RETICLE RED TUTORIAL

Takes and Fire Again

New art in the same zone, compare versions, restore any take.

Recorded on the live site · two real SPARK fires · 4 CR

reticle-red.com/fabricator

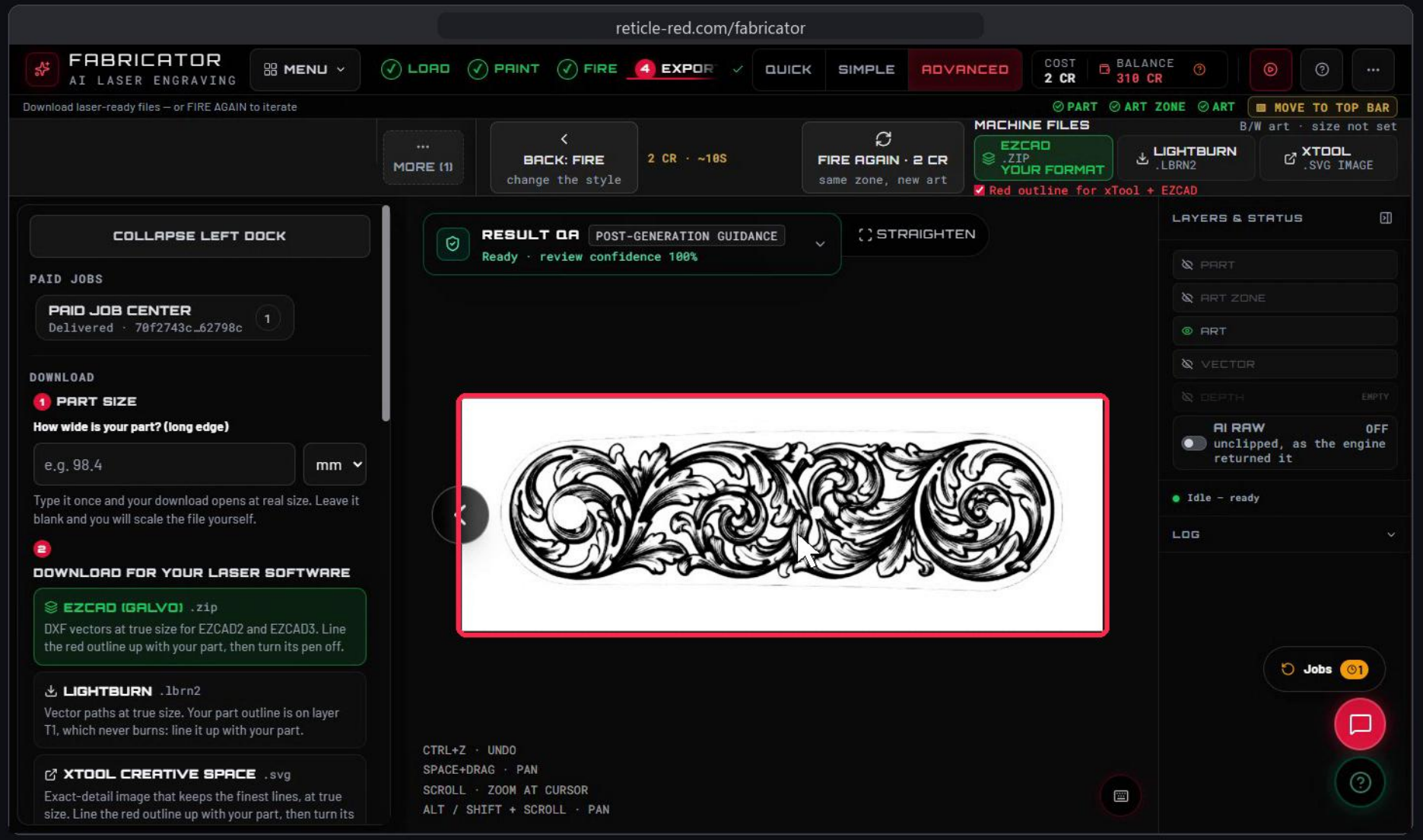
PART 1 OF 1

Takes, Fire Again and Compare

Fire Again, the take strip, Compare, Restore, Back: Fire

RETICLE RED · FABRICATOR ACADEMY

Takes, Fire Again and Compare — Fire Again, the take strip, Compare, Restore, Back: Fire



