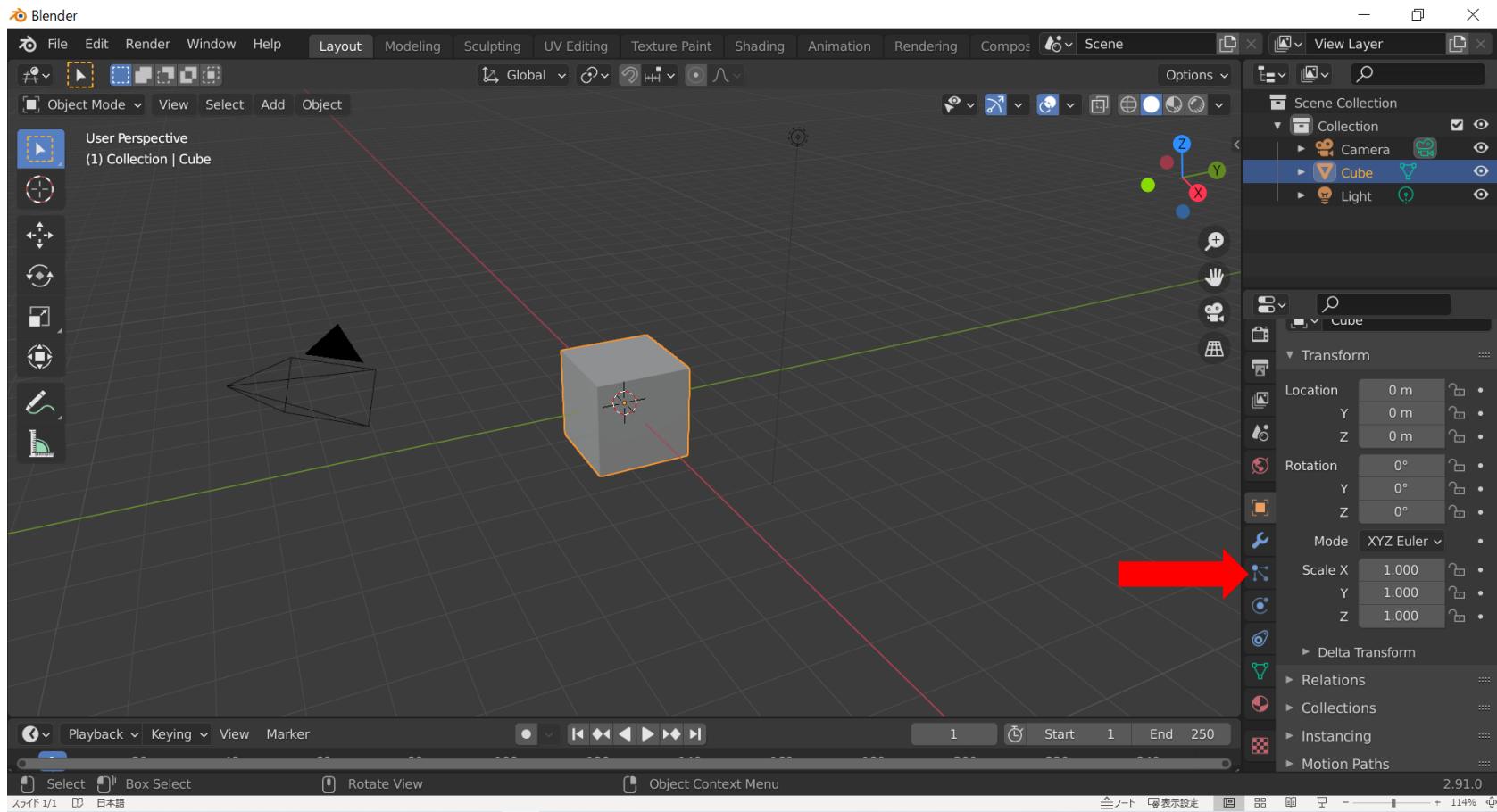
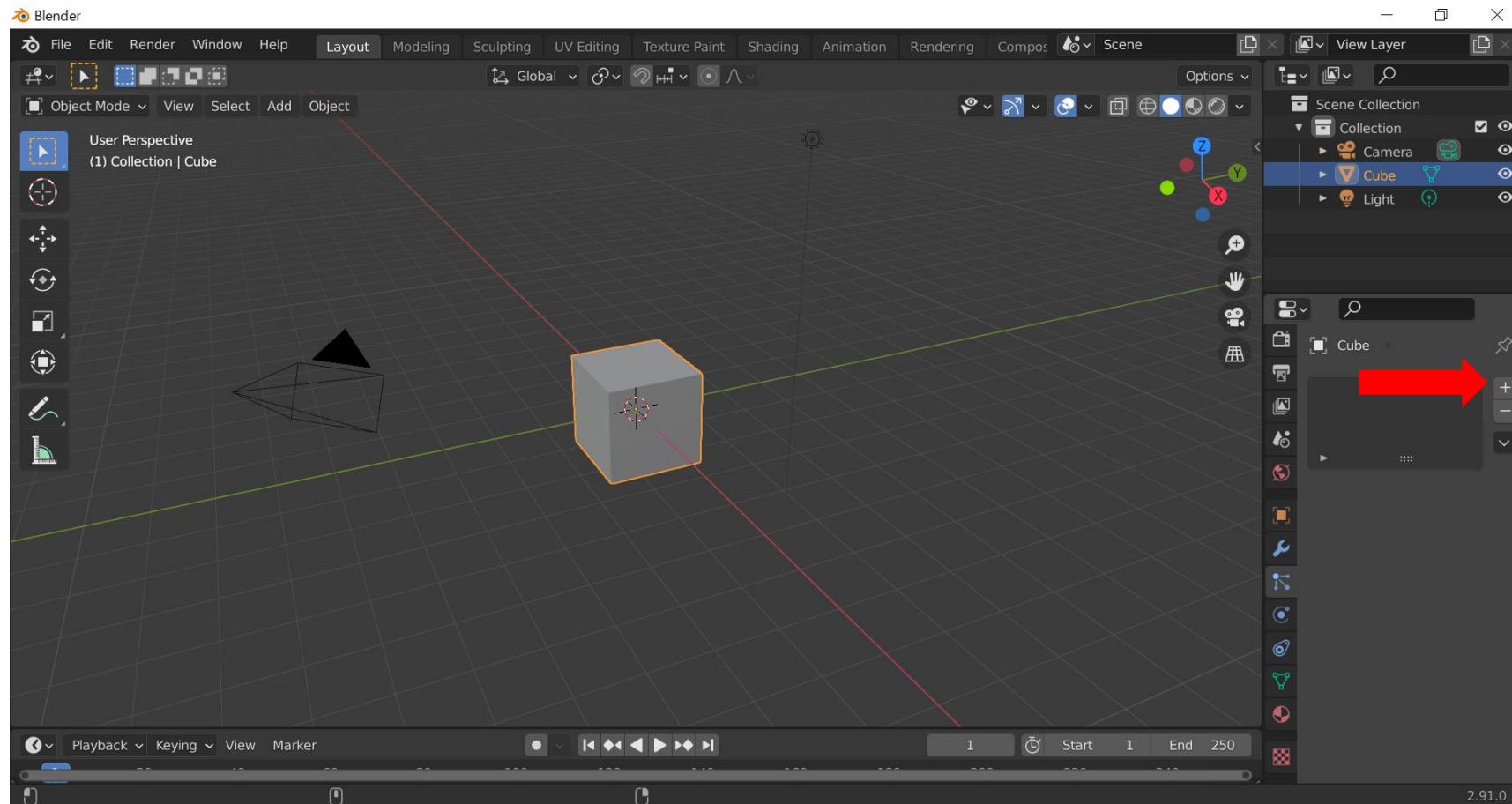


パーティークル

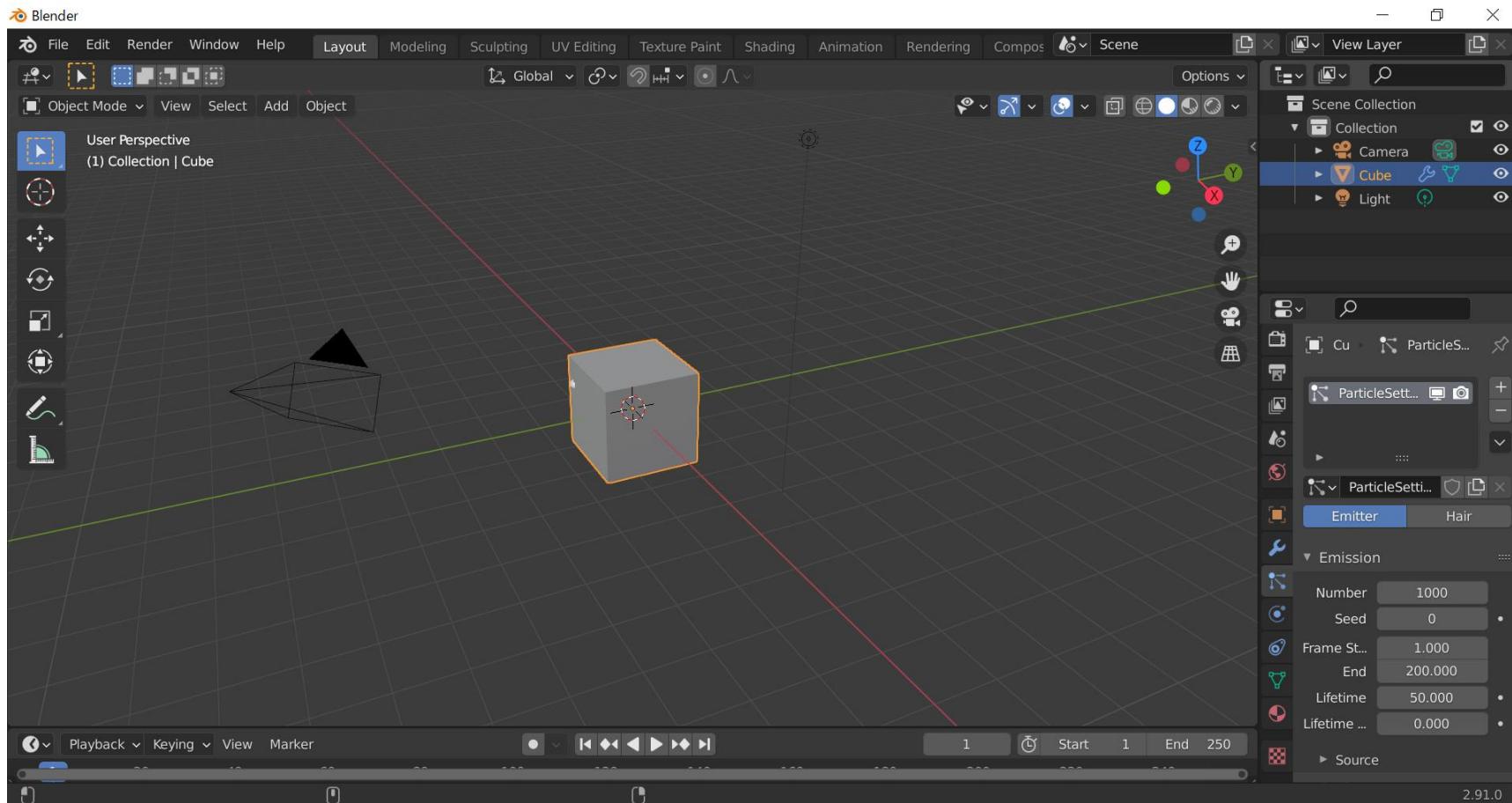
