



1. Click to make Super Spray Emitter.

2. Set size of Emitter.

3. Click to see what you are emitting.

4. Click to see all particles.

5.. Set the number of particles

6. Set particle size.

7. Set type of particle.

Particle Systems

Object Type

AutoGrid

PF Source Spray

Snow Blizzard

PArray PCloud

Super Spray

Name and Color

SuperSpray001

Basic Parameters

SUPER SPRAY

Particle Formation

Off Axis: 0.0 deg

Spread: 0.0 deg

Off Plane: 0.0 deg

Spread: 0.0 deg

Display Icon

Icon Size: 10'0.0"

Emitter Hidden

Viewport Display

Dots Ticks

Mesh BBox

Percentage of Particles: 100.0 %

Particle Generation

Particle Quantity

Use Rate Use Total

10 50

Particle Motion

Speed: 10'0.0"

Variation: 0.0 %

Particle Timing

Emit Start: 0

Emit Stop: 30

Display Until: 100

Life: 30

Variation: 0

Subframe Sampling:

Creation Time

Emitter Translation

Emitter Rotation

Particle Size

Size: 10'0.0"

Variation: 0.0 %

Grow For: 10

Fade For: 10

Uniqueness

New Seed: 12345

Particle Type

Particle Types

Standard Particles

Triangle Cube

Sphere Facing

Constant Tetra

SixPoint Sphere

MetaParticle Parameters

Tension: 1.0

Variation: 0.0 %

Evaluation Coarseness:

Render: 0'6.0"

Viewport: 10.0"

Automatic Coarseness