STEP 1 OF 6

Your first take

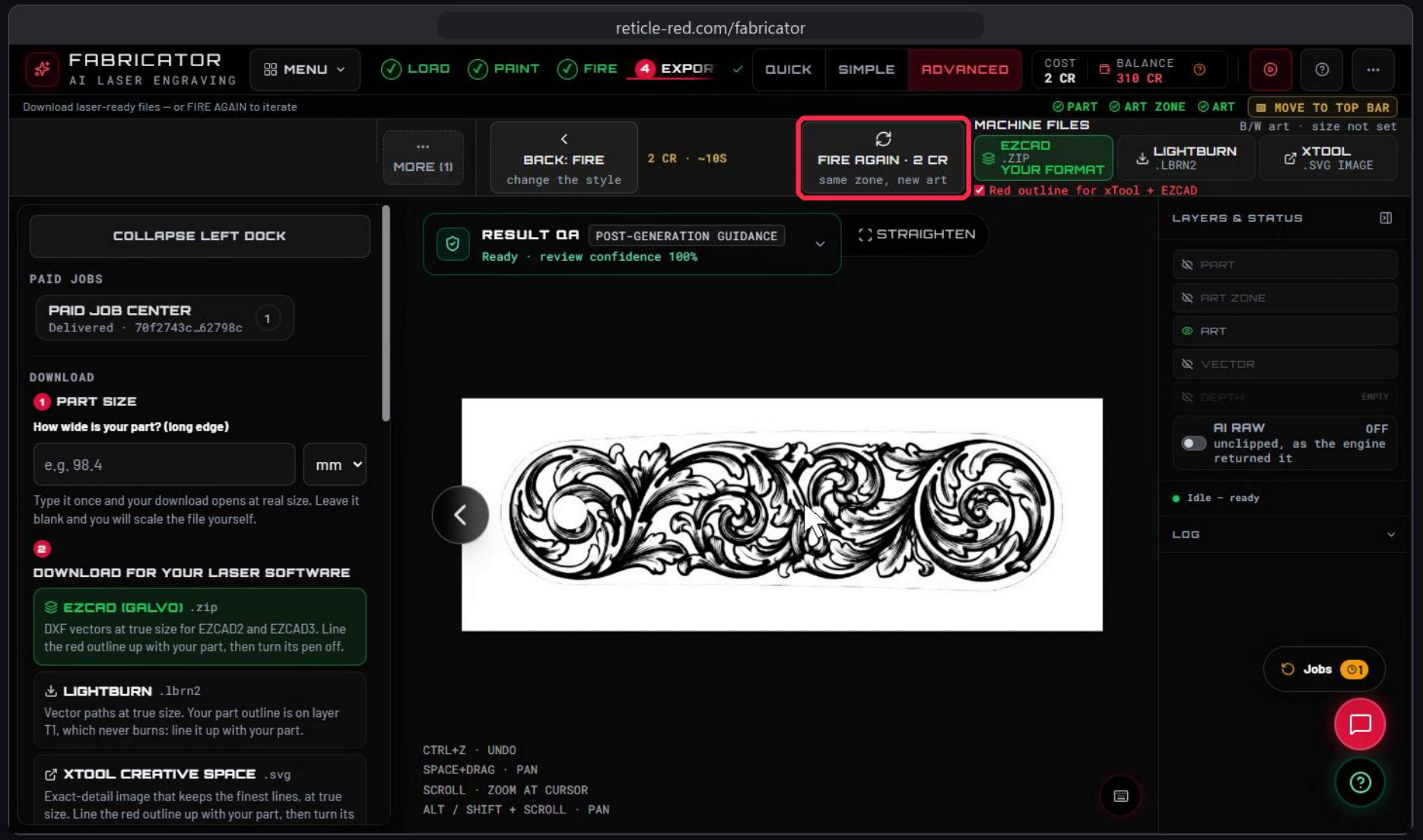
Every successful FIRE is a take, saved to your Armory.

