INTRODUCTION TO 3D VISUALIZATION

BASIC PARTICLE SYSTEM TUTORIALS

For urban, architecture and landscape architecture

Optimization, Animation, Rendering, and Post-production process

Velocity Type A on the vector field

Grid spacing: 10.0 unit
grid padding: 5.0 unit
Fluid motion: active

Density
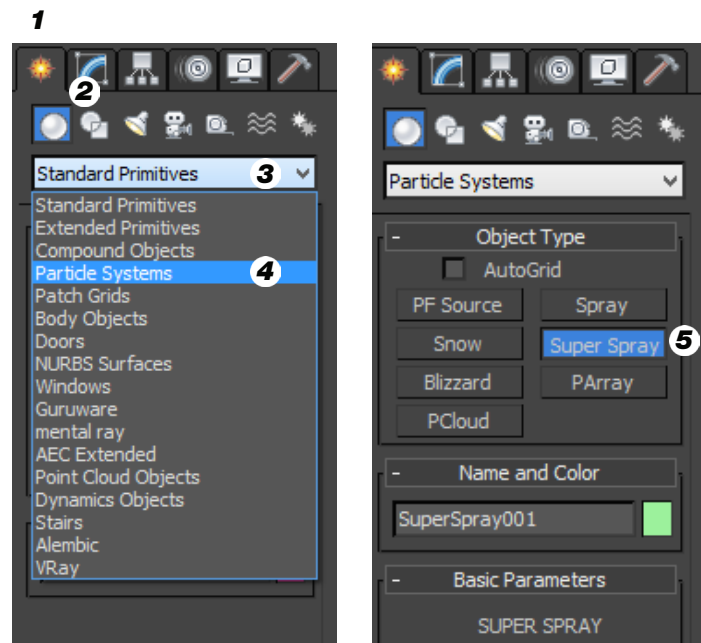max

min

Velocity
fast

slow

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Understanding Particle System in 3ds max

3ds max provide with several particle systems, including event-driven particle system.
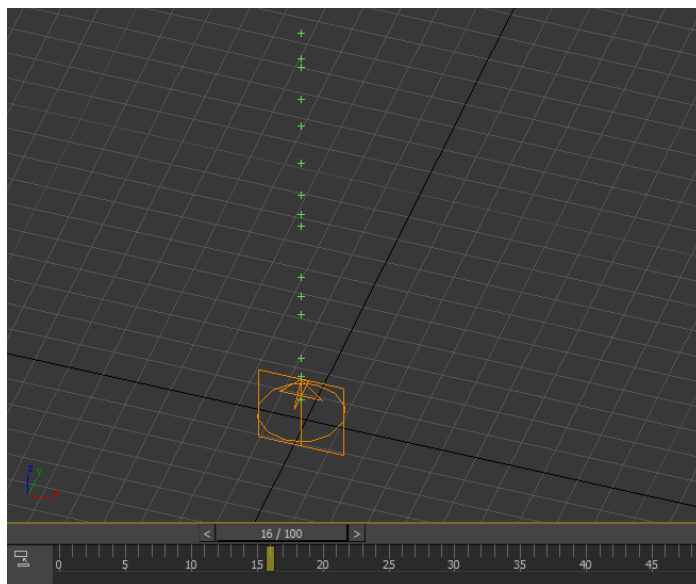
1