PropertiesからParticleを選択



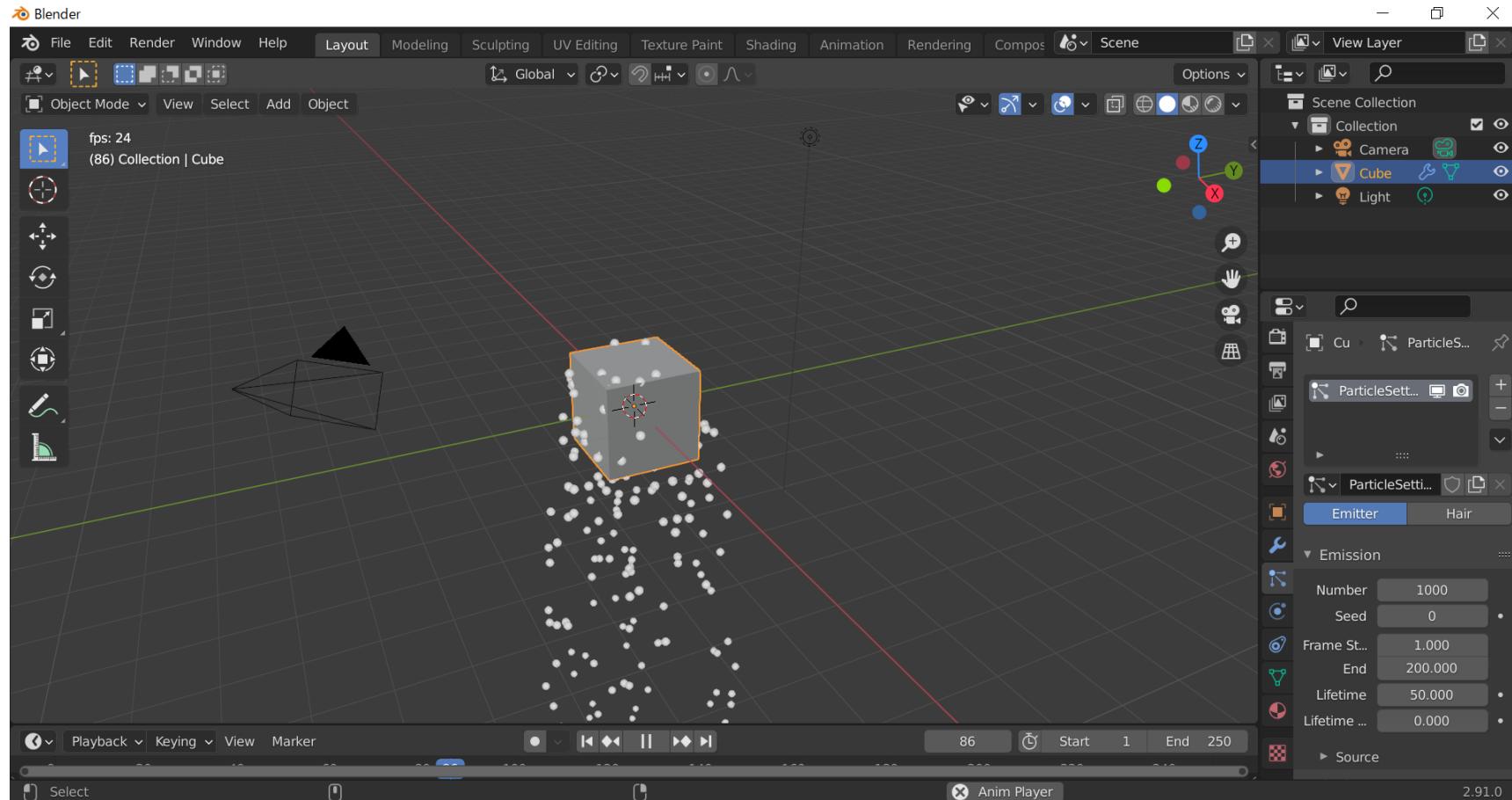
+ を選択



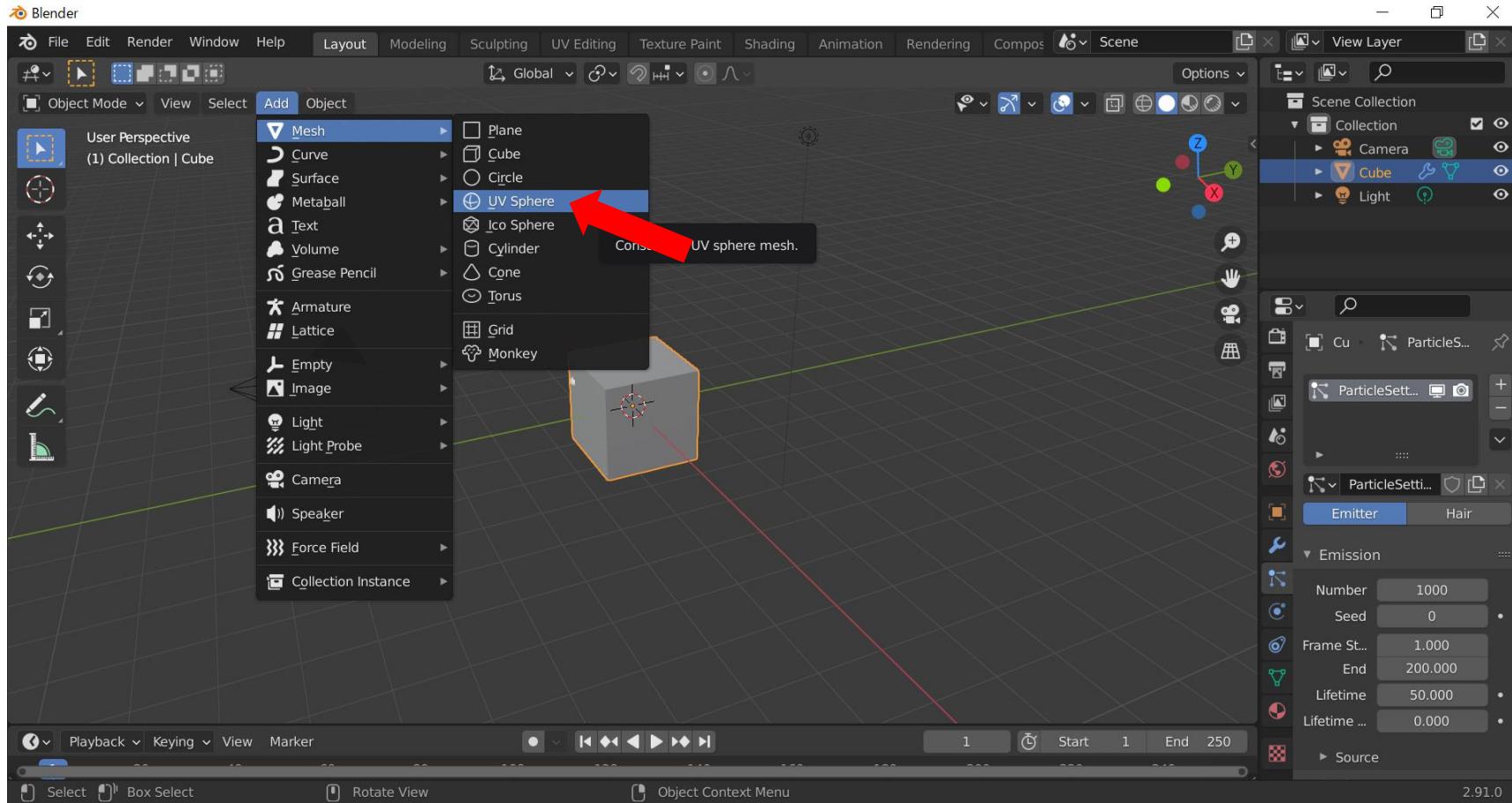
