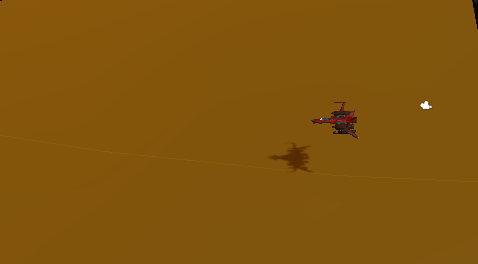
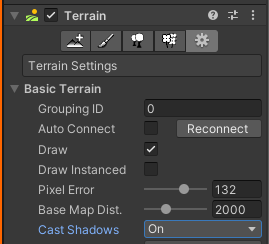
**Create Bullet Particles**

**Objective**: In this lesson, we're going to do an introduction to particle systems and we're going to use bullets as our example, so that we can create a bullet, laser beam system shooting out of our player ship.

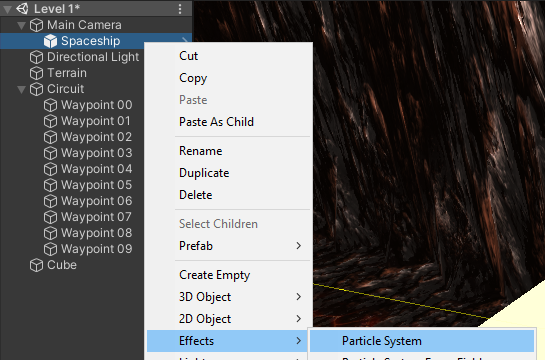
1. First I created a platform under the rocket so I can see the changes easier without it blending into the environment.



1. I also took a small amount of time to flatten out my map so the rocket continuously travels within the canyon. I also change the Terrains **Base Map Dist** to **2000** and turned **Cast Shadows On.** I've found these two haven't had a huge impact for me. If you want to play around with what has impact for you, that's cool.

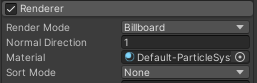


1. What we want to do to start off is to create a particle system that we're going to child underneath the player ship. So if you right-click on the Ship and go to **Effects** and **Particle System**. We get that particle system that's going to shoot out a nice slow kind of boring ray out of the ship which is fine.



Our goal here by using a particle system is to create projectiles which can be like laser beams or bullets to say, here is the player and down here might be an enemy when a projectile collides with that enemy, then triggers something, for example, trigger an explosion.

1. Rename particle system to **Bullets**.
2. I'm going to start by looking at the texture, or the material that's being applied to each of these particles that's being emitted from this. To do that, we scroll all the way down in the inspector to **Renderer**, click on Renderer to expand that tab, we'll call it. And then at the moment we're seeing **Default Particle**.



1. Now I'm going to give you guys an asset pack, which will have something called **Particle** **Materials**. Drag it on to the **Assets** folder and import all. You should now have a folder called **Particles.**



1. Now back in the Renderer tab I’m going to change the **Material** from **Default** to **Particle Square**

