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**Q: How can I make particles fall from points using a popnet node without including a windforce node?**

**A:**

To make the particles fall using a popnet node without a windforce node, first, create the network pane geometry from objects and then add a grid node. Then, add the popnet node to the network pane and connect the grid node's output to the popnet node's input. Double-click on the popnet node in the network editor pane to go deep into dynamics, where we change the nodes inside dynamics rather than using the windforce node to make the particles fall. Change the emission type to points in the pop source node, which is named source\_first\_input, and find the source section to allow each point on the connected grid to be used. We can adjust the constant birth rate in the birth section to a value that allows us to clearly see the particles fall. To enable velocity and variance, select add to inherited velocity from the drop-down of initial velocity and change the velocity y-axis to -1 and variance to 0 in all axes, which causes the particles to fall in a uniform matter from points. Add a "popcolor" node later to make the particles even more interesting, like rain. After making the changes, press the U key to return from dynamics to geometry, where we can enable the blue tag for popnet and play the animation from the bottom play bar to see the particles fall from points.

