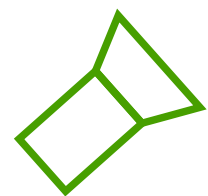
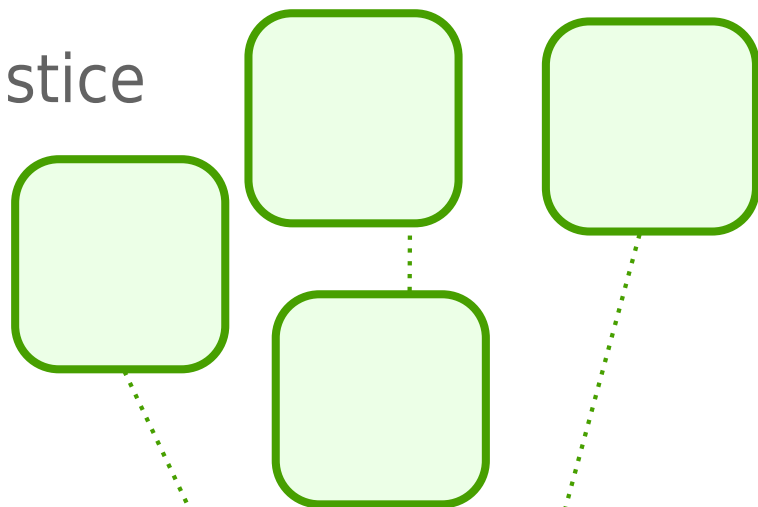


# Částicový systém

Částice



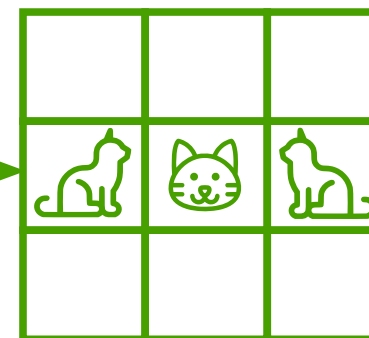
Pozice kamery

	$UV_1$
	$UV_2$
	$UV_3$
	$UV_4$

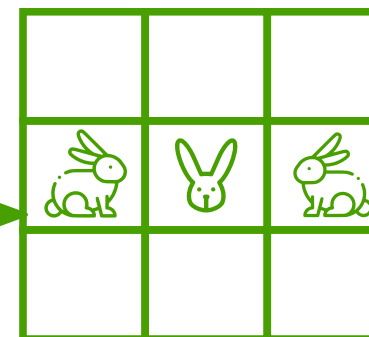
Tabulka potřebných **uv**



# Generator store



Generator<sub>1</sub>



Generator<sub>2</sub>

Dogenerování