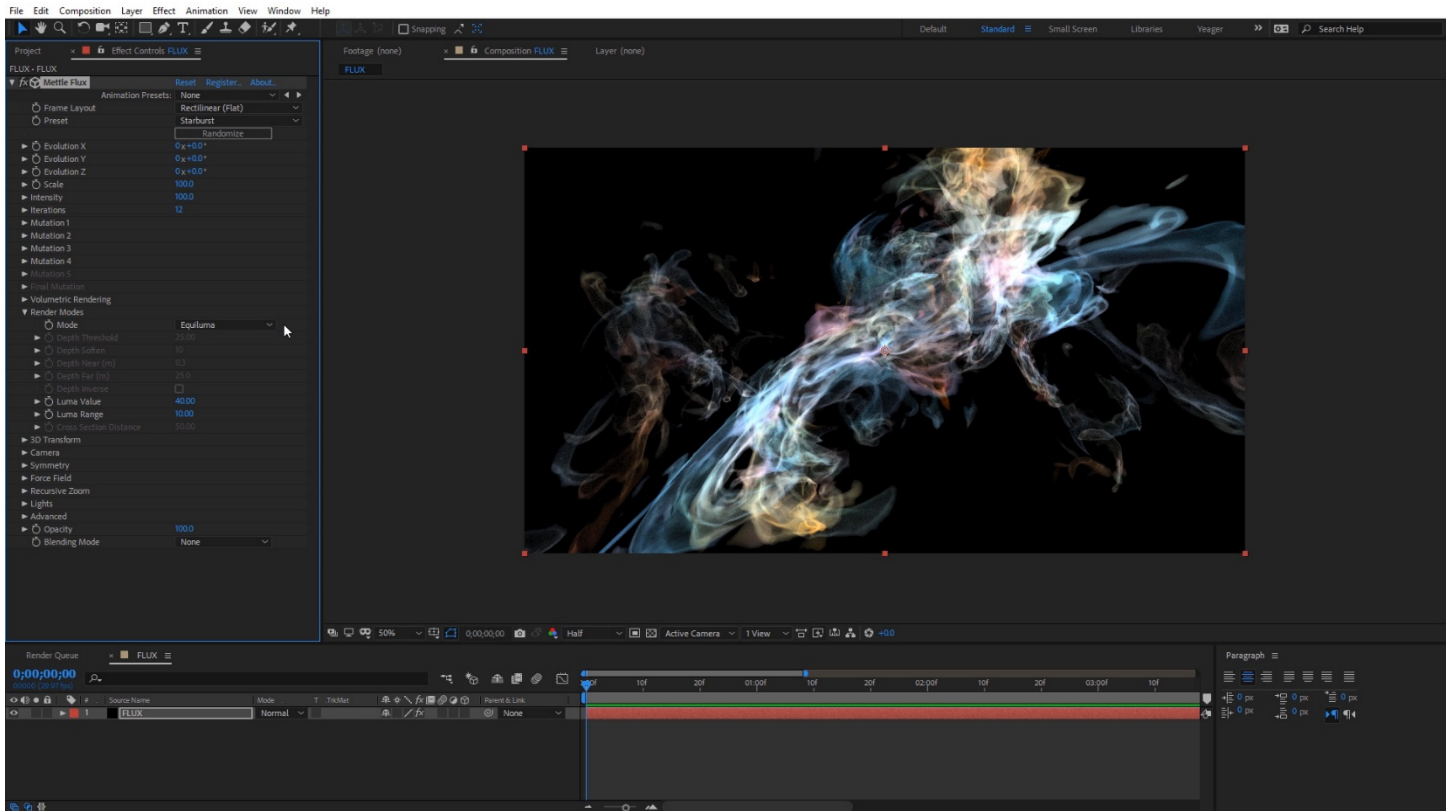
Equiluma Render Mode

Allows users to extract only colors in a specific luma range. (Use this to isolate specific colors.)

Luma Value:

Adjust the luminance value. Range from 0-100. Default value is 40.

Luma Range:

Adjust the luminance range for selection. Range from 0-100. Default value is 10.

Cross Section Render Mode

Allows users to render a 2D slice of the FLUX 3D fractal volume. (Think of this like an ultrasound image. Users can scroll through the depth of the cross section for different results. Can also look interesting when used with FLUX force fields.)

