26.9 Editors - Properties Editor - Particle Properties Tab
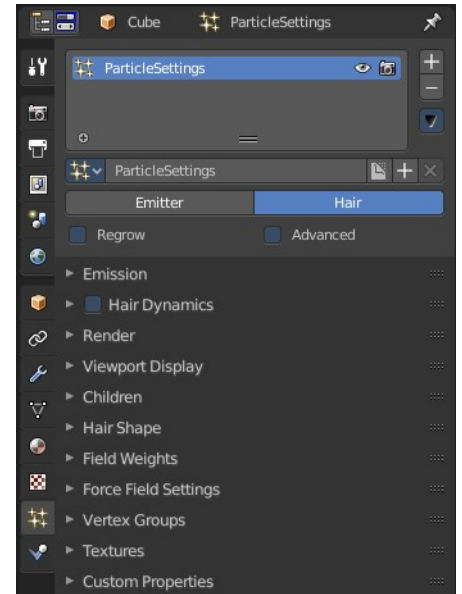
Intruduction

A particle system is used to animate lots of small objects at once. Particles. Each particle can be a point or a mesh, and can be joined or dynamic. They may react to different forces and influences. And they can have a life span.
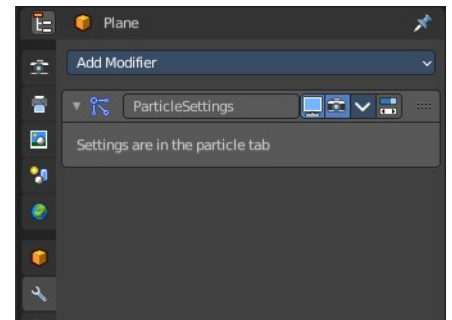
There are two types of particles. Emitted particles and hair. Emitted particles are used for things like fire, smoke, mist and many other animated effects. Hair is used for hair effects, at characters for example. Some settings are the same for both types. These chapters are unioned. But each has also its own set of tools. These chapters are separated.

Particles uses a regular mesh object as the emitter. Other object types does not have the particle tab.

Particle Modifier

When you create a particle system then a particle modifier gets added in the Modifiers panel. This works also the other way around. You can also add a particle modifier in the modifier tab. The settings remains in the particles tab.
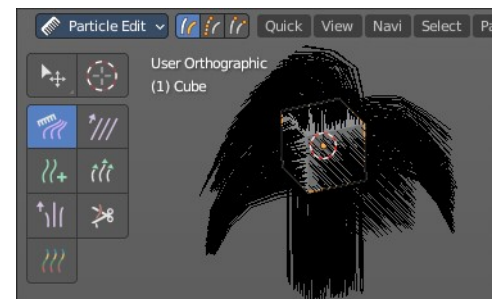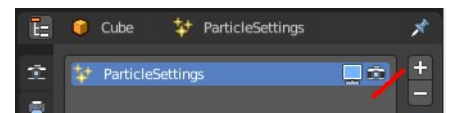
Workflow

Create a mesh.

Create one or more Particle Systems to emit from the mesh.

Choose the particle system type. Emit or Hair.

Go through the particle settings to adjust the Particle System settings to achieve the desired effect.

For Hair particle systems, switch to particle edit mode, and comb the emitter's flow.

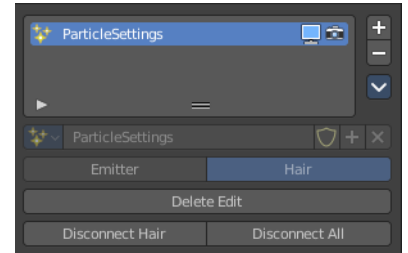To see the effect for emitted particles press play.

Header

List of Particle Systems

A list of the particle systems for this object. Double clicking allows to rename it.

Realtime

Display the particle system in the viewport.

Render

Display the particle system in the rendered result.

Drag Handler

The two vertical lines at the end is a handler with which you can expand the list.

Search Field

You can expand a search field at the bottom of the list. Type in your term and hit enter to filter for your term.

Invert

Exclude the search term instead of searching for it.

Sort by Name

Sort the List by name.

Add Particle System Slot
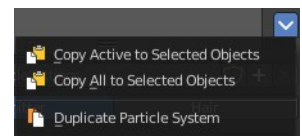
Adds a new particle system.

Remove Particle System Slot

Remove the particle system.

Particle Specials

Copy Active to Selected Objects

Copies the active particle system to all selected objects.

Copy All to Selected Objects

Copies all particle systems from the active object to all selected objects.
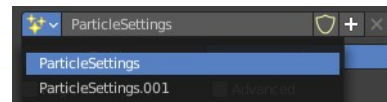
Duplicate Particle Systems

Duplicates the particle system within the active object. The Duplicate Settings option (in the Adjust Last

Operation panel) will duplicate settings as well, so the new particle system uses its own settings.

Particle property

Particle settings browser

A particle settings browser with the available particle systems in the scene.

Edit Box

The name of the currently active palette. You can also rename the palette here. A click into the edit box makes the name editable.

Fake User

Fake User sets the element to have a fake user. Data without a user is normally not saved. But sometimes you want to force the data to be kept even when the data block has no user.

New Particle Settings
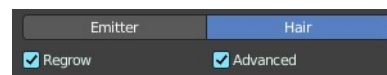
Add a new particle system.

Remove Particle Settings

Removes the particle system as the active particle system. Note that the particle system is still in the list.

Type

Main selector of the system type.

Note that some of the panels are identical for both particle types. But some not. Even when they have the same label.

Emitter

Emitter type. Particles are emitted from the object.

Hair

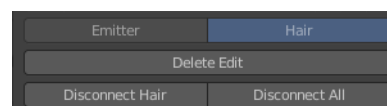Hair type, rendered as strands.

Regrow

Type Hair. Regrows the hair for each frame. This is useful when you are animating properties.

Advanced

Type Hair. Enables advanced settings, and reveals some more functionality. Which reflect the same ones as working in Emitter mode.

Delete Edit

Appears when you modify the particles in particle edit mode. Resets the

particle system to the default state before combing.

Disconnect Hair

Appears when you modify the particles in particle edit mode. Disconnect the selected hair from the emitter object.

Disconnect All

Appears when you modify the particles in particle edit mode. Disconnect the whole hair from the emitter object.