



26.10.17 Editors - Properties Editor - Particle Properties Tab - Velocity panel

Table of content

Velocity Panel.....	1
Normal.....	1
Tangent.....	1
Tangent Phase.....	1
Object Aligned X Y Z.....	1
Object Velocity.....	1
Randomize.....	1

Velocity Panel

The initial velocity of particles can be set through different parameters, based on the type of the particle system.

Normal

The emitter's surface normals (i.e. let the surface normal give the particle a starting speed).

Tangent

Let the tangent speed give the particle a starting speed.

Tangent Phase

Rotates the surface tangent.

Object Aligned X Y Z

Give an initial velocity in the X, Y, and Z axes.

Object Velocity

Let the object give the particle a starting speed.

Randomize

Gives the starting speed a random variation.