Cross Section Distance:

Adjust the location of where the cross section (2D slice) will be rendered from the 3D FLUX volume. (Keyframe this for unique results.) Default value is 50, directly in the middle of the FLUX volume.
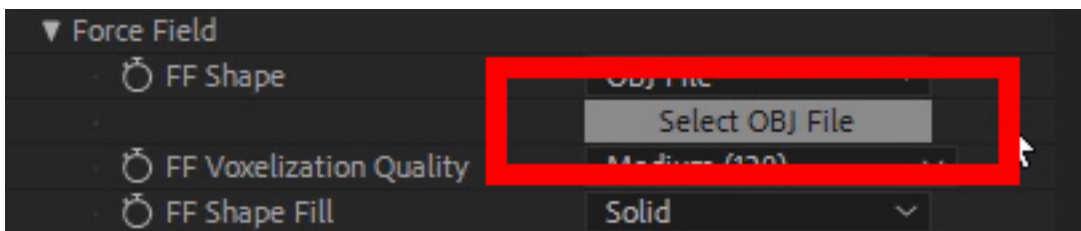
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Use OBJ Files for Force Field Shapes

Under Force Field shapes, users can now select to use their own custom OBJ file for displacement of the FLUX volume.
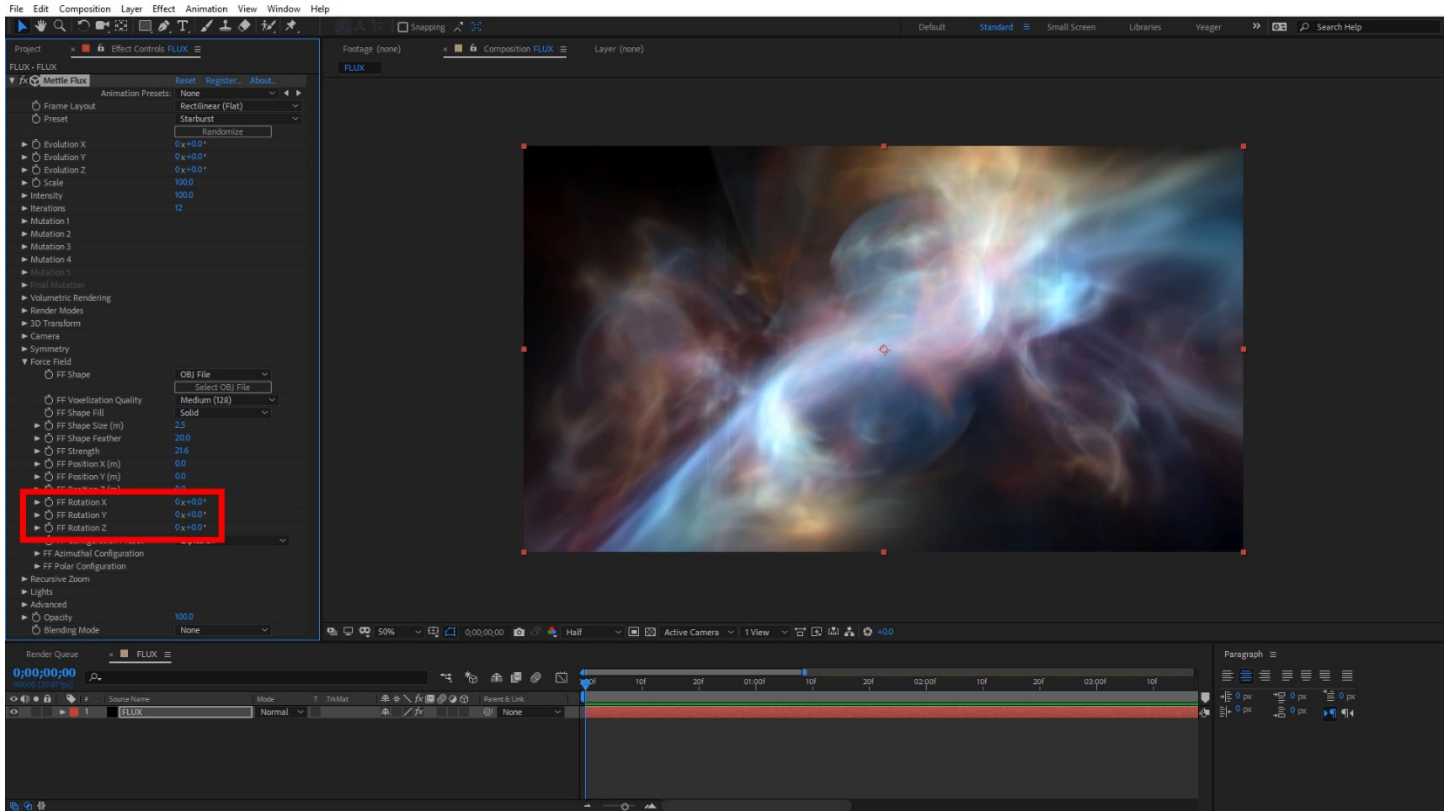

