

# Compare Editions

Features	Basic	Standard	Professional
<p><b>Free access to the Filter Library</b></p> <p>The Filter Library is a free online repository of user-created filters which makes Filter Forge immediately useful to any graphic artist.</p>	✓	✓	✓
<p><b>Seamless tiling</b></p> <p>Any filter can produce a seamlessly tiled image in a single mouse click – a must-have for texture artists.</p>	✓	✓	✓
<p><b>Resolution independence</b></p> <p>As all filters are generated procedurally and don't depend on external bitmaps, they can be rendered in any resolution without losing any detail.</p>	✓	✓	✓
<p><b>Standalone application</b></p> <p>Apart from working as a Photoshop plugin, Filter Forge can also work as a standalone application which you run just like any other program.</p>	✓	✓	✓
<p><b>Smart anti-aliasing</b></p> <p>Filter Forge applies anti-aliasing only to the areas prone to aliasing artifacts, which can greatly reduce the anti-aliasing overhead.</p>	✓	✓	✓
<p><b>HDRI lighting</b></p> <p>High dynamic range images (HDRIs) give you real-world lighting that takes almost no time to setup.</p>	✓	✓	✓
<p><b>Ability to create your own filters</b></p> <p>A visual node-based Filter Editor lets you create your own textures and visual effects without writing a single line of code.</p>	–	✓	✓
<p><b>Ability to modify existing filters</b></p> <p>You can open and modify any filter in the Filter Library to suit your own particular purpose.</p>	–	✓	✓
<p><b>Support for 16- and 32-bit image modes</b></p> <p>Filter Forge is one of the few plugins that support 16- and 32-bit image modes, allowing you to preserve every bit of image quality.</p>	–	–	✓
<p><b>Bitmaps larger than 3000x3000 pixels</b></p> <p>With the Professional edition, you can step beyond the 3000x3000 limit and render huge images up to 65000x65000 pixels in size.</p>	–	–	✓
<p><b>High-precision file formats</b></p> <p>OpenEXR and PFM file formats use floating-point numbers to store image pixels, allowing to retain every single bit of precision.</p>	–	–	✓
<p><b>Unlimited number of CPU cores</b></p> <p>While the Basic and Standard editions are limited to dual-core CPUs, the Professional edition supports quad-core and higher processors.</p>	–	–	✓
<p><b>Bump, diffuse, normal and other maps</b></p> <p>You can generate diffuse, bump, specular, metallic and normal maps to be used in 3D packages or game engines.</p>	–	–	✓