CLOSE-UP



RETICLE RED · FABRICATOR ACADEMY

Takes, Fire Again and Compare — Fire Again, the take strip, Compare, Restore, Back: Fire



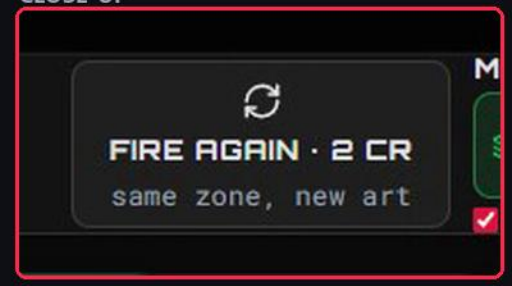
STEP 2 OF 6

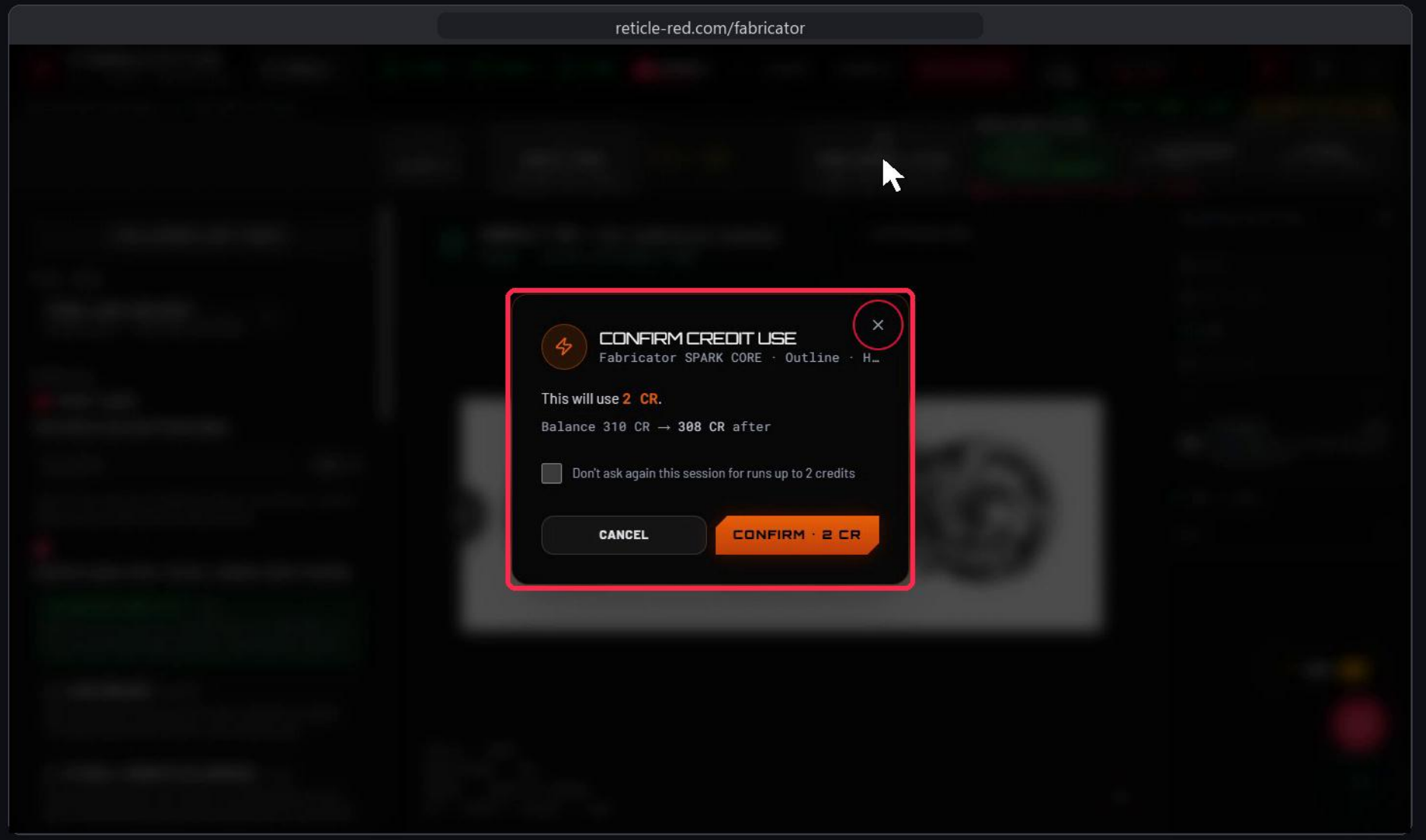
FIRE AGAIN

Same zone, same settings,

brand-new art.

