



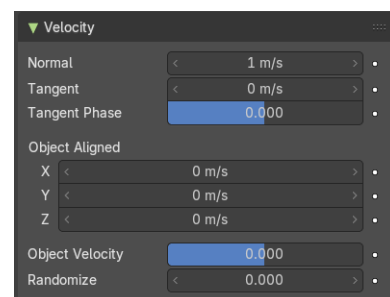
26.10.4 Editors - Properties Editor - Particle Properties Tab - Velocity panel

Table of content

Velocity Panel.....	1
Normal.....	1
Tangent.....	1
Tangent Phase.....	1
Object Aligned.....	1
Object Velocity.....	1
Randomize.....	1

Velocity Panel

Velocity settings.



Normal

Let the surface normal give the particle a starting velocity.

Tangent

Let the surface tangent give the particle a starting velocity.

Tangent Phase

Rotate the surface tangent.

Object Aligned

Let the emitter object orientation give the particle a starting velocity.

Object Velocity

Let the object give the particle a starting velocity.

Randomize

Give the starting velocity a random variation.