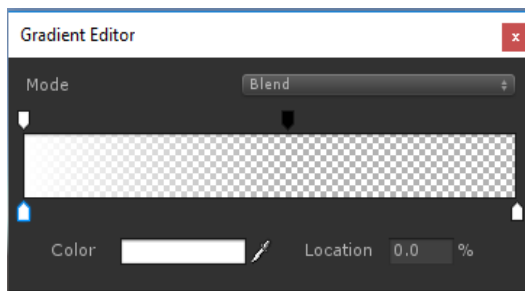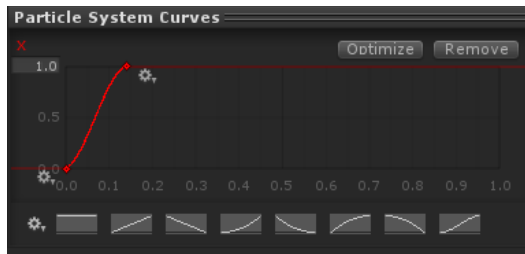# *Particles*

Particles can be used for a lot of reasons such as adding life to your project, hiding the spawning or destruction of objects, and providing feedback to the player. To begin it will be useful to download and import some standard assets from the Asset Store. Just import the Materials and Textures from the Particle System section. We are going to start by making an explosion particle system by selecting GameObject->Effects->Particle System from the menu and rename it to Explosion.

Now we need to change a few values in the inspector.
- Change the Duration to 1.00
- Turn off Looping
- Change Start Lifetime to 1
- Change Start Speed to 1
- Change Start Size to 5
- Under Emission change Rate over Time to 2
- Under Shape change Angle to 1
- Under Shape change Arc to 1
- Under Color over Lifetime we want to change the Alpha to 0 halfway through

- Under Size over Lifetime we want to grow the particle quickly

- Under Renderer change the Material to use the ParticleFirecloud from the Standard Assets

If you play the current particle system you will see a very basic explosion effect. Now we can add some Sub Emitters to add some smoke. First we will need to create a new particle system and name it Smoke. And change the following values:

- Duration 3.00
- Looping off
- Start Lifetime 3
- Start Speed 1
- Start Size 2
- Shape->Angle 10
- Color over Lifetime start at Alpha 0 to 255 and back to 0
- Size over Lifetime

- Renderer->Material ParticleSmokeWhite

Then you need to add a Sub Emitter to the Explosion and add the Smoke particle system to the first slot. Now when you play the particle system you should get a basic explosion with some smoke that lingers afterward.