CLOSE-UP



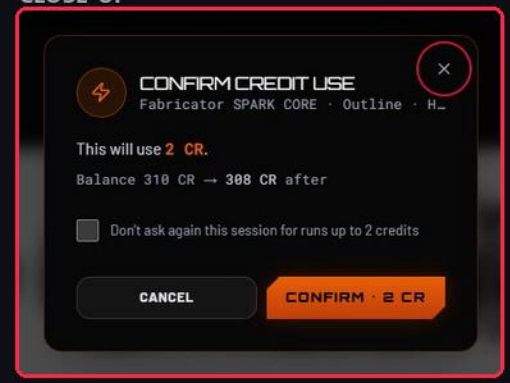


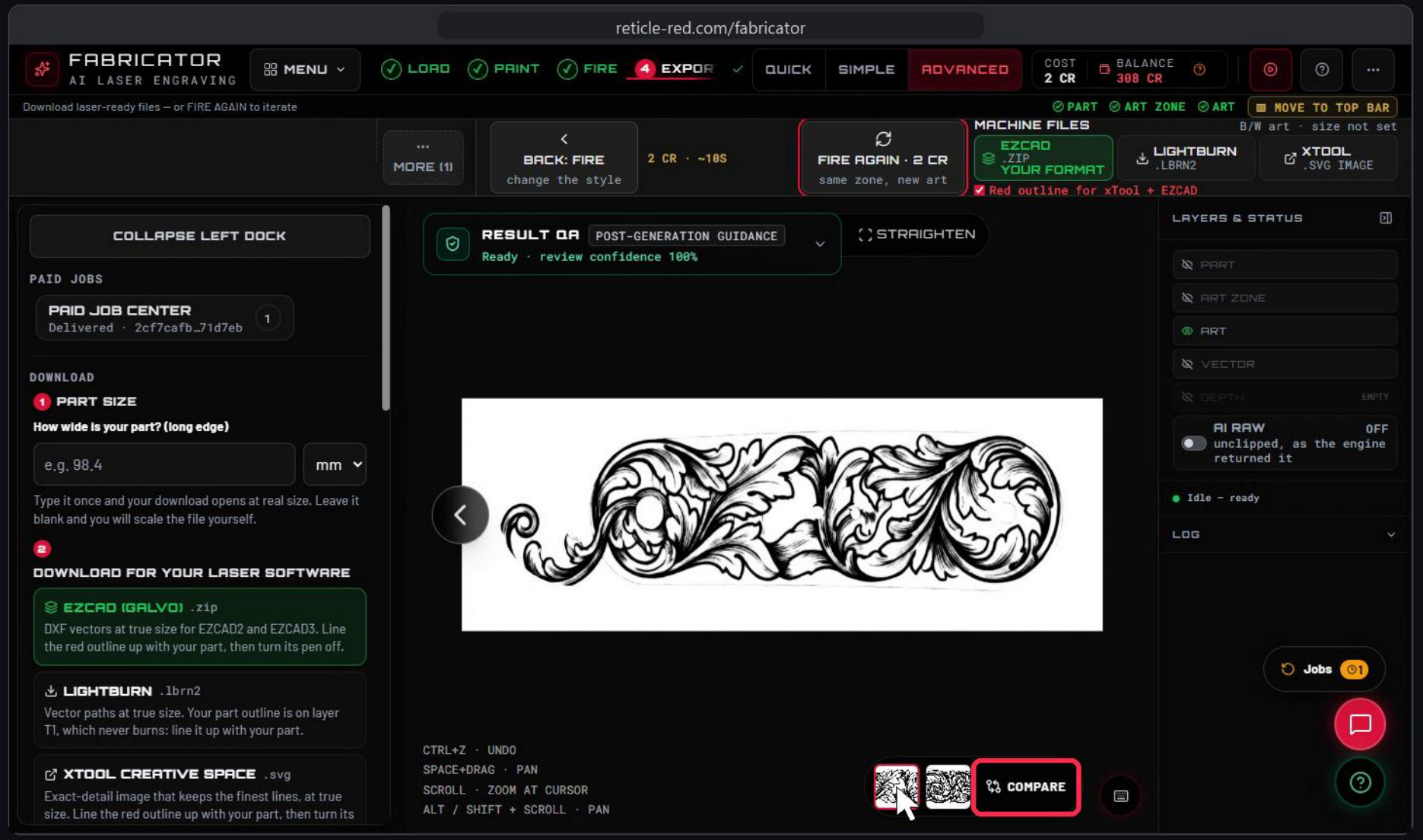
STEP 3 OF 6

Confirm credit use

Your balance before and after, before anything is charged.

