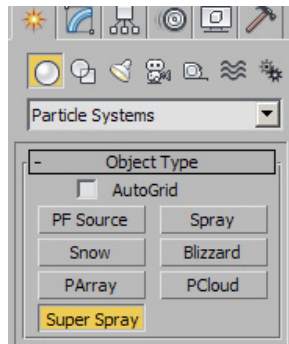


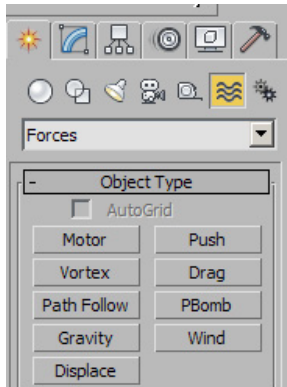
SUPERSPRAY, GRAVITY, DEFLECTORS

Beginning Level
(Point Value - 1 to 5 points)

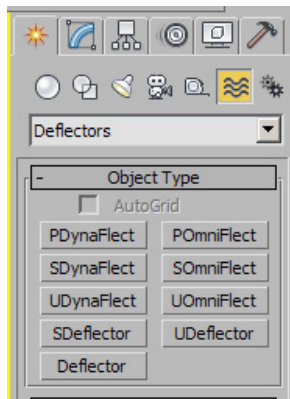


Particle Systems - Whenever you want to animate large numbers of things like a flock of birds flying, leaves blowing across a field, butterflies flying etc. you can use a particle system. You can also use particle systems to make liquid effects like water flowing from a hose or in our case a lava lamp. These liquid effects are commonly referred to as “Meta Particles”.

There are several types of particle systems. We will use the one called “SuperSpray”.



Gravity - If you want to make the particles in your particle system animation behave as if gravity was pulling them down, you would use a “Gravity” force.



Deflectors - Deflectors can be used to block particles and makes them bounce in a direction that you can adjust.

You use the “Space Warp Binder” tool to unite the three elements (SuperSpray, Gravity and deflector). Together they make a very realistic animation.