色々なプロパティが表示される



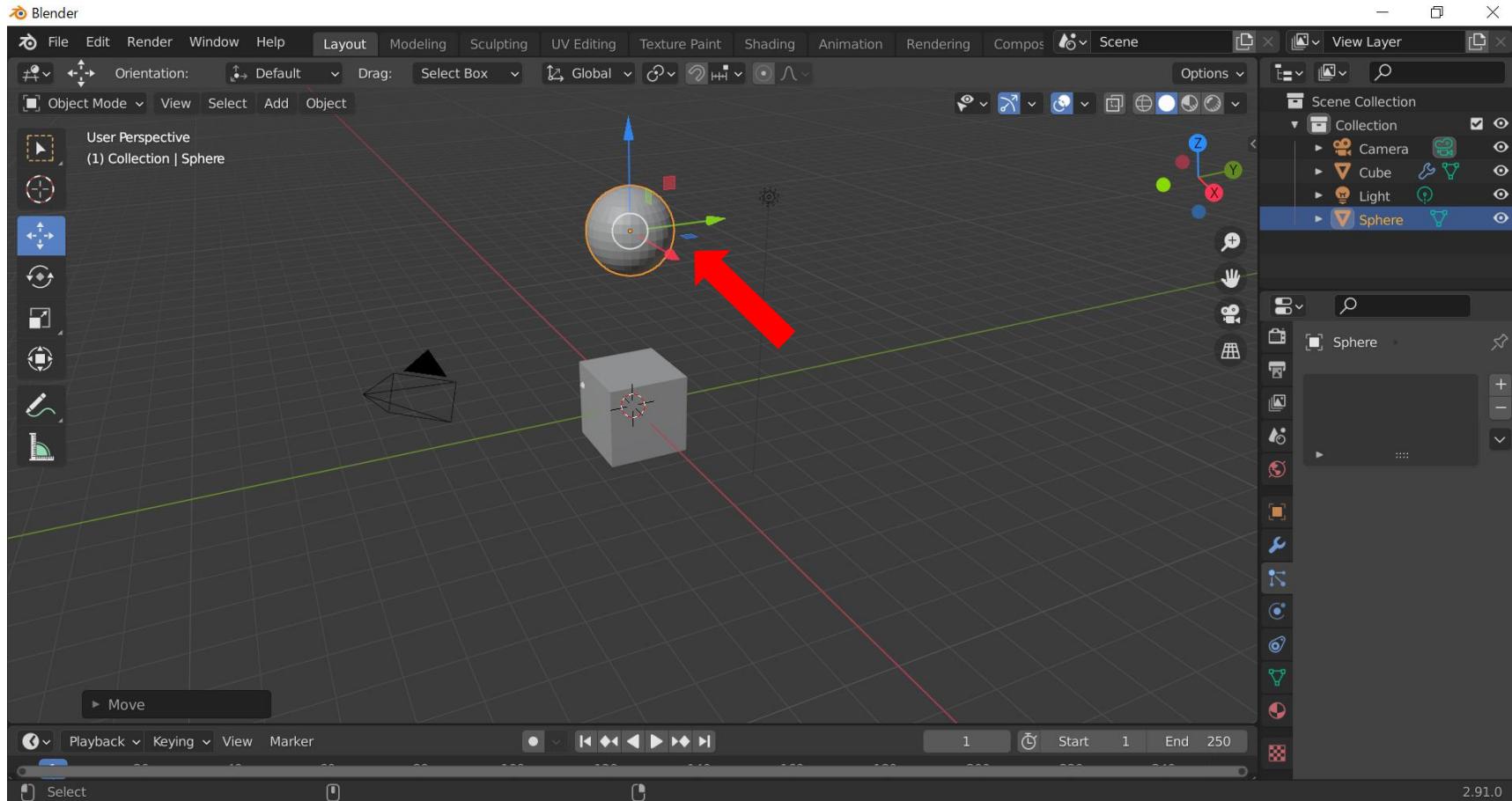
アニメーションを再生するとCubeから
パーティクルが流れ落ちる



