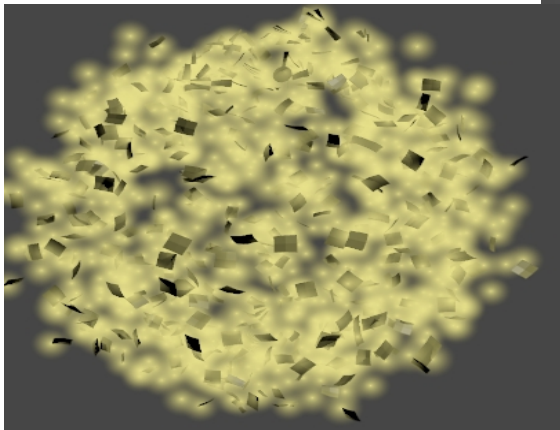
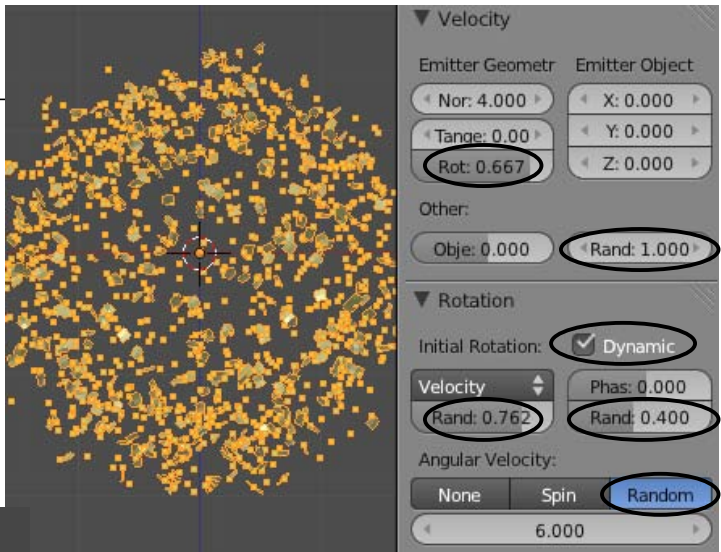


Chapter 13- Particle Systems and Interactions

Now it's time to move back to the Particles settings panel. In the Emission panel, you will want to set the Life of the particles to 250 (length of the animation) and the Random Life slider back to 0. To set the rotation to look more random and real, set the Rotation and Random setting to numbers between 0.500 and 1.000 in the Velocity panel. In the Rotation panel, check the Dynamic box, add a Random to the Velocity, Randomize Rotation Phase, and change the Angular Velocity to Random with a number like 6.00. The key to a good explosion is setting most random settings high. Feel free to experiment with other settings, but this should give you a nice result.



If you want an explosion without the halo particles displayed, trying setting the halo size in materials to 0. To add more depth to your animation, try adding a second mesh with a different color and particle settings. This will add levels and complexity to your scene.

Particle Interaction With Objects and Forces

So far, we've looked at basic setting to get particles moving, but how can we add interactions to them? What if we want them to bounce off other objects or have wind blowing them?

Interaction with Other Objects:

You can make particles bounce off other objects using the Collision setting in the **Physics** panel. For the example shown to the right, I've created a sphere with a simple particle effect applied and a plane below it. In order to get the particles to bounce when they collide with the plane, select the plane and go to the **Physics** panel. Select Collision and experiment with the settings under the Particles column. You can set them to bounce, die or partly pass through.

