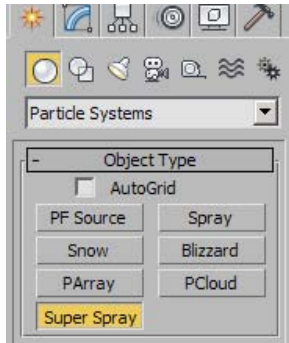


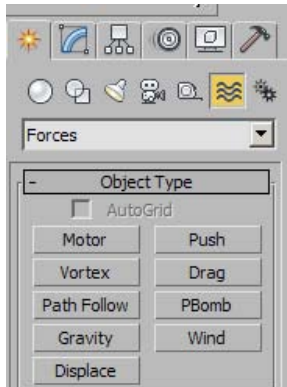
# SUPERSPRAY, GRAVITY, DEFLECTORS

**Beginning Level**  
**(Point Value - 1 to 5 points)**

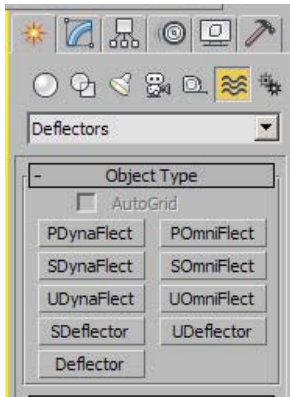


**Particle Systems** - Whenever you want to animate large numbers of things like a flock of birds flying, leaves blowing across a field, butterflies flying etc. you can use a particle system. You can also use particle systems to make liquid effects like water flowing from a hose or in our case a lava lamp. These liquid effects are commonly referred to as “Meta Particles”.

There are several types of particle systems. We will use the one called “SuperSpray”.



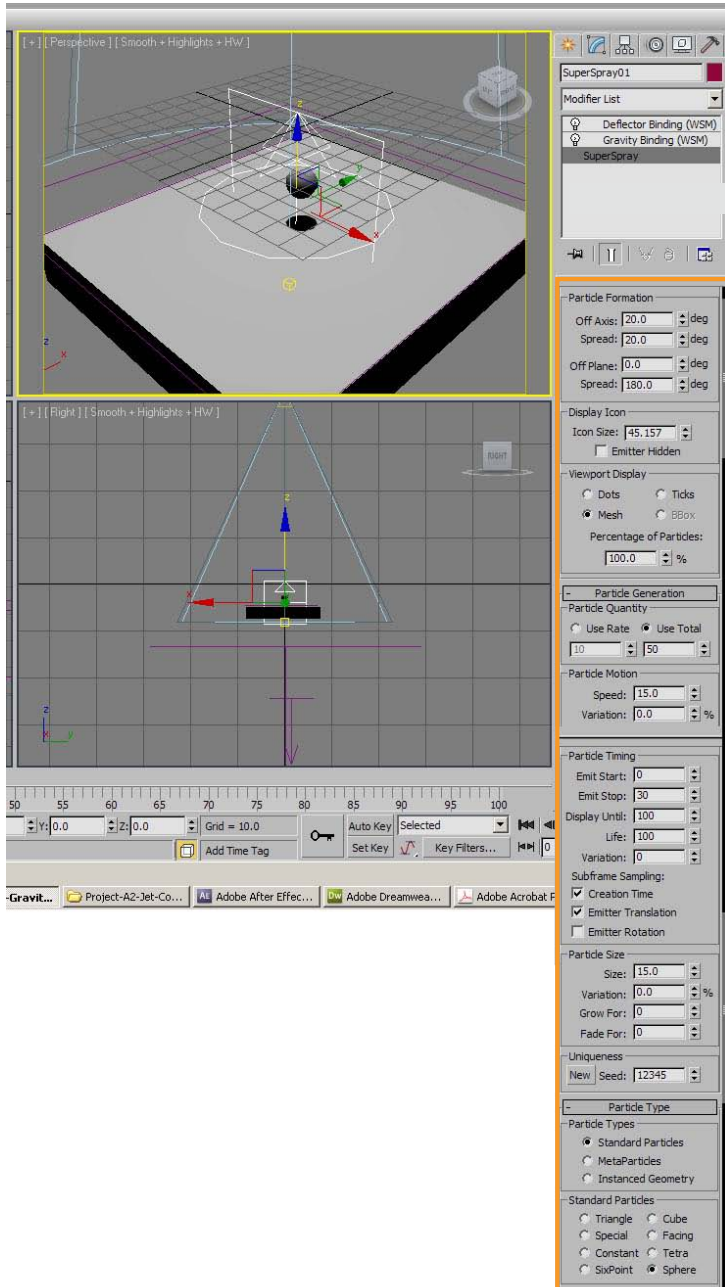
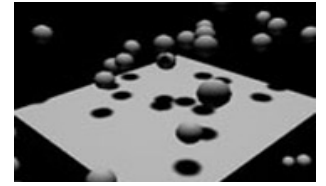
**Gravity** - If you want to make the particles in your particle system animation behave as if gravity was pulling them down, you would use a “Gravity” force.