1 go to create panel

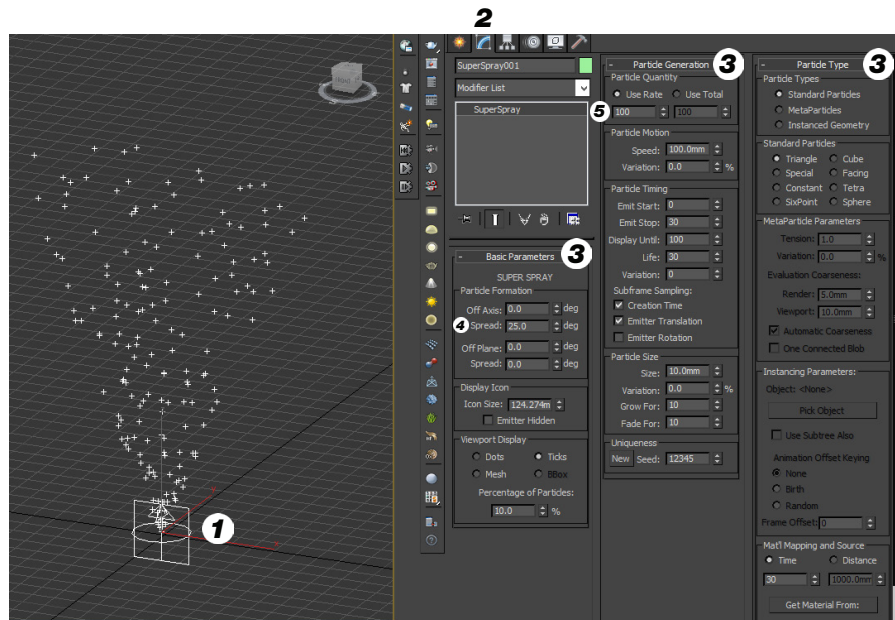2 click geometry button

3 click the Drop-down menu
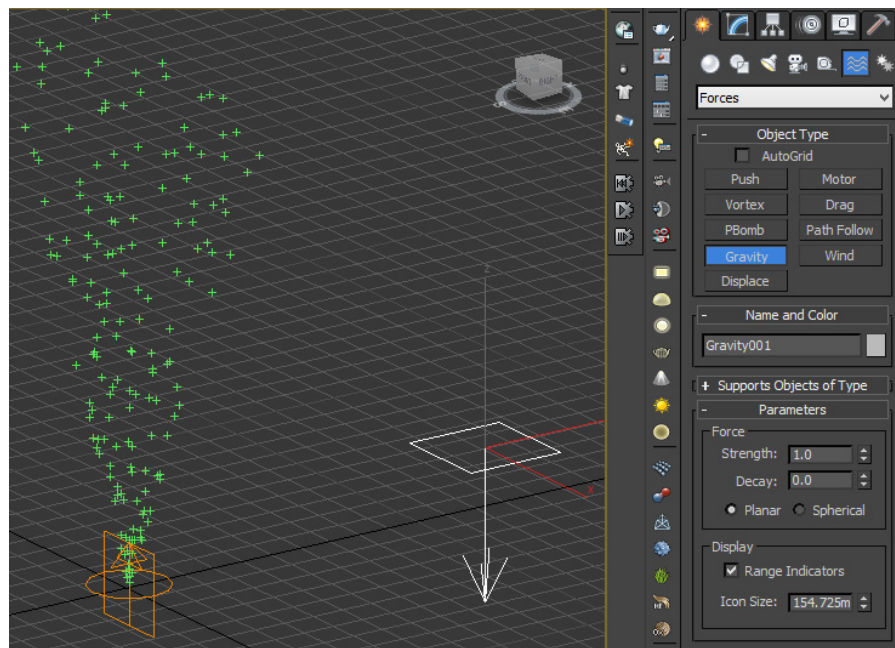
4 choose Particle Systems

5 click the Super Spray

And then you can create it by click and drag in the view

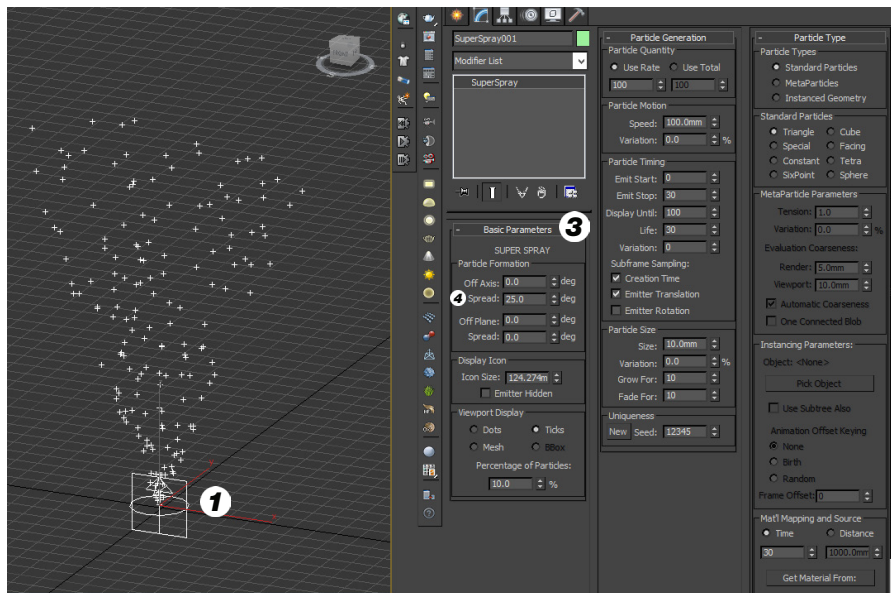if you drag the Timeslider Bar, the Super Spary creates parties.