Once you select OBJ File from the dropdown menu, you can then select the Select OBJ File button to load your OBJ. (Not that OBJ sequences are not supported.)

Force Field Rotation Controls

Use the force field rotation controls to independently orient the force field in the FLUX volume. You can rotate the force field on the X, Y, and Z axis.

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Recursive Zoom

Allows users to instantly create a zooming loop with the current FLUX 3D volume. When the Recursive Zoom is enabled, users will notice a slight change in the volume appearance. (This is normal due to the overlay of the zoom. Increase the Density and Brightness under Volumetric Rendering if needed.) Use the Recursive Loop controller to seamlessly loop the volume.

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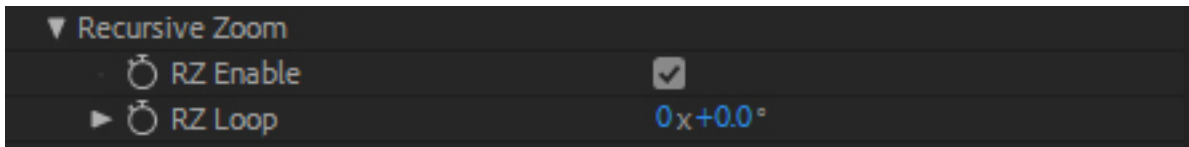
Clipping Planes

Use the Clipping Planes to limit (clip) the area of the FLUX volume. (Think of this as a similar to the near and far distance of a Z-depth pass. You can limit the overall coverage of the FLUX volume.)

Enable Clipping:
Check on to enable clipping of the FLUX volume.

Near Distance (m):
Adjust the near distance clipping plane. Range from 0-200. Default is 0.

Far Distance (m):
Adjust the far distance clipping plane. Range from 0-200. Default is 200.

Clipping Feather:
Adjust the feather (softening) at the edge of the clipping planes. Range from 0-100. Default is 0.

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Clipping Volume

Use the Clipping Volume to limit (clip) the area of the FLUX volume based off of a selected clipping volume shape or force field. (This works similar to Clipping Planes, but uses a selected shape instead of default flat planes.)

Use Force Field Settings:
Check this on to use the existing Force Field settings as the clipping volume. (if a force field has already been setup.)

CV Shape:
Select a clipping volume shape to start with. Users can select from: sphere, cube, octahedron, or an OBJ File.

CV Voxelization Quality: Adjust this to control voxel resolution of OBJ files. Select from Low, Medium, and High. (Note that this is only available when OBJ File is selected for CV Shape.)

CV Shape Fill:
Select how the clipping volume shape will be filled with voxels from the FLUX volume. Select from Solid or Shell.

CV Shape Size (m):
Adjust the size of the clipping volume shape. (Note, some OBJ files will be imported larger than others, so adjust the CV Shape Size if you don't first see your CV shape upon import.)

CV Shape Feather:
Adjust the feathering (softening) of the edges of your CV shape.

CV Position X, Y, Z:
Adjust the position of your CV shape on the X, Y, and Z axis independently from the FLUX volume position.

CV Rotation X, Y, Z:
Adjust the rotation of your CV shape on the X, Y, and Z axis independently from the FLUX volume rotation.

CV Inverse:
Enable this to invert the Clipping Volume. (Think of this like inverting channels. Great for creating hollow sections in a FLUX volume.)