**Sources:**

<http://web.cs.wpi.edu/~matt/courses/cs563/talks/psys.html>

Particle Systems by Allen Martin

Gives an in-depth overview and description of particle systems as well as going into detail about the different components of particle systems. Also talks about the three main phases that Particle systems undergo

<https://ryzomcore.atlassian.net/wiki/display/RC/Particle+System+Editor>

Discusses how to create and edit different types of particle systems. Also gives a clear diagram of the different types of emitters and collision zones for particle systems.

**Images:**

<http://directtovideo.wordpress.com/2009/10/06/a-thoroughly-modern-particle-system/>

<http://ccl.northwestern.edu/netlogo/models/ParticleSystemBasic>

<http://positech.co.uk/cliffsblog/2009/01/page/3/>

<http://www1.in.tum.de/lehrstuhl_1/home/98-teaching/tutorials/507-sgd-ws13-tutorial-particle-systems>

<https://ryzomcore.atlassian.net/wiki/display/RC/Particle+System+Editor>

<http://www.leadwerks.com/werkspace/page/Documentation/le2/_/user-guide/editor/special-entities/particle-emitter-r514>

<http://www.kenottmann.com/2013/10/particle-systems-ii-animation/>

<http://wesleygamedesigner.blogspot.com/2013/02/particle-in-video-games-part-ii.html>