In general, Particle Systems allow the modeler/animator to animate mulitple objects
such as leaves, sparks, tracer bullets etc. that would be dificult 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 a
effect suitable for lava, water, napalm or any other type substance that "blobs" together.

SIze matters in this assignment! Set your units to "Generic".

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 the close the particles need to be to glob together.

c. Set for MetaParticles

Emitter
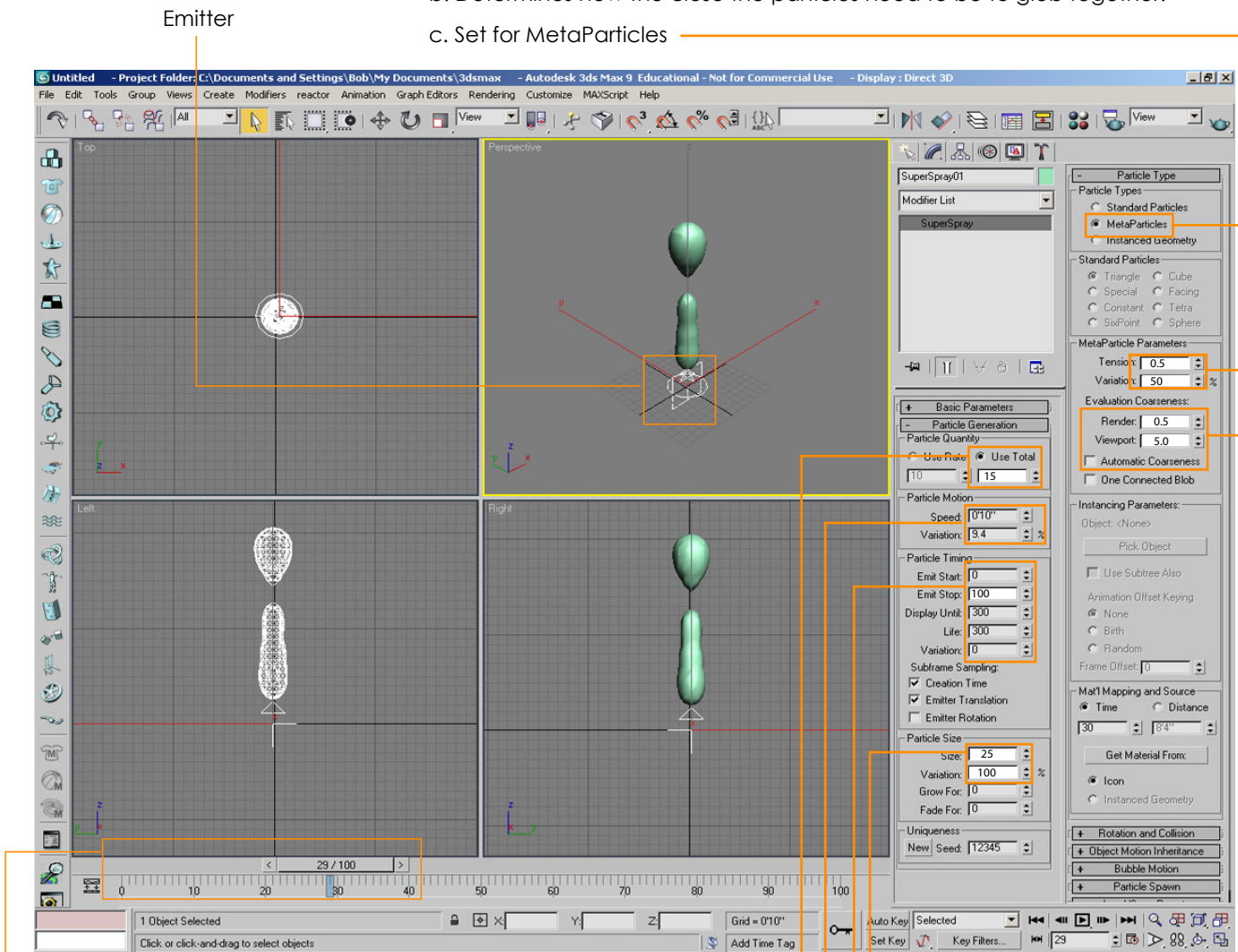
d. Sets size & variation of size of particle

e. Sets various timings

f. Set the speed

g. Sets the number of particles

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