**Getting Started - Chapter 6 - Build a Particle Fountain**

**@@启程-第六章-建造一座由粒子构成的喷泉@@**

**A Particle Fountain**

**@@一座由粒子构成的喷泉@@**

Every village needs water so let's put in a fountain. We will go for one with rotational symmetry using a lathed mesh to create it. Fine particles will be recycled to produce a water effect. So that we do not waste water let's add a switch event to turn it on or off.

@@每座村庄都需要水，所以让我们放一座喷泉进来。我们将用一个车削网格，来生成一座旋转对称的喷泉。我们将用合适的循环粒子来产生水的效果。为了不浪费水资源，我们再添加一个切换事件用来开闭喷泉。@@