CLOSE-UP



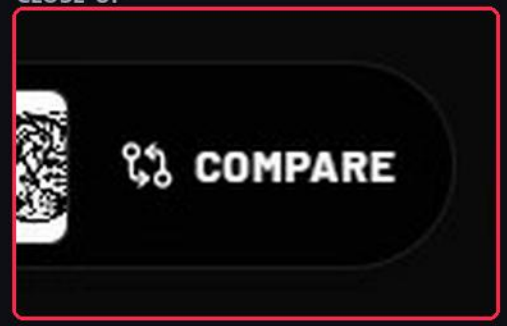


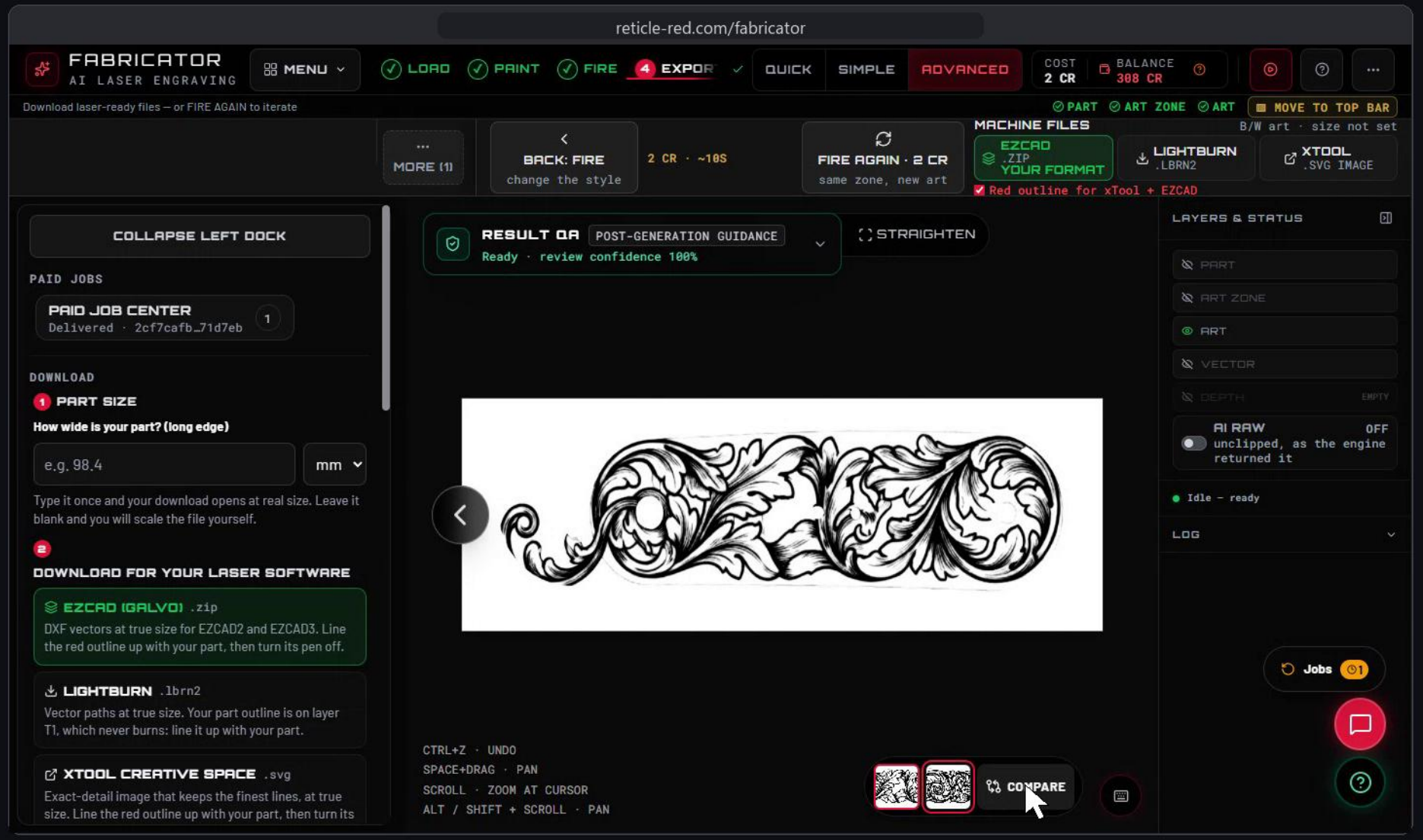
STEP 4 OF 6

VERSION HISTORY

The take strip and COMPARE: two versions side by side.

