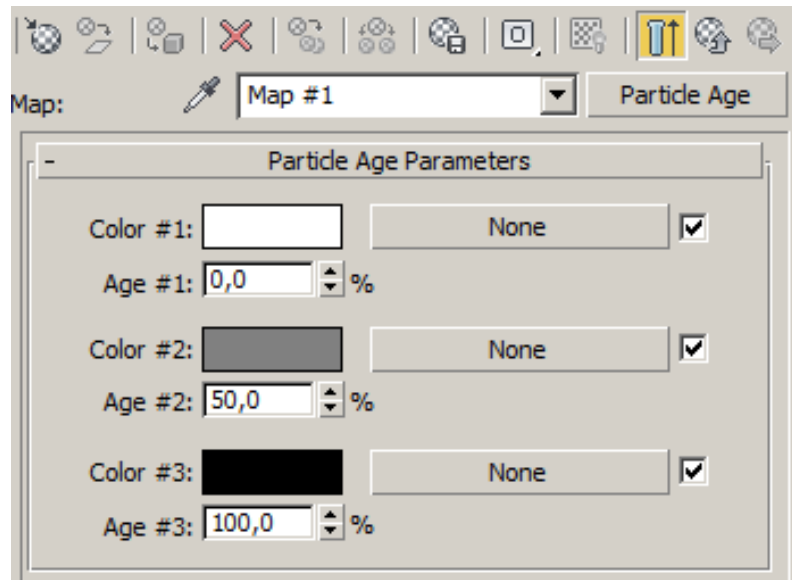


## Particle Mapping for different effects

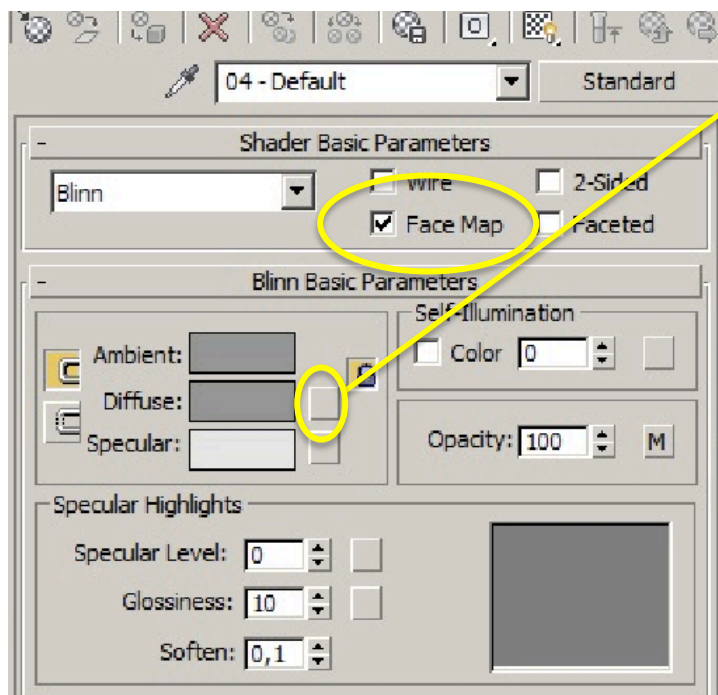
### *Particle Age Map: changing the appearance through time.*

The way this map functions is by changing the appearance of a particle/object from its birth to its death in three stages.