1 select the Particle System(PS)

2 go to Modify panel

3 click each menu to expand and show the parameters of PS

4 Spread: 25.0

5 Use Rate: 100

Thus, you increase the angle of particle behavior, and the number of particles in the screen.

So far so good, we will install forces that interact with the PS.

1 go to Create panel

2 click the Space Warps

3 click Gravity in the Forces menu

4 click and drag in the viewport to create a gravity force
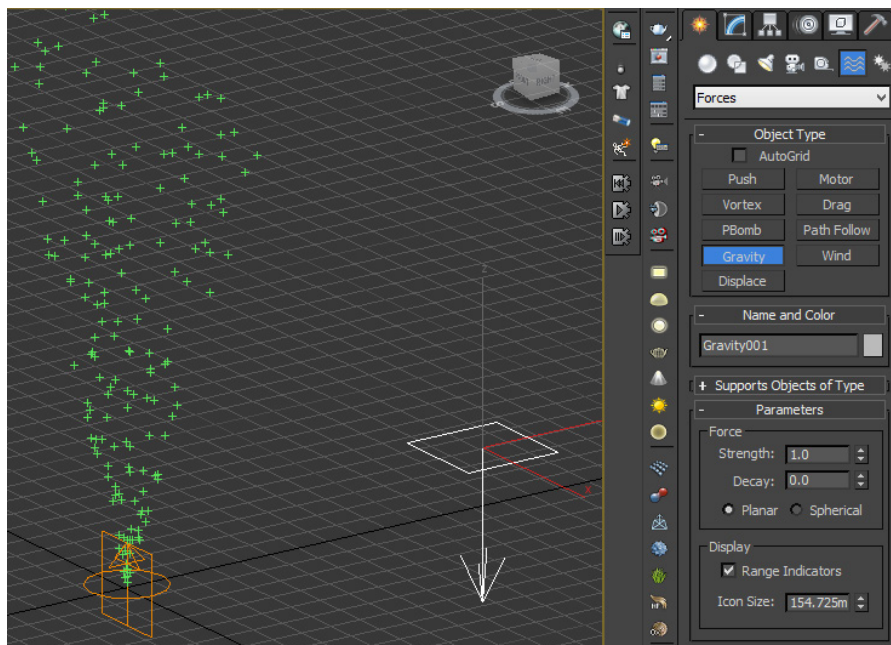
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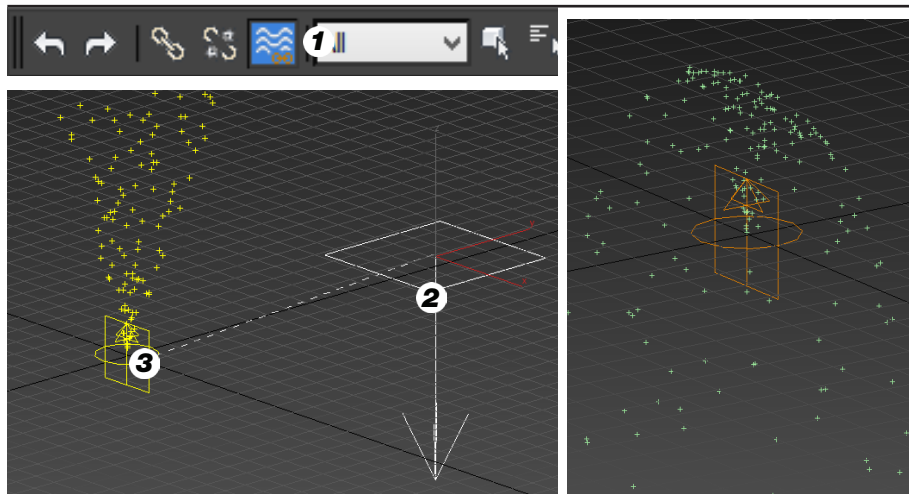
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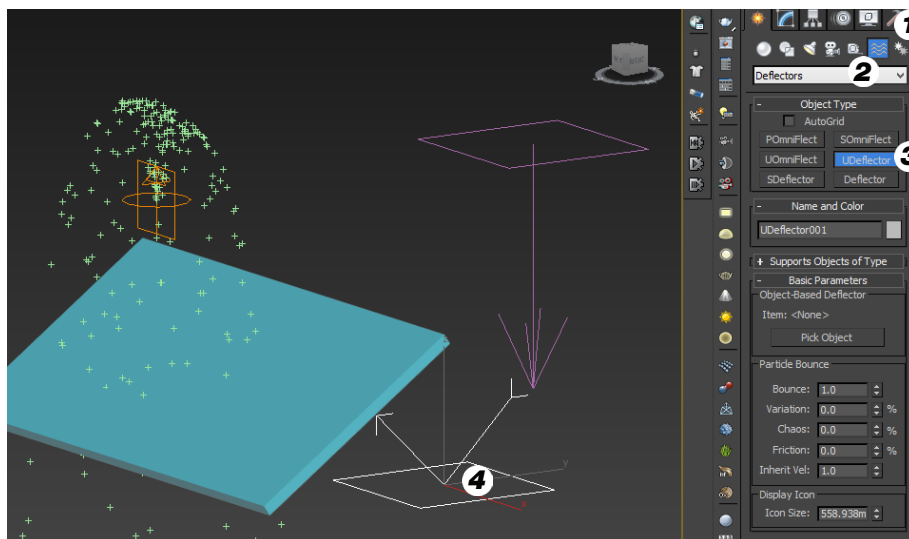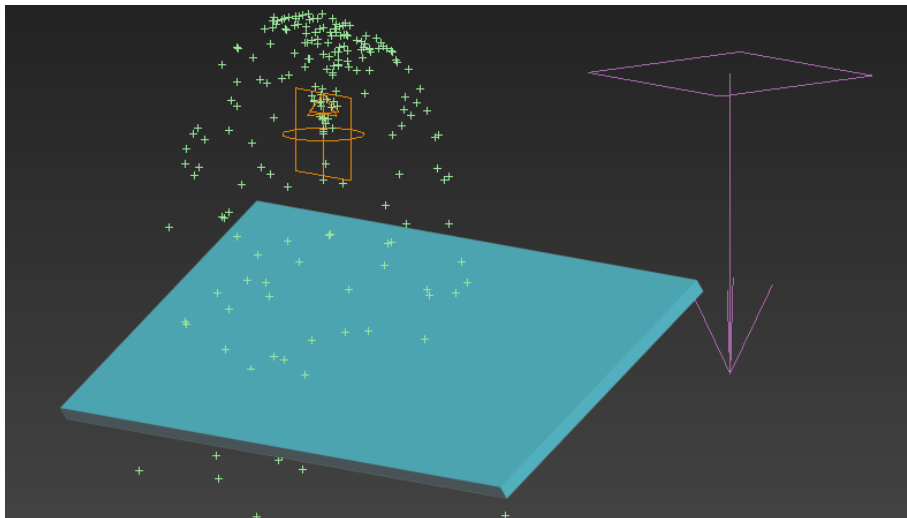*But noting happen, don't worry, we need to bind each other.*

1 click the Bind button
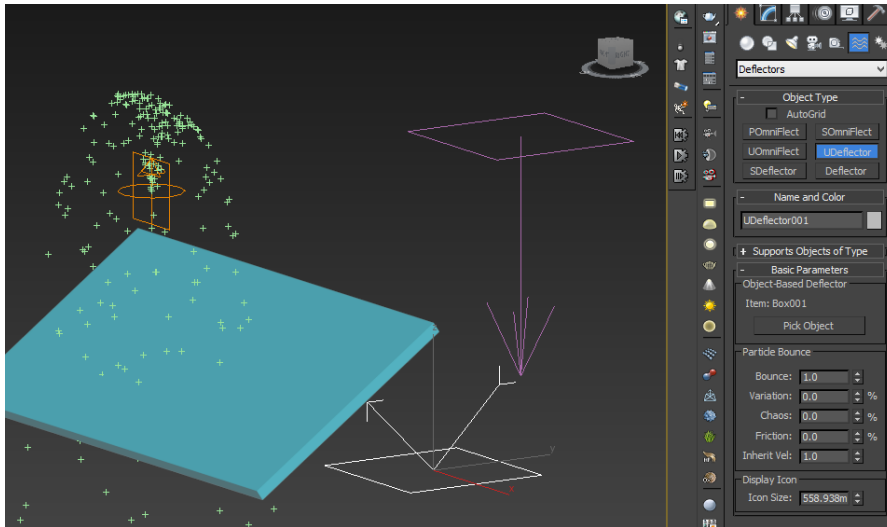
2 click the gravity and....