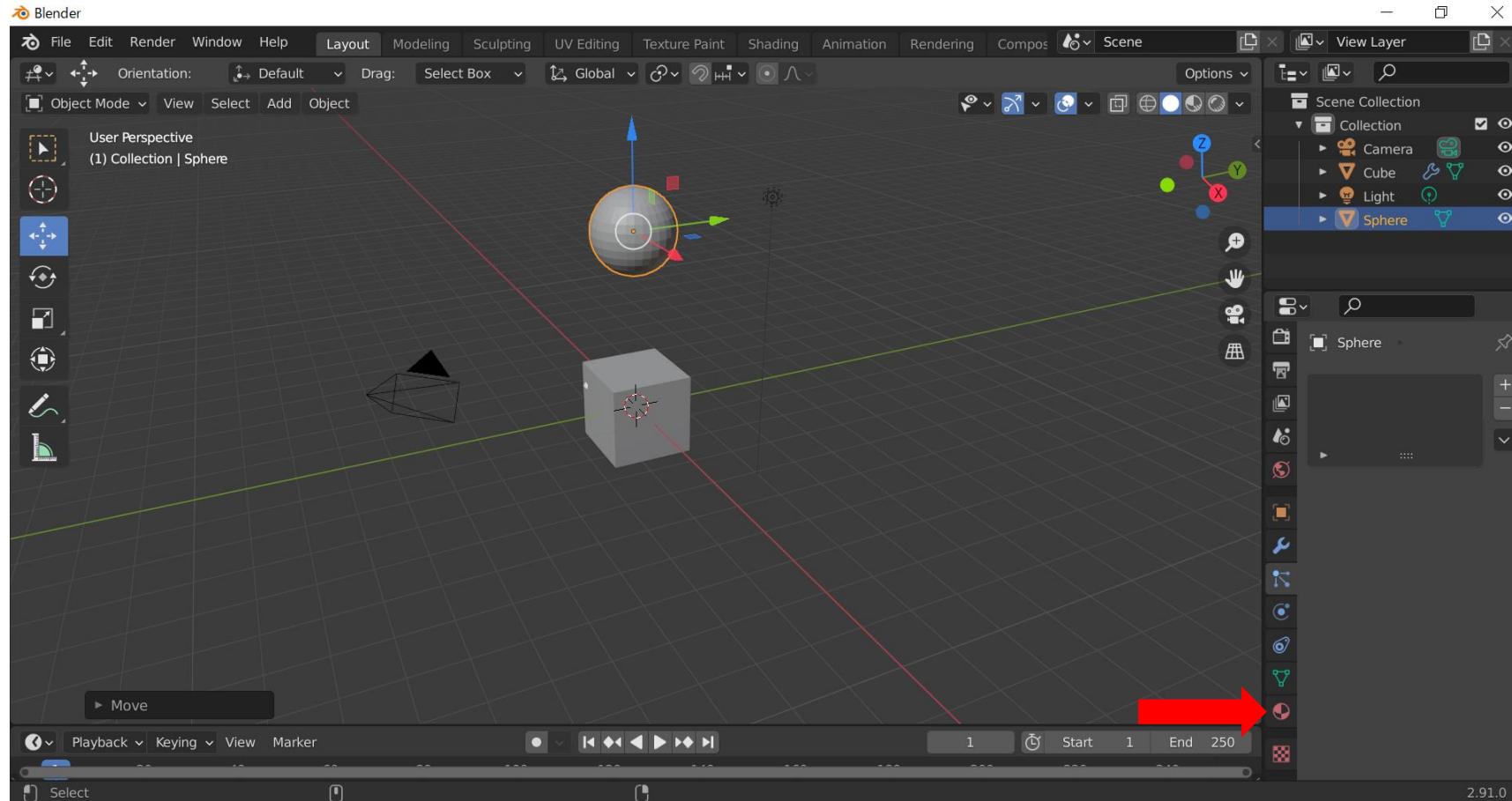
Add→Mesh→UV Sphereを選択



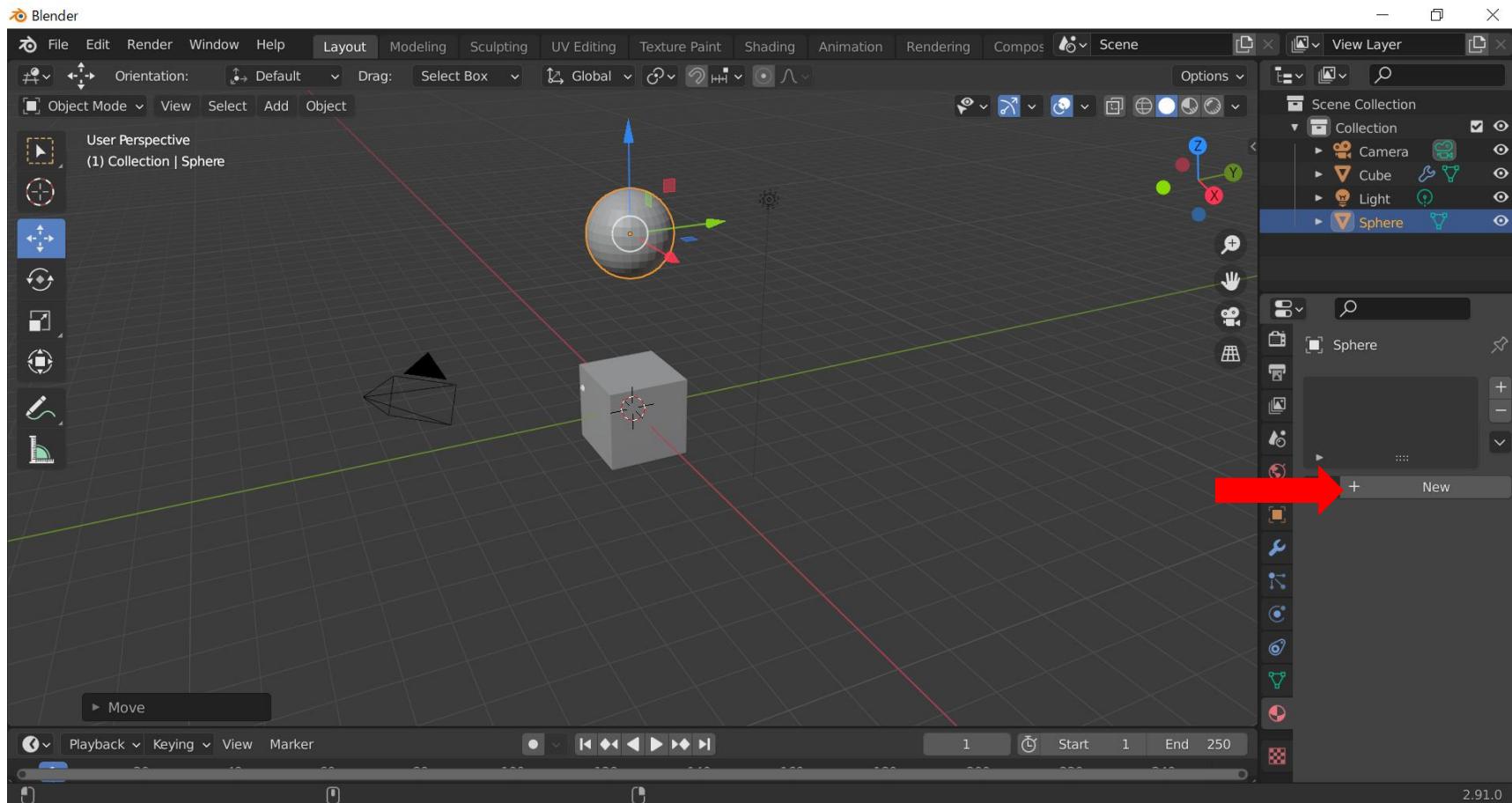
出てきたUV Sphereを上方に移動



