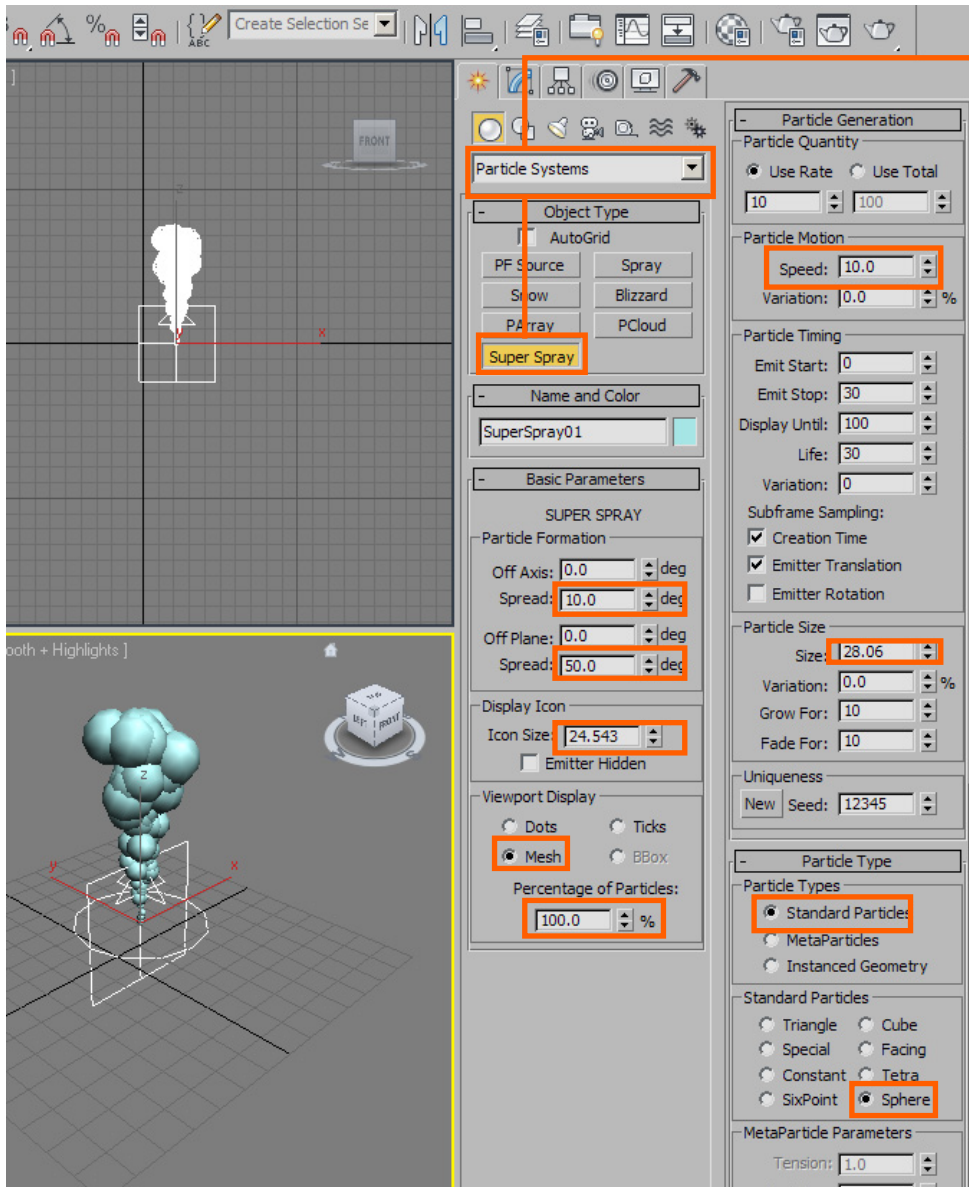




**NOTE: You will create the teapot, the lid shake and the steam BEFORE linking them to the Biped**



Steam is made using a particle system (SuperSpray)

1. Select the SuperSpray button and drag out the icon in the perspective viewport.
2. Set the animation scrubber to 10.
3. Set the parameters for the SuperSpray as in the diagram.

4. The material settings for the steam is shown in this diagram.

5. Link the Steam to the teapot.