3 drag and drop on the PS

Move Timeslider bar!!

What happen?? If you feel like the
gravity is too strong, try to find how
to decrease the gravity force on the
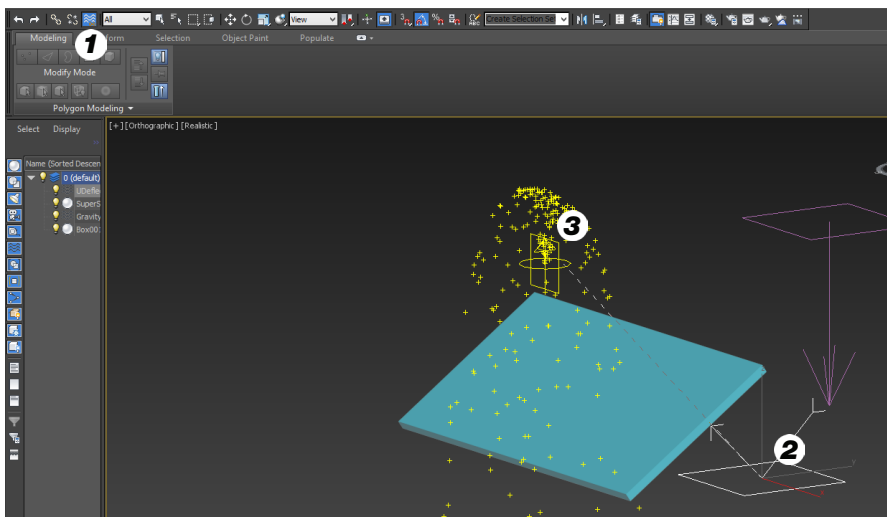*Modify panel.*

Let us create a book like this!

1 click the Space Warps

2 choose Deflectors menu

3 click UDeflector button
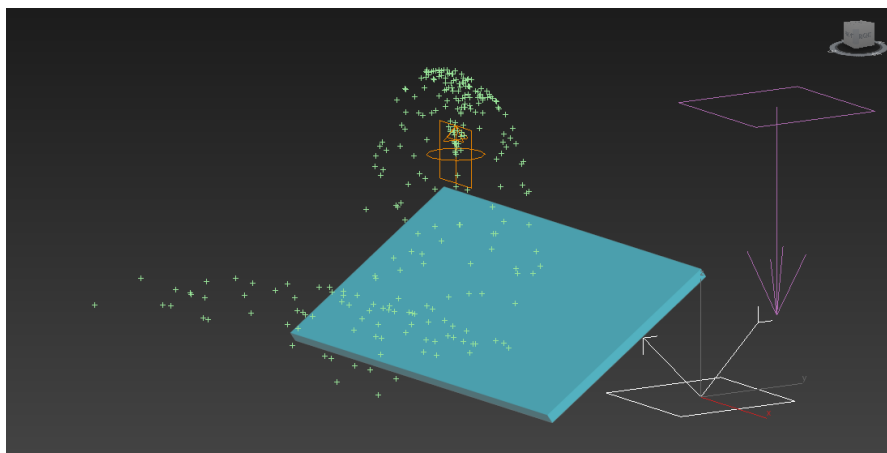
4 create a UDeflector by click and

drag in the viewport

1 click Pick Object on the panel

2 select the box in the viewport

But noting happen? This is because

we need to bind!!!

1 click the Bind button

2 click the UDeflector in the view-

port and....

3 drag and drop on the PS

move Timeslider, and see what

happen in the viewport!!!

Memo