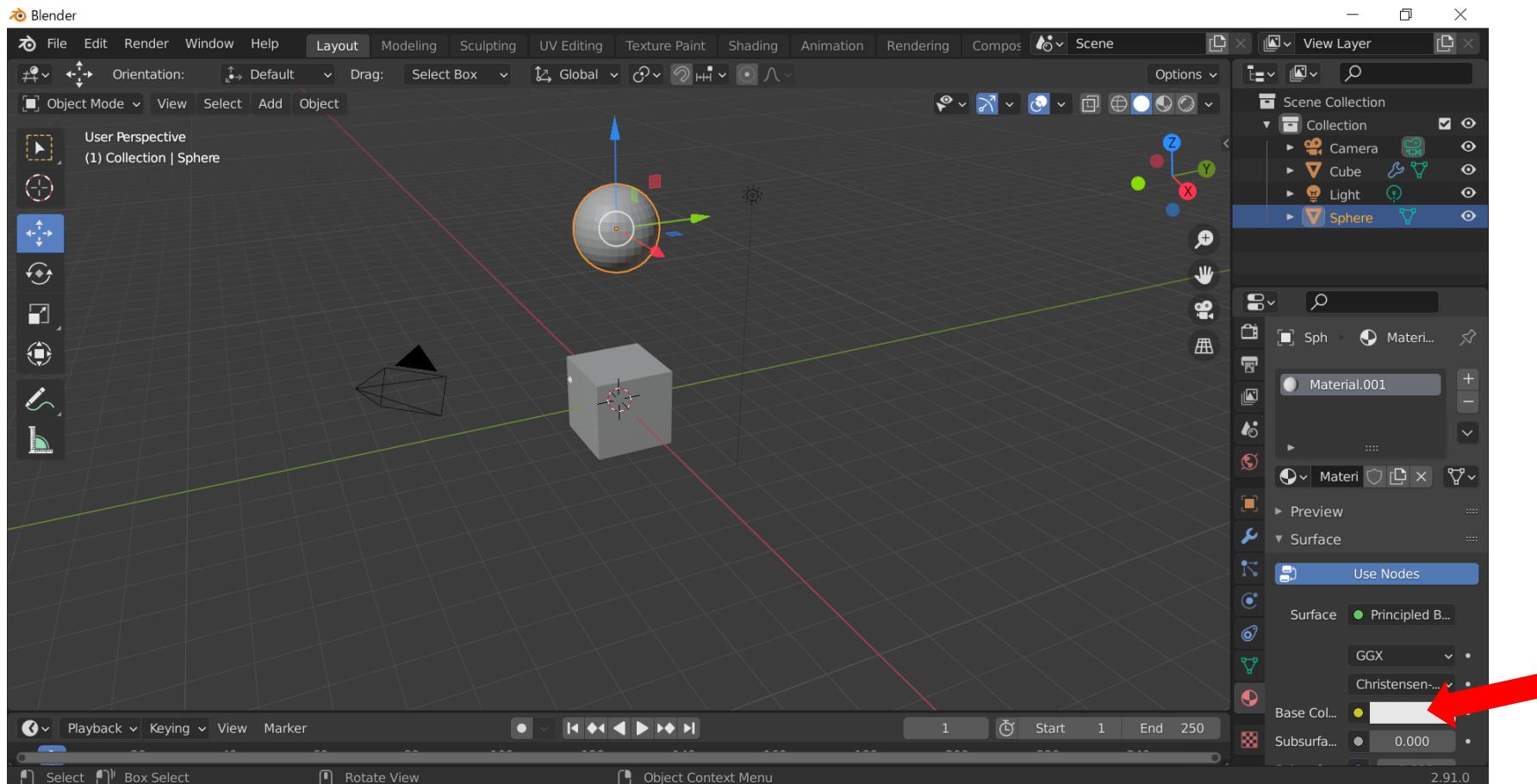
UV Sphereが選択された状態でのMaterialを選択



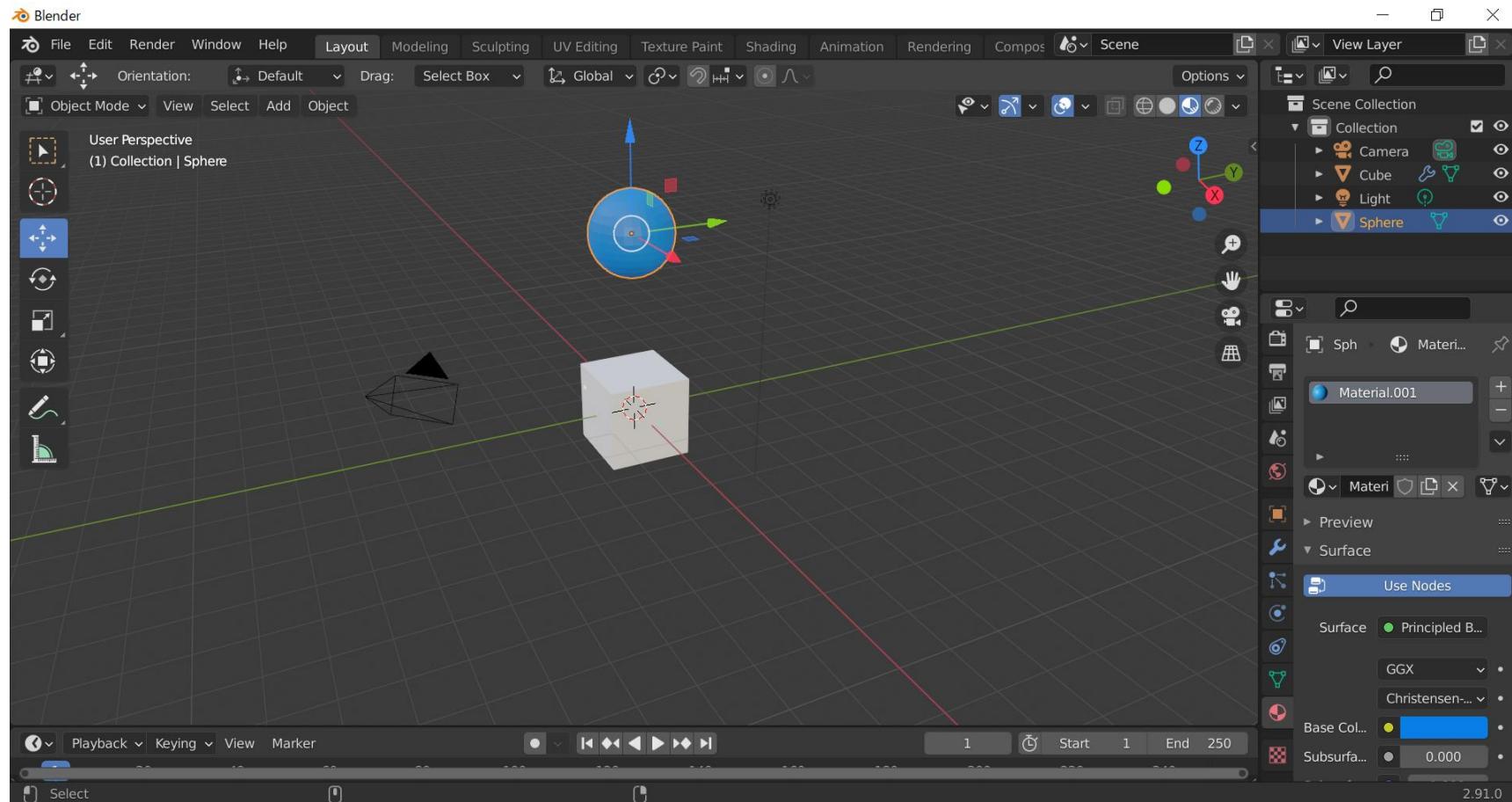
