

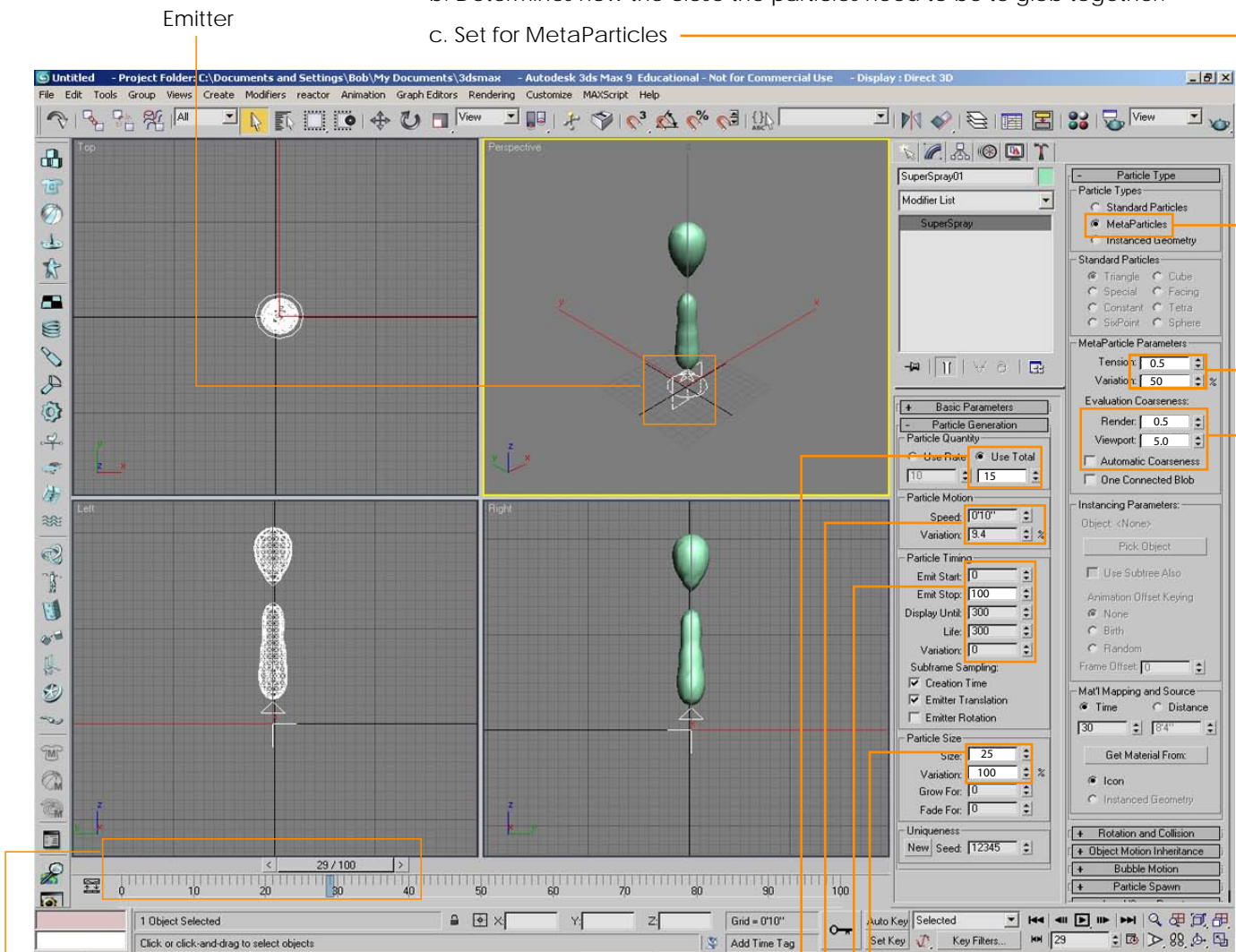
In general, Particle Systems allow the modeler/animator to animate multiple objects such as leaves, sparks, tracer bullets etc. that would be difficult to animate if done individually.

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 an 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 close the particles need to be to glob together.
- c. Set for MetaParticles



- 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 see any of the particles!

The Lava Lamp requires that, in addition to using the SuperSpray to create the lava blobs, you also use "Deflectors" and "Gravity" space warps to manage the blobs. The Gravity will pull the lava blobs downward so they don't continue traveling forever upward along with the deflectors that will keep the blobs confined within the lava lamp.

The trick in setting up the lava lamp is to adjust all the elements so that they work together. The SuperSprays' speed, use total, size, tension all must be balanced with one and another and the strength of the Gravity.

## Remember...Size matters!

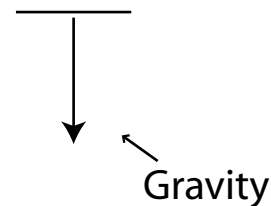
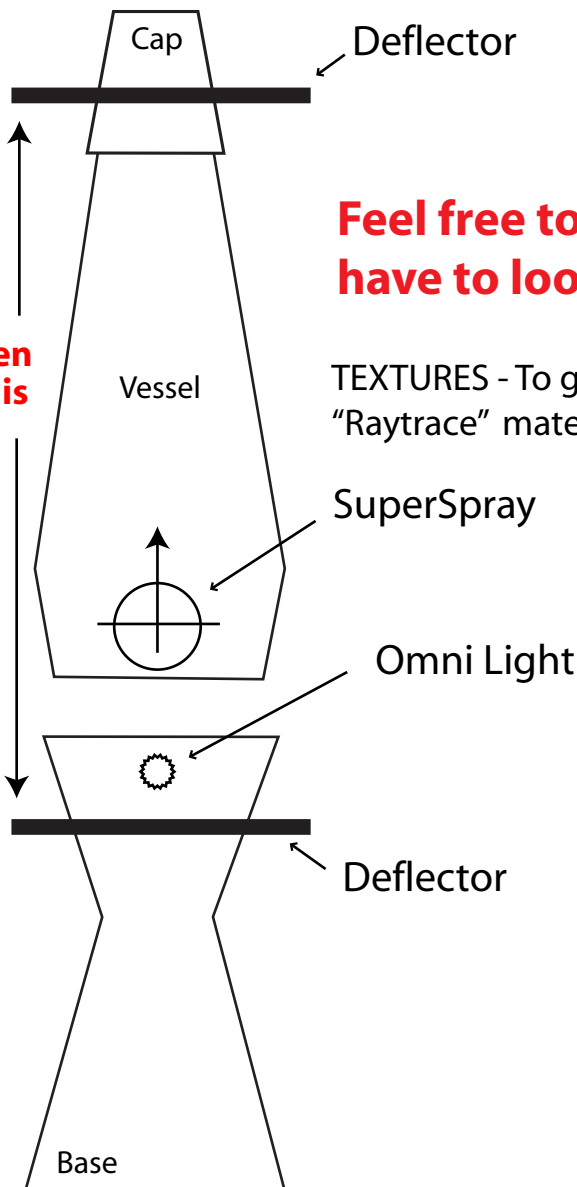
Modeling the Lava Lamp is a simple job of lathing the three lamp components:

- a. cap
- b. vessel
- c. base

**Feel free to design your own. It doesn't have to look like the example!**

**Units between "Deflectors" is 175**

TEXTURES - To get a realistic looking effect, you must use a "Raytrace" material on the glass part of the lamp.



Note: Gravity can be placed anywhere in the scene