CLOSE-UP



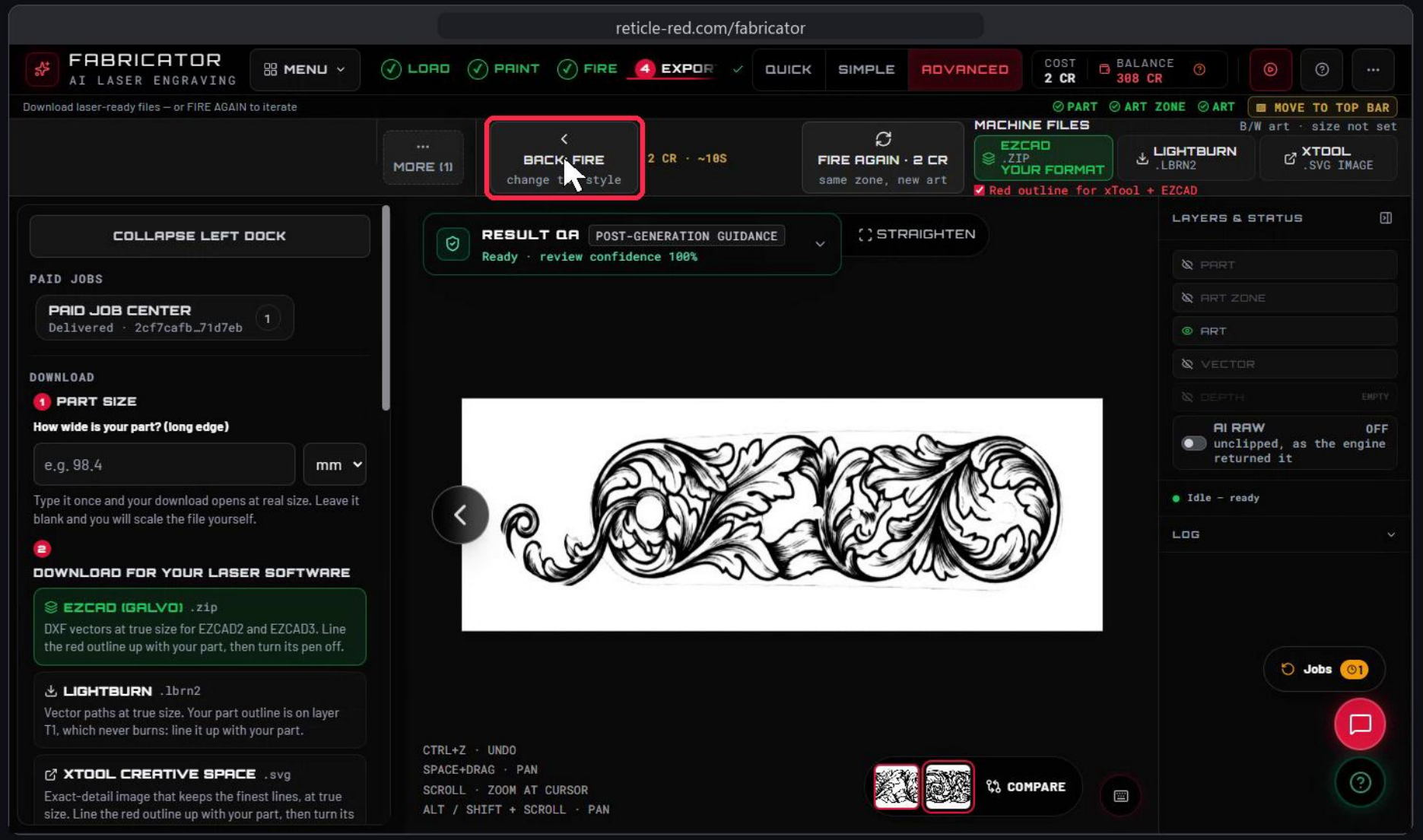


STEP 5 OF 6

RESTORE

RESTORE VERSION 1 puts an earlier take

back on the canvas: always explicit.



STEP 6 OF 6

BACK: FIRE

Change the style or engine first, then fire a new take.

CLOSE-UP



Every take is kept

Create → The Fabricator → 4 EXPORT → FIRE AGAIN

Every take also stays in your Armory.

More tutorials: reticle-red.com/tutorials

Narration: AI voice (ElevenLabs). Screens: the real reticle-red.com.