Newを選択



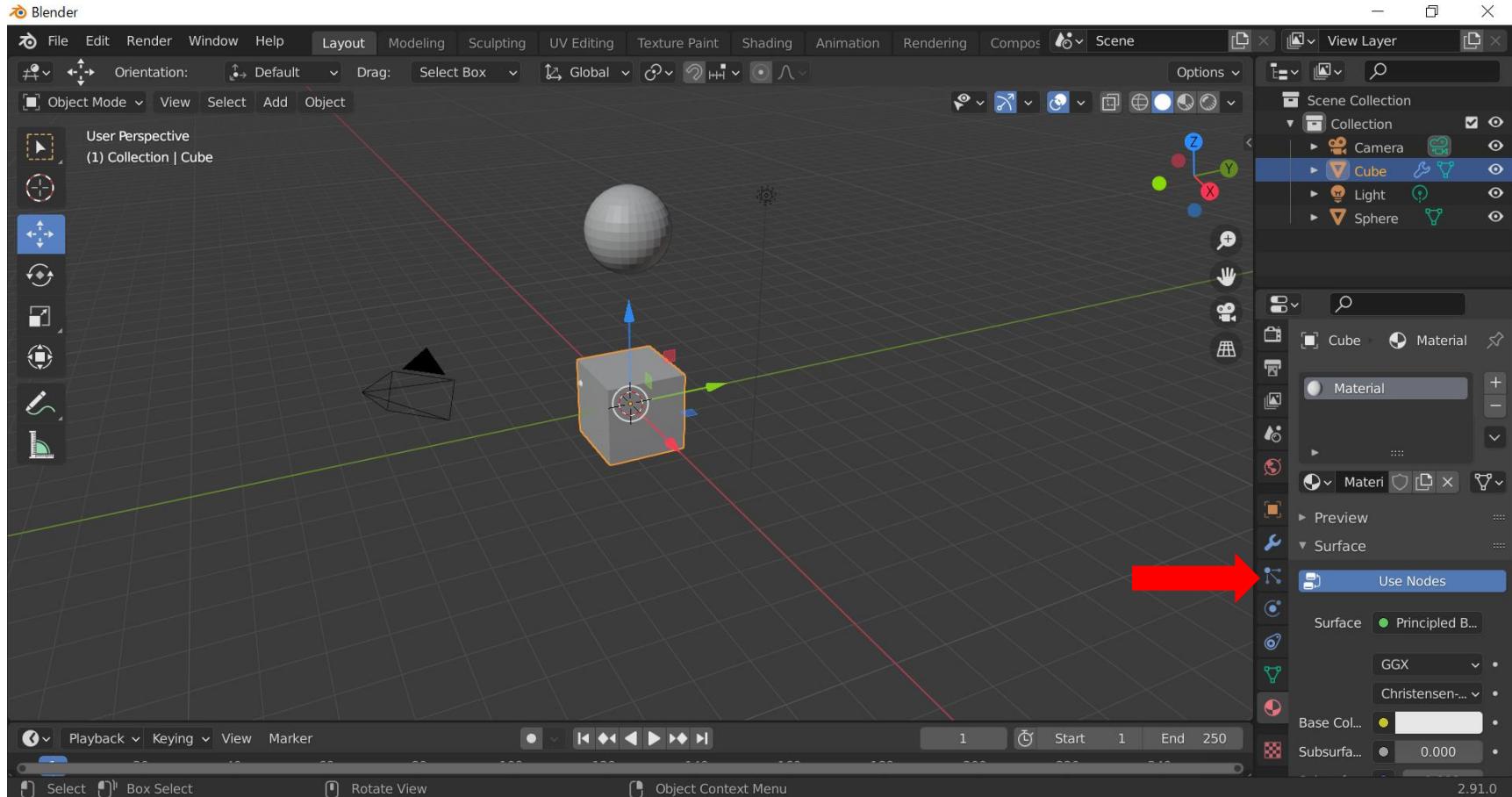
Base Colorで好きな色を選択



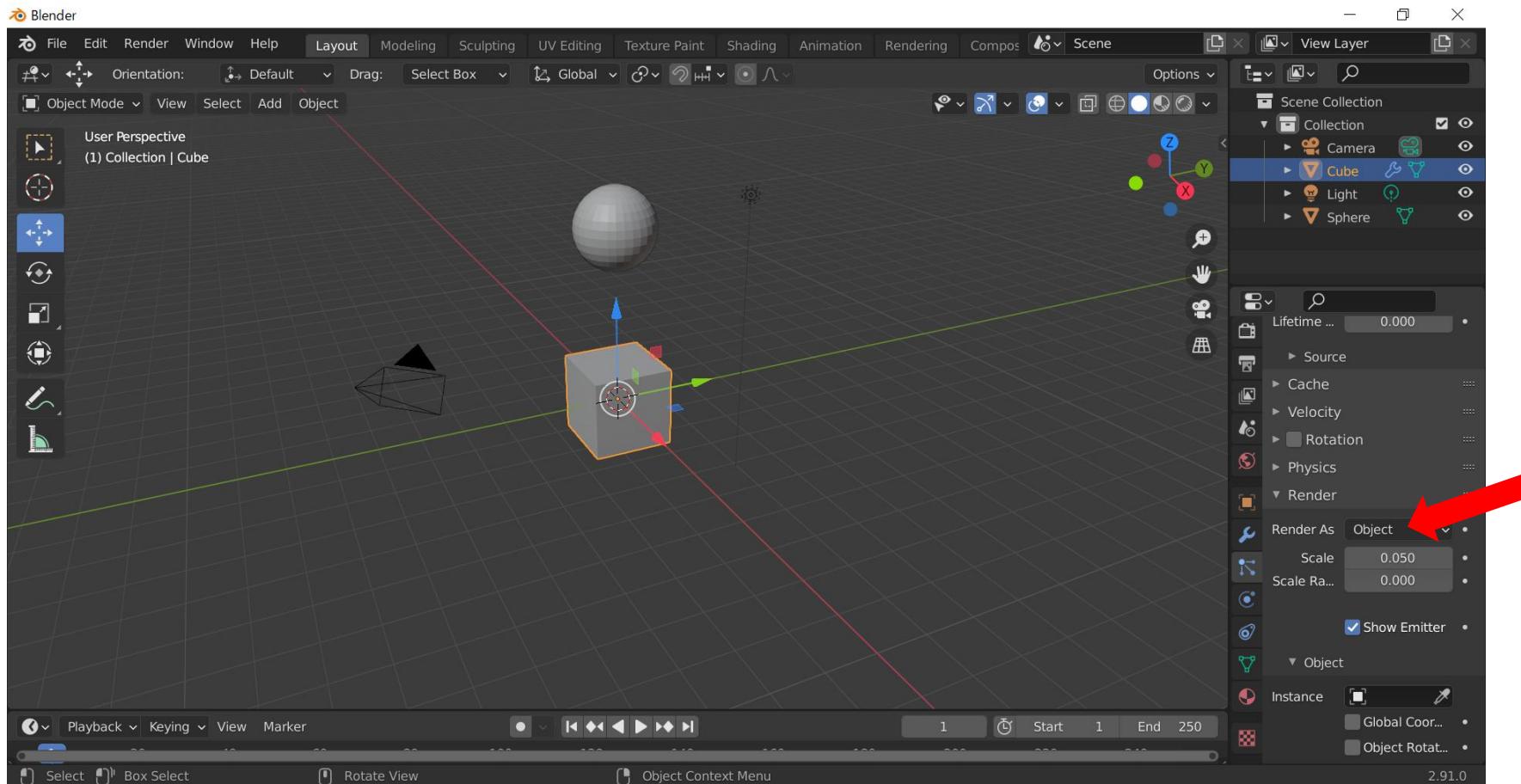
