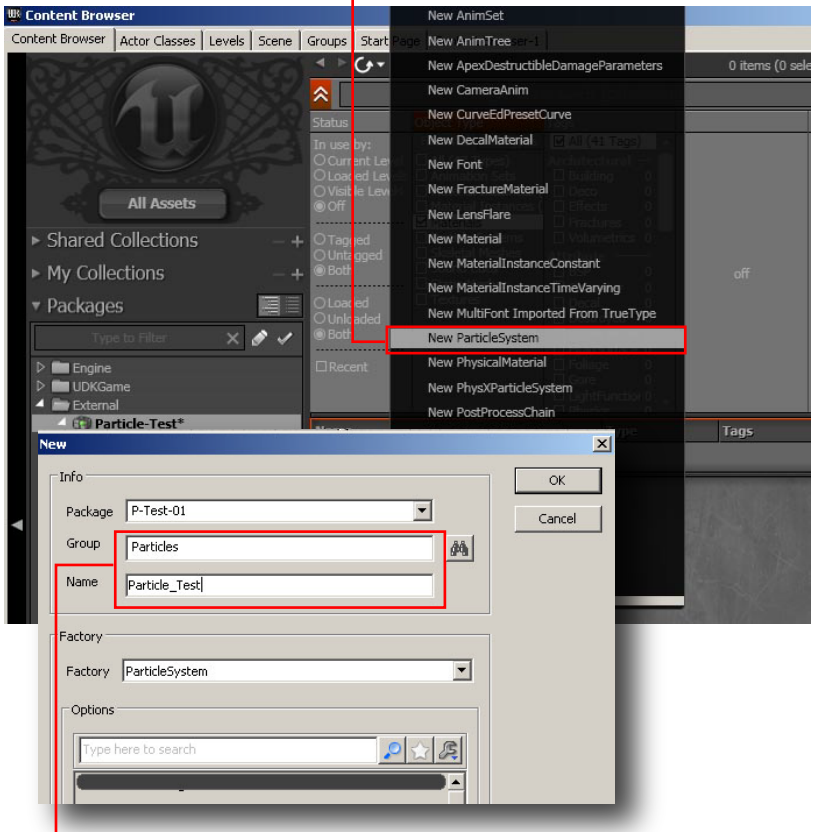
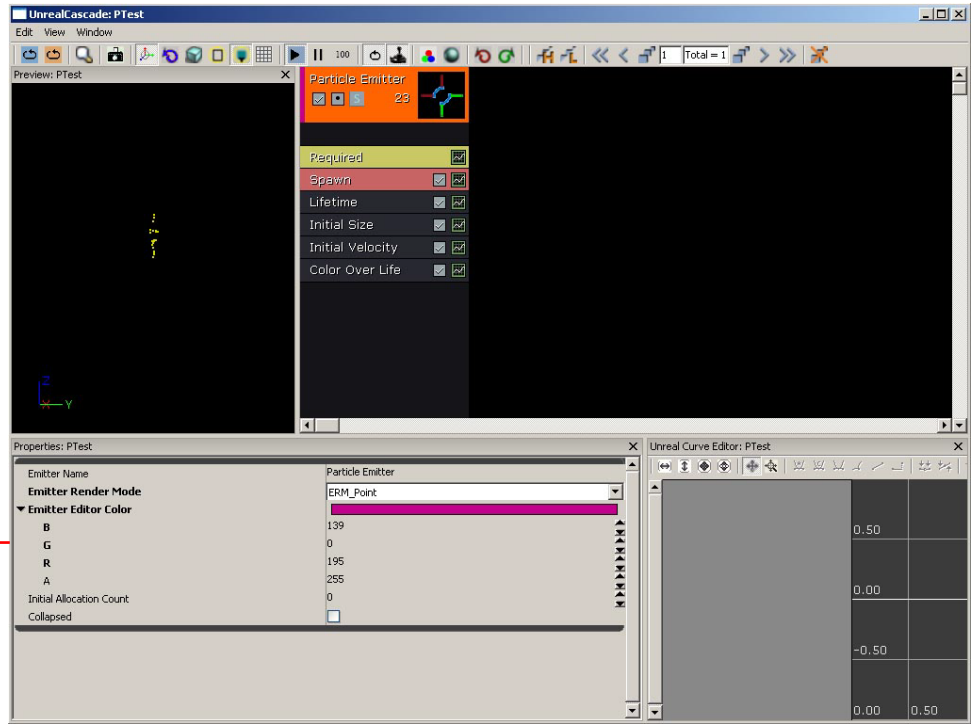
Particle systems are used when you want to show sparks , flames, water falling or other effects that require the animation of complex systems. UDK has a particle effect manager called "Cascade".

1. Right click in the "Content Brower" window and select



2. Group the Particle System and name it.

3. The "Cascade" manager window will pop up showing the new particle system.