26.10.2 Editors - Properties Editor - Particle Properties Tab - Emitter - Emission Panel

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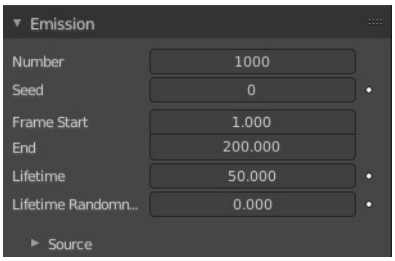
Emission Panel

The buttons in the Emission panel control the way particles are emitted over time.



Number

The maximum amount of parent particles used in the simulation.

Seed

Blender uses this as starting point to produce random numbers during the simulation.

Frame Start

The start frame of particle emission. You may set negative values, which enables you to start the simulation before the actual rendering.

End

The end frame of particle emission.

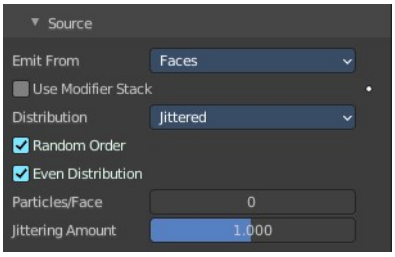
Lifetime

The lifespan (in frames) of the particles.

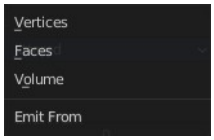
Lifetime Randomness

A random variation of the lifetime of a given particle. The shortest possible lifetime is Lifetime × (1 - Random). Values above 1.0 are not allowed. For example with the default Lifetime value of 50 a Random setting of 0.5 will give you particles with a live span ranging from 50 frames to 50×(1.0-0.5)=25 frames, and with a Random setting of 0.75 you will get particles with live spans ranging from 50 frames to 50×(1.0-0.75)=12.5 frames.

Source



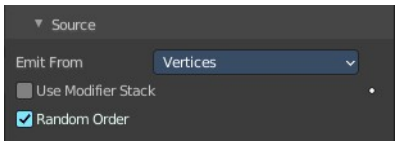
Emit From



Defines how and where the particles are emitted, giving precise control over their distribution. Defines also what content is displayed in the source sub panel.

Tip! You may use vertex groups to confine the emission, that is done in the Vertex Groups panel.

Vertices



Emits particles from the vertices of a mesh.

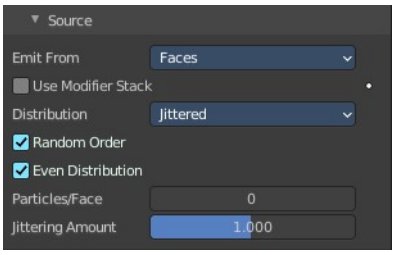
Use Modifier Stack

Take any Modifiers above the Particle Modifier in the modifier stack into account when emitting particles, else it uses the original mesh geometry.

Random Order

The emitter element indices are gone through in a random order instead of linearly (one after the other).

Faces & Volume



Faces emits particles from the surface of a mesh's faces.

Volume emits particles from the volume of an enclosed mesh. Your mesh must be manifold to emit particles from the volume. Some modifiers like the

Edge Split Modifier break up the surface, in which case volume emission will not work correctly!

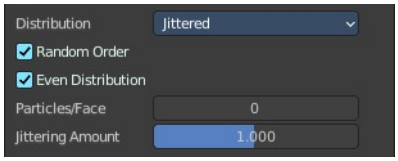
Use Modifier Stack

Take any Modifiers above the Particle Modifier in the modifier stack into account when emitting particles, else it uses the original mesh geometry.

Distribution

These settings control how the emissions of particles are distributed throughout the emission locations when emitting from either Faces or Volume.

Jittered



Random Order

The emitter element indices are gone through in a random order instead of linearly (one after the other).

Even Distribution

Particle distribution is made even based on surface area of the elements, i.e. small elements emit less particles than large elements, so that the particle density is even.

Particles/Face

Number of emissions per face (0 = automatic).

Jittering Amount

Amount of jitter applied to the sampling.

Random

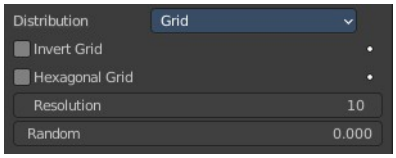
Random Order

The emitter element indices are gone through in a random order instead of linearly (one after the other).

Even Distribution

Particle distribution is made even based on surface area of the elements, i.e. small elements emit less particles than large elements, so that the particle density is even.

Grid



Invert Grid

Invert what is considered the object and what is not.

Hexagonal Grid

Uses a hexagonal-shaped grid instead of a rectangular one.

Resolution

Resolution of the grid.

Random

Add a random offset to grid locations.