Career Technical Education
SoCal ROC

Often you'll need to group objects together. Let's say you want your character followed by a particle system so as the character runs his feet look as if they set off sparks.

1. Drag a P System into your scene from the Starter Content.

2. Place it at the characters feet.

3. In the "World Outliner" grab the P System and place over Third Person Character. The P System is now a sub part.