



OPTICS

What's New

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September 15, 2023

WHAT'S NEW IN OPTICS 2024.0.1 - 9/15/23

Bug Fixes

Rainbow Filter Was Missing

The Rainbow filter was missing from the Light filter group.

Reflector Filter Was Missing

The Reflector filter was missing from the Light filter group.

WHAT'S NEW IN OPTICS 2024 - 9/14/23

Features

Particle Illusion

Update To 2023.5

Particle Illusion has been updated to v2023.5 and adds even more creative features including:

- **Emit particles from masks.**
- **Boost the creativity of your particle animations with particle trails.**
- **Easily update particle colors with an enhanced gradient editor and presets.**
- **Add organic motion using force object direction turbulence.**
- **Create faster with dozens of usability improvements.**

For a complete list of features, fixed bugs and changes, see: [Release Notes](#)

Particle Masking

Particles can now be masked in one of three ways with the Particle Masking > Use Mask For controls: Particle Creation, Render Mask Standard, and Render Mask Full Particles.

- **Particle Creation**

The particles are created only in the white portion of the mask. After creation, the particles live out their lives normally and can move outside the mask area.

- **Render Mask Standard**

The mask is used as a standard composite mask, with particles visible only in the white portion of the mask. Particles are clipped by the mask.

- **Render Mask Full Particles**

Similar to Render Mask Standard, but particles are not clipped. The full particle is always drawn. Larger particles show this more clearly.

Mask Transfer

The mask from Optics now transfers to the Particle Illusion interface. The mask behavior is determined by the Particle Masking > Use Mask For setting.

New Filters

Atmospheric Glow

Atmospheric Glow is a glow style mega-filter that brings instant atmospheric looks to an otherwise flat scene. Based around a film glow, this effect includes 9 independently controlled groups, including volumetric light rays, a smoke/fog generator, light flickering, chromatic aberration, optical orbs, film grain and a vignette, each of which adds a new element to the scene.

Magic Sharp

Enhances detail while minimizing artifacts associated with traditional sharpening tools.

Orbs

Creates colored orbs.

Prism

Generates prismatic color aberrations.

S_PrismLens

Emulates recording an image through prismatic lenses with various, different shapes.

Smoke and Fog

Generates auto-evolving fog and smoke.

Super LED

Produces an illuminated LED effect, with options for flicker, tint and glow.

S_UltraGrain

Adds simulated digital camera grain to the image.

New Presets

The following nodes have new presets: Beauty Studio, Chromatic Aberration, Curves, Day for Night, Develop, S_DigitalDamage, Dot, Eye Light, Flag, S_Grunge, S_Lensflare, Levels, Light, Looks, S_LightLeak, Ozone, Particle Illusion, ReLight, Selective Color Correct, S_Streaks, Sunset, S_Threshold, S_UltraGlow, X-Ray.

Improvements

Nodes

Color Correct > Color Wheels Resolution and Layout

The Color Correct color wheels have improved resolution and now appear in the Timeline in a horizontal layout.

Paint

You can now draw straight lines with **Shift-click-drag** for all brushes except the Clone brush.

Photoshop & Optics 2022/2024 Smart Object Compatibility

Optics 2022 applied to Photoshop Smart Objects will open in Optics 2024.

Bug Fixes

Paint Parameters Not Remembered In Photoshop

In Photoshop when using a Smart Filter, Paint parameters were not remembered when re-entering Optics. For instance, if you painted a blue stroke, the stroke was the default orange when later going back into Optics.

Preferences

Parameter Groups

With the Parameter Groups preference set to Expanded, some filters/presets still had collapsed groups.

Preview Resolution Warning For External Editors

The Preview Resolution Warning For External Editors preference stopped working because the Launch PI button name changed.

Preview Warning For External Editors Did Not Work

The Preview Warning For External Editors preference did not work.

Record Anonymous Usage Statistics Not Remembered

If you changed the Record Anonymous Usage Statistics preference, the change was not remembered.

Sapphire

Lens Flare Missing After Using Flare Designer (Mac)

On Mac, when you exited the Lens Flare Designer, the flare did not appear in the Viewer until you adjusted a parameter or moved an on-screen control.

S_BlurMotion Created An Unpremultiplied Result

S_BlurMotion created an unpremultiplied result with a RGB only image.

View Mask & Double-Click Original Layer Crash

Optics crashed when viewing the mask and double-clicking the original layer.

Known Issues

Smart Objects and Alpha

When alpha is exported from Optics to a Smart Object containing an embedded layer mask, it is exported as transparency. You can access the Smart Object's alpha after applying Optics by dragging the Smart Object's layer thumbnail and releasing on top of the Add Layer Mask icon at the bottom of the layers window.

