

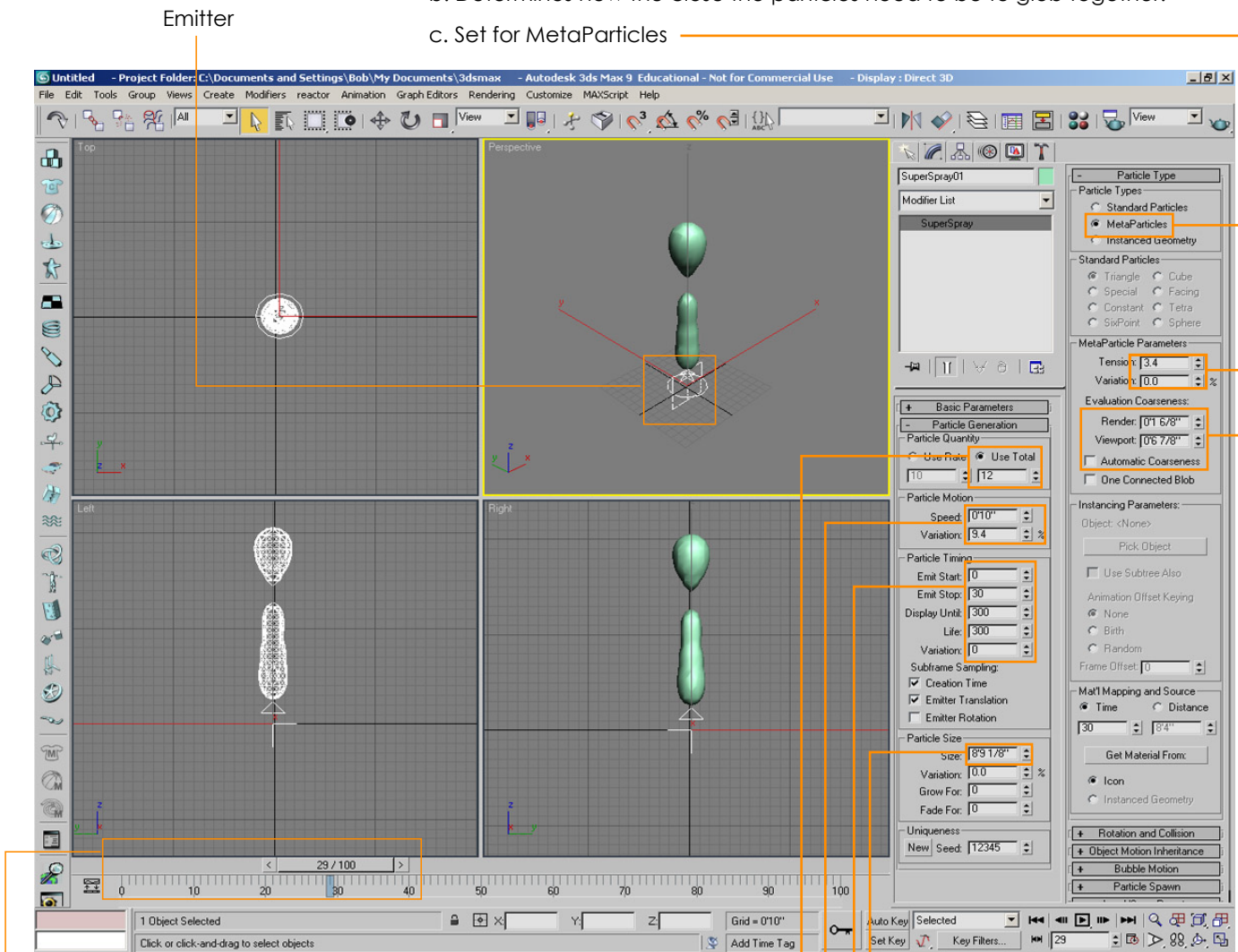
Using MetaParticles to create blobbing liquids

In general, Particle Systems allow the modeler/animator to animate multiple objects such as leaves, sparks, tracer bullets etc. that would be difficult to animate if done individually.

SuperSpray is a type of Particle System that acts almost like a hose, squirting out 3D objects defined by the animator/modeler. In this tutorial we will use MetaParticles to create an effect suitable for lava, water, napalm or any other type substance that "blobs" together.

1. Particle Systems are found under 3D Objects.
2. Find "SuperSpray" and create the "Emitter" in the perspective View Port.
3. The panel below illustrates general settings for a SuperSpray/MetaParticle

- a. Sets the "smoothness" of the particles in the viewport and when rendered.
- b. Determines how close the particles need to be to glob together.
- c. Set for MetaParticles



Note: Unless you move the scrubber a few frames, you won't see any of the particles!

- d. Sets size of particle
- e. Sets various timings
- f. Set the speed
- g. Sets the number of particles