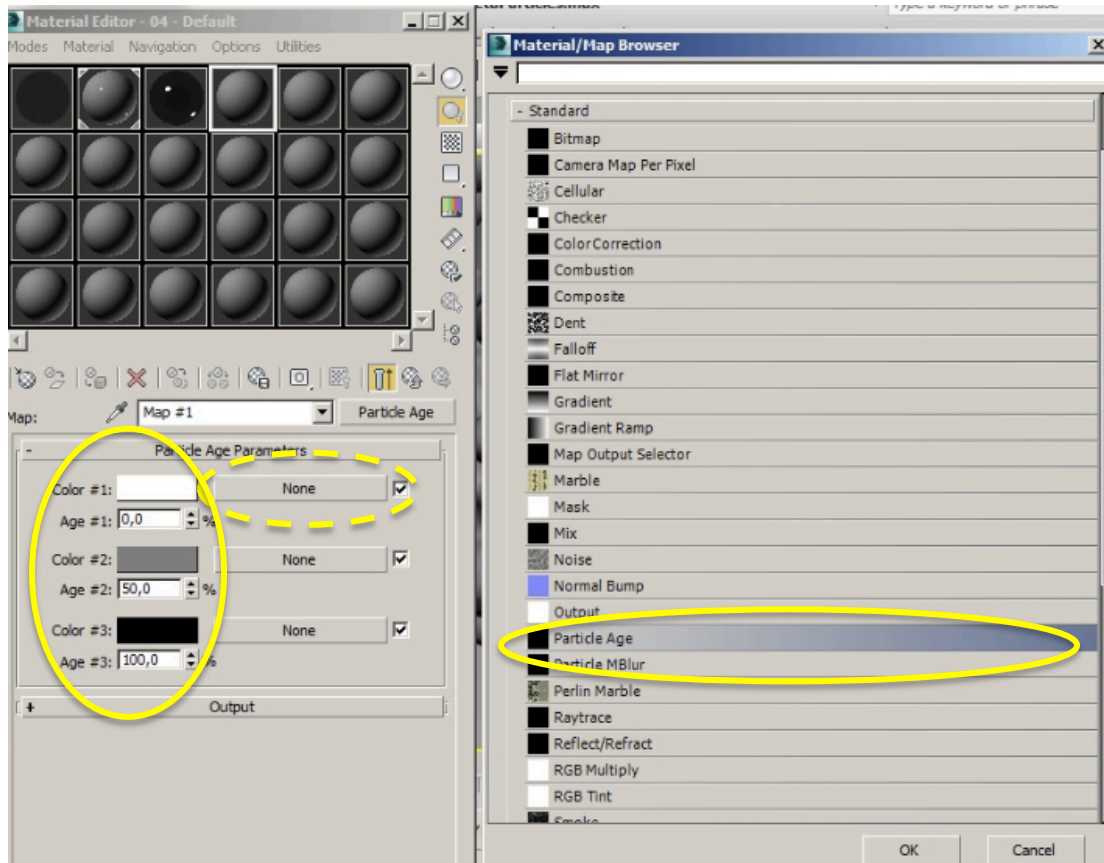


To apply changes to color using the Particle Age Map just follow the next steps:

1. Choose an empty Material slot in the material editor.
2. Create a **standard** *Blinn* Material and check the FACE MAP on.
3. Inside the Blinn, go to the **diffuse** section and click on the assign map button.

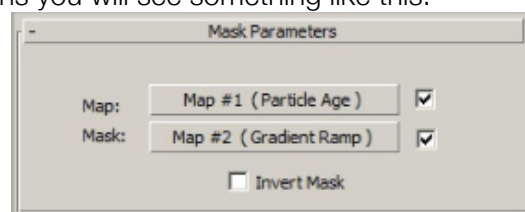


4. Then when the library opens just select the particle age map.
5. Inside the particle age map you will have three stages (ages) in which a particle can change through an animation. It can be color changes or topography changes by applying more materials by pressing the NONE button. The percentage refers to the percentage of time in which that new color will appear.

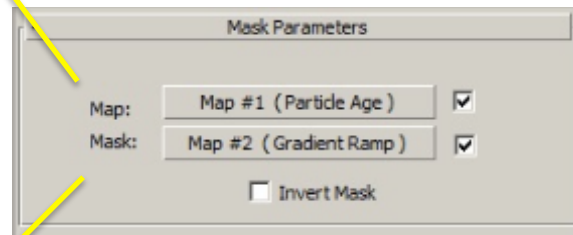


#### Using the Age Map and Mask for Transparency Control

1. Choose an empty Material slot in the material editor.
2. Create a **standard Blinn Material** and check the FACE MAP on.
3. Inside the Blinn, go to the **diffuse and ambient** section change their color to WHITE.
4. After that move to the Self-Illumination section and leave the color value at 100 for glowing more vibrant particles upon rendering and the opacity at 100.
5. Click on the empty button on the right side of the opacity and select a MASK map from the material browser.
6. Once that opens you will see something like this:



7. In the MAP parameter you can add the material that is going to be mapped. It can be what ever you want. You can even have a Particle age for both mask and map in the mask parameters.



8. The MASK parameter is the important one. You must choose a map that will give you the options of **black, gray, white** colors because the black is what is going to be cut out of the image. In our case the **black and gray** is what is going to help to feather and blend the edges of a particle whit it's environment. Like in the next example:

