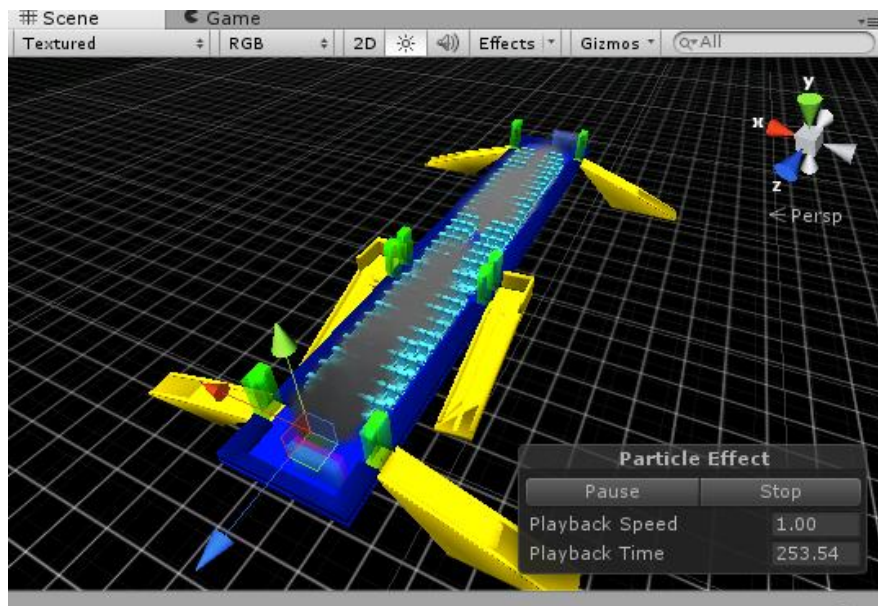


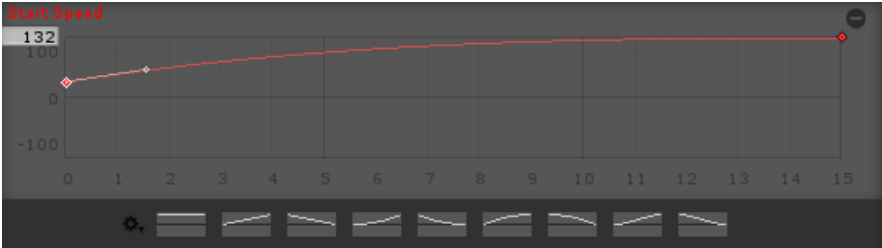
Smoke



Transform

Transform			
Position	X -385.1528	Y 59.94858	Z 436.8066
Rotation	X 1.43778	Y 180.834	Z 161.8451
Scale	X 1.367114	Y 1.367114	Z 1.367114

Particle System Settings

Duration	15.00
Looping	True
Prewarm	False
Start Delay	4
Start Lifetime	16.5
Start Speed	Curve between (35.69) increasing towards 132 
Start Size	10
Start Rotation	10
Start Colour	Grey
Gravity Multiplier	0
Inherit Velocity	0
Simulation Space	Local
Play on Awake	True
Max Particles	1000000

Emission



Selection: Time

Velocity over Time

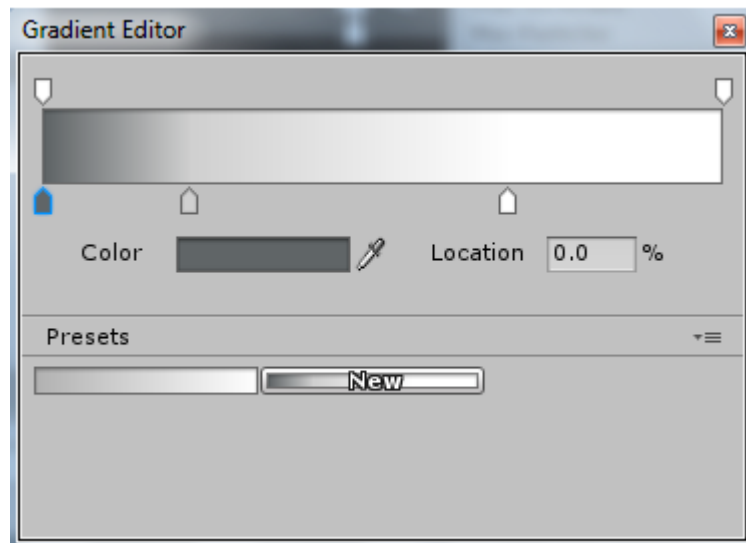
X	Y	Z
0	5	0

Space: Local

Limit Velocity over Time

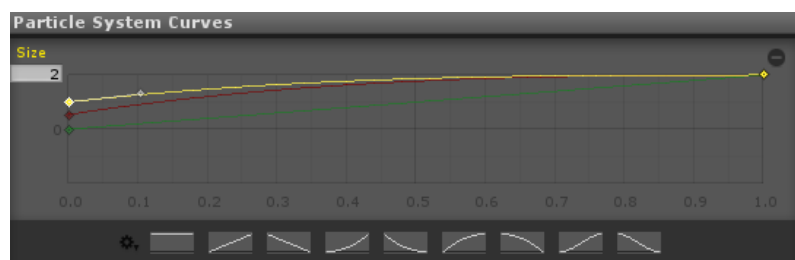
Separate Axis	False
Speed	10
Dampe	1

Colour over Lifetime



Size over Lifetime

Curve from 1.0 to 2.0



Collision

✓ Collision	
	World
Dampen	0.2
Bounce	1
Lifetime Loss	0
Min Kill Speed	0
Collides With	obstacle
Collision Quality	Medium
Voxel Size	0.5
Send Collision Messages	<input type="checkbox"/>

Renderer

✓ Renderer	
Render Mode	Billboard
Normal Direction	1
Material	Default-Particle
Sort Mode	None
Sorting Fudge	0
Cast Shadows	<input checked="" type="checkbox"/>
Receive Shadows	<input checked="" type="checkbox"/>
Max Particle Size	0.5

☒ Resimulate ☐ Wireframe