UV Sphereの色が変化



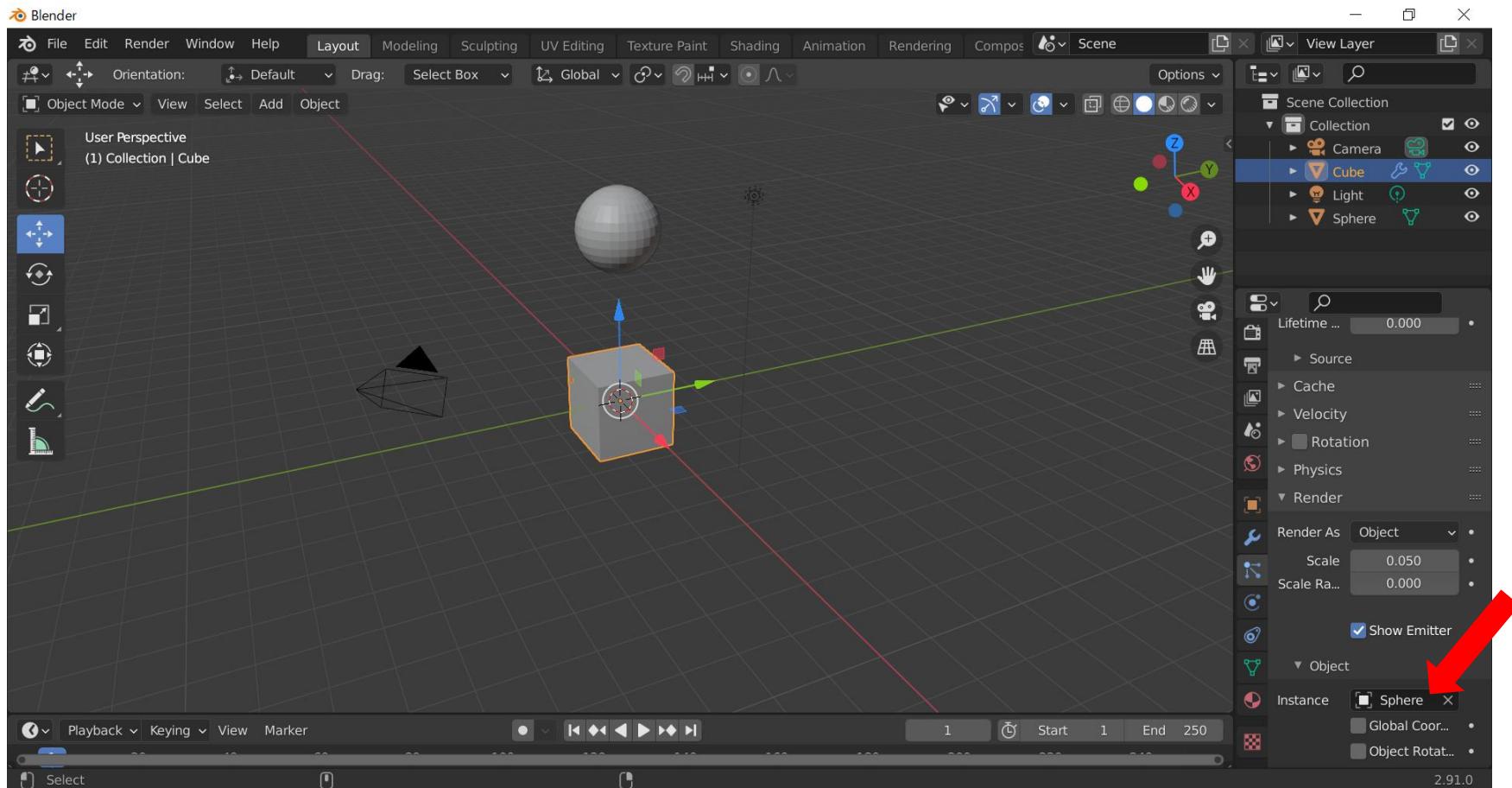
Cubeが選択された状態で Propertyのparticleを選択



