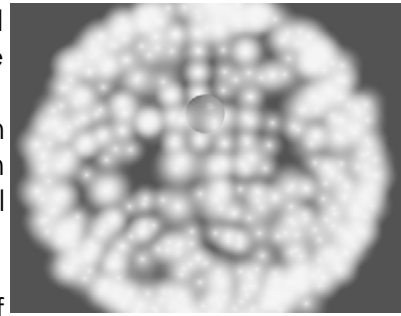


Chapter 13- Particle Systems and Interactions

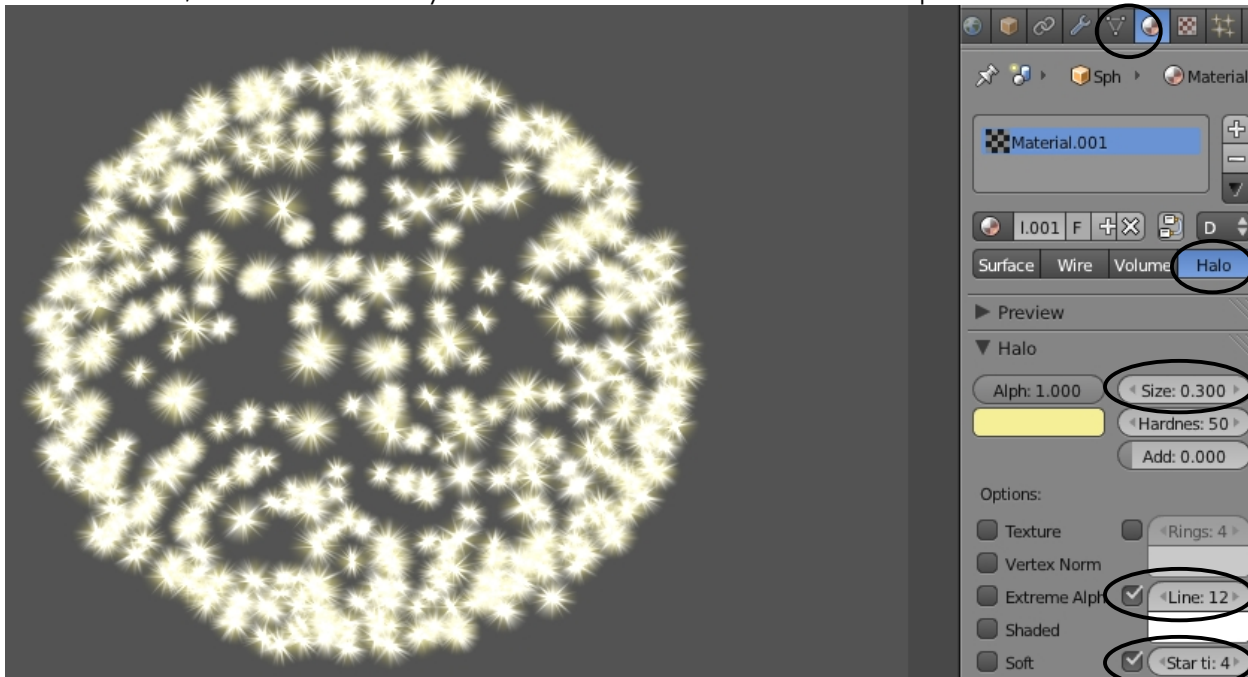
It's now time to put the camera in a good place and render an image. Advance to a frame where you see the particles well and hit "F12". You will see something like this:



You may see the actual sphere in the center of the explosion. To turn this off, go to the Render panel under particles (if you had the camera selected from before, select the sphere again) and turn off "Emitter" so the actual mesh doesn't render. You could also experiment with Trail Counts for a second release. To improve the explosion, add a material and adjust the Halo setting. (review chapter 4) Adjust the Diffuse Color, Halo Size and try Lines and Stars. You should end up with a nice effect.



explosion, add a material and adjust the Halo setting. (review chapter 4) Adjust the Diffuse Color, Halo Size and try Lines and Stars. You should end up with a nice effect.



Using the Explode Modifier

The Explode modifier adds a nice touch to making something explode. We will use the firework example above to illustrate an explosion. In the Render setting, turn on Emitter. First, turn off Halo Lines and Stars in the Material settings and set Halo Size smaller, about 0.10. Add an Explode modifier in the Modifiers panel. You may also want to check the "Cut Edges" box. Move to a frame where you can check the results. Also try "Alt-A". It's a nice start, but needs some work to look more believable.