**Deflectors** - Deflectors can be used to block particles and makes them bounce in a direction that you can adjust.

You use the “Space Warp Binder” tool to unite the three elements (SuperSpray, Gravity and deflector). Together they make a very realistic animation.

# Using SuperSpray

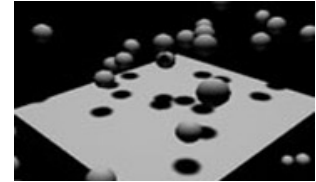


1. SuperSpray is found on the "Create" panel. Drop the list and select "Particle System"

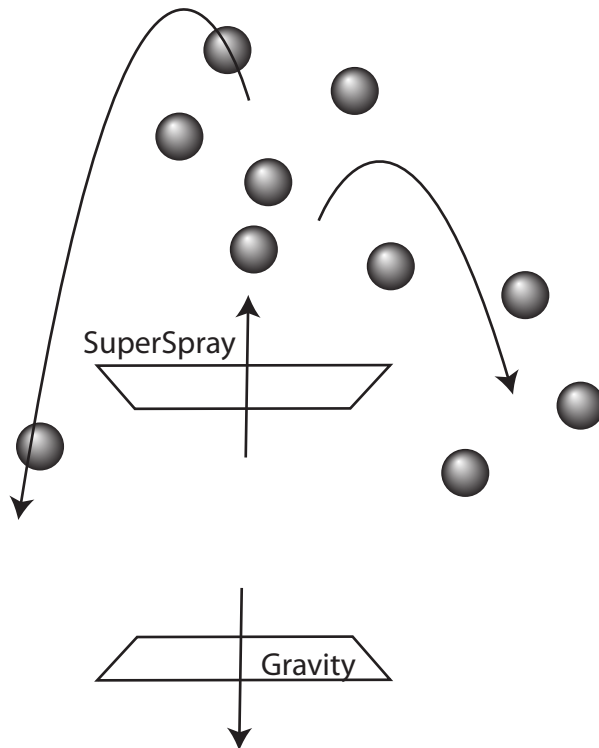
2. Click on "SuperSpray" and drag out a Super Spray" icon in the "Perspective" viewport.

3. Set the SuperSpray parameters as shown in the diagram.

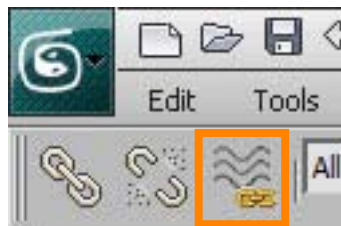
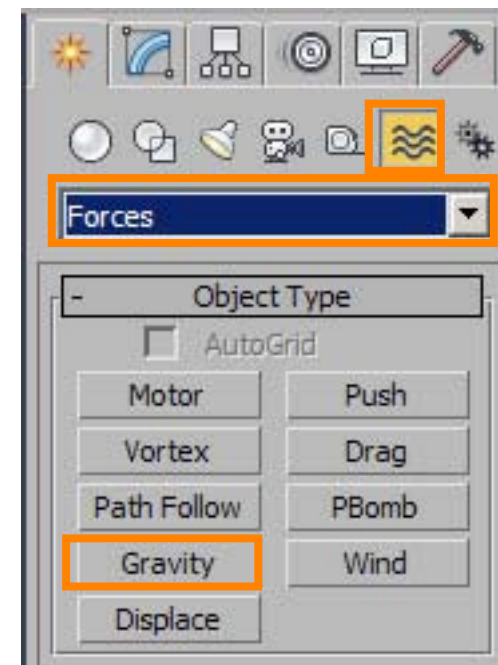
# Gravity



Gravity will pull the particles in a SuperSpray in the direction that the Gravity icon is pointed at.