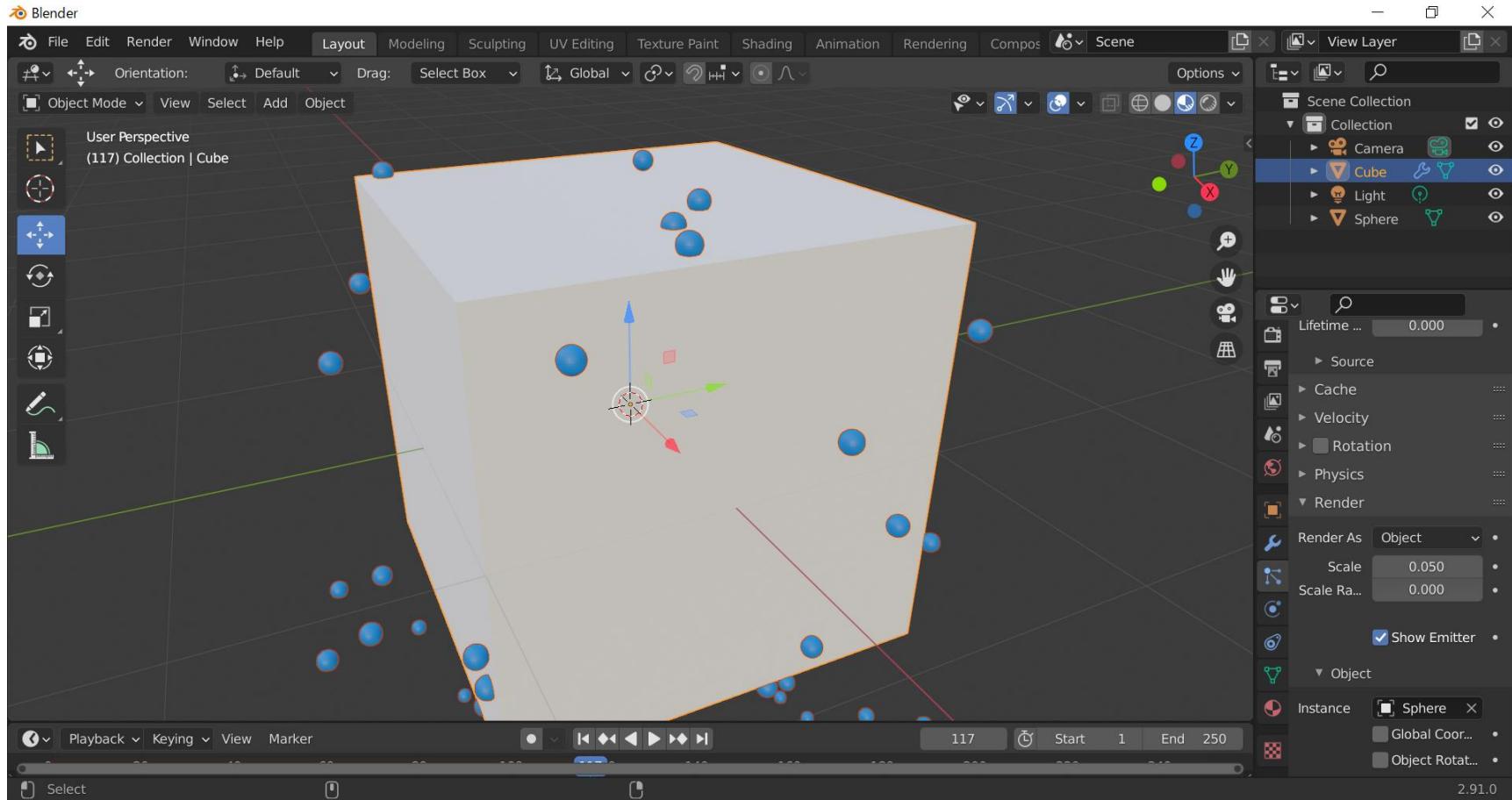
RenderのRender AsにObjectを指定



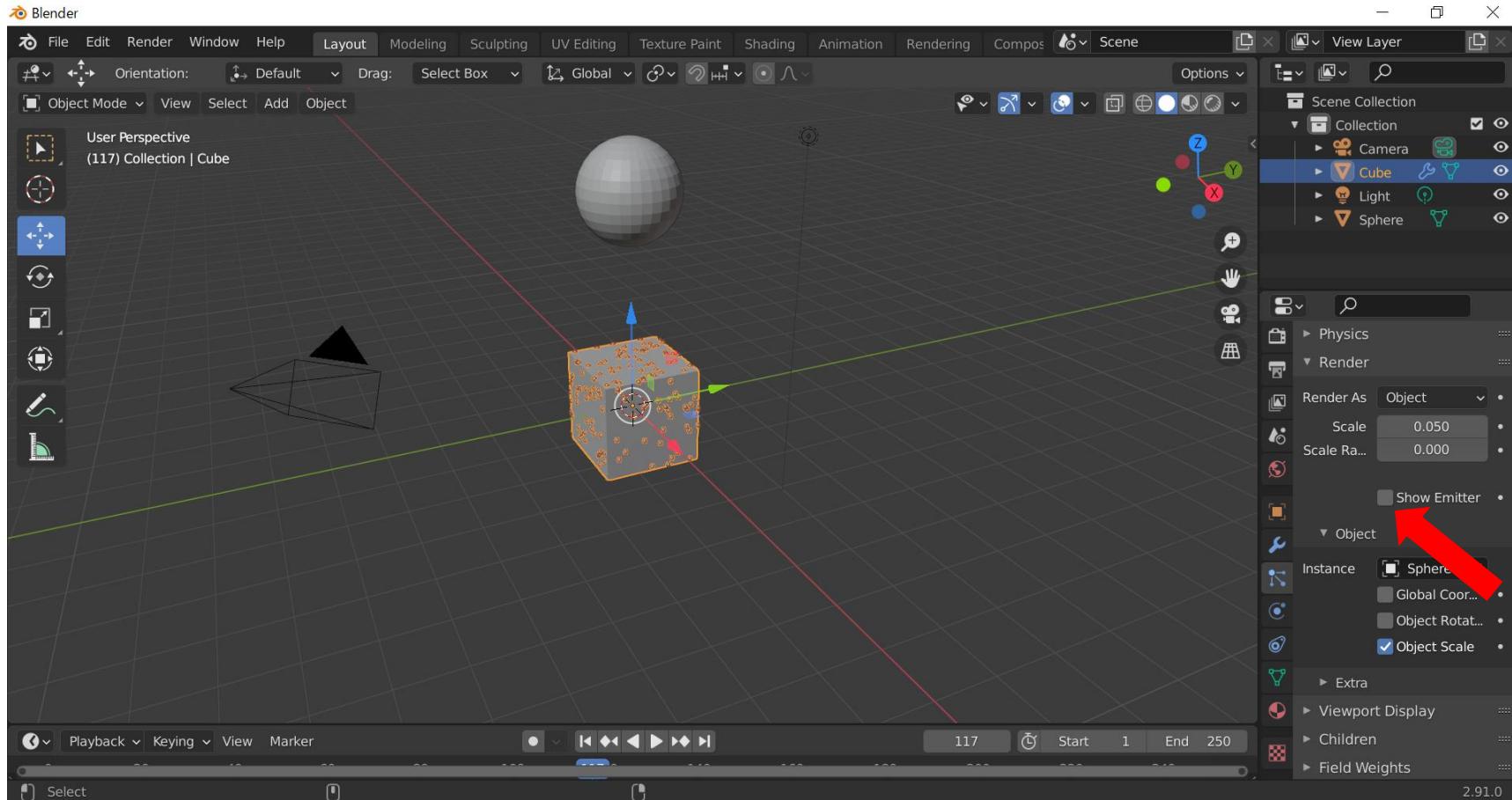
InstanceにSphereを指定