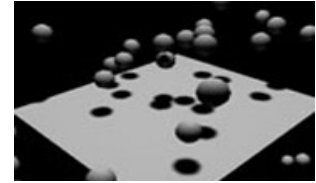


1. Gravity is found on the Space Warps panel.

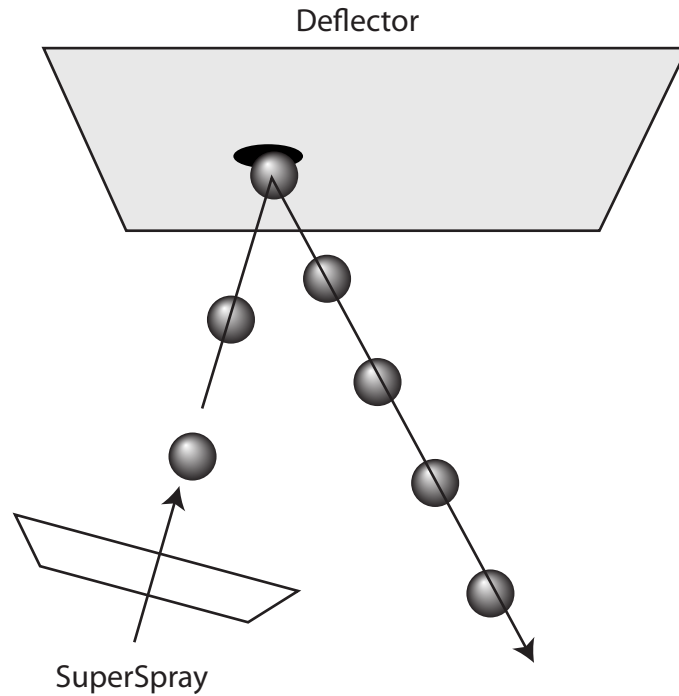


2. Link the "Gravity" to the "SuperSpray" with the "Bind to Space Warp Tool".

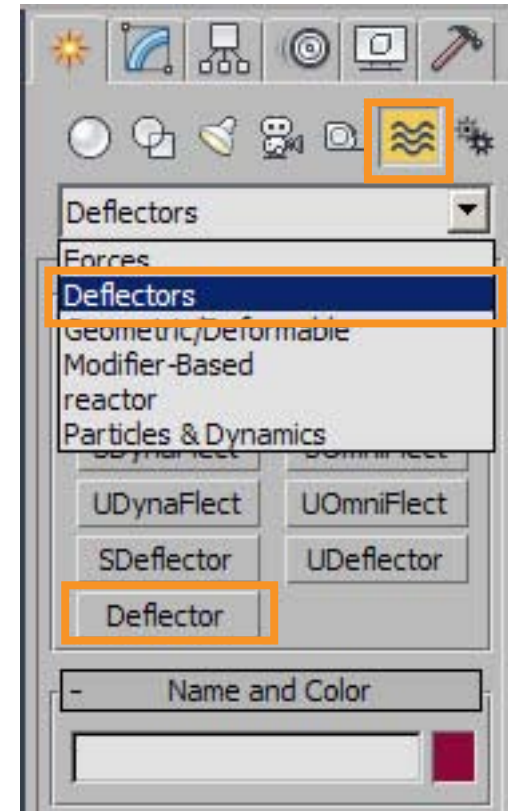
# Deflectors



A deflector will take the particles in a SuperSpray and deflect (bounce) them.



1. Deflectors are found on the



2. Link the "Deflector" to the "SuperSpray" with the "Bind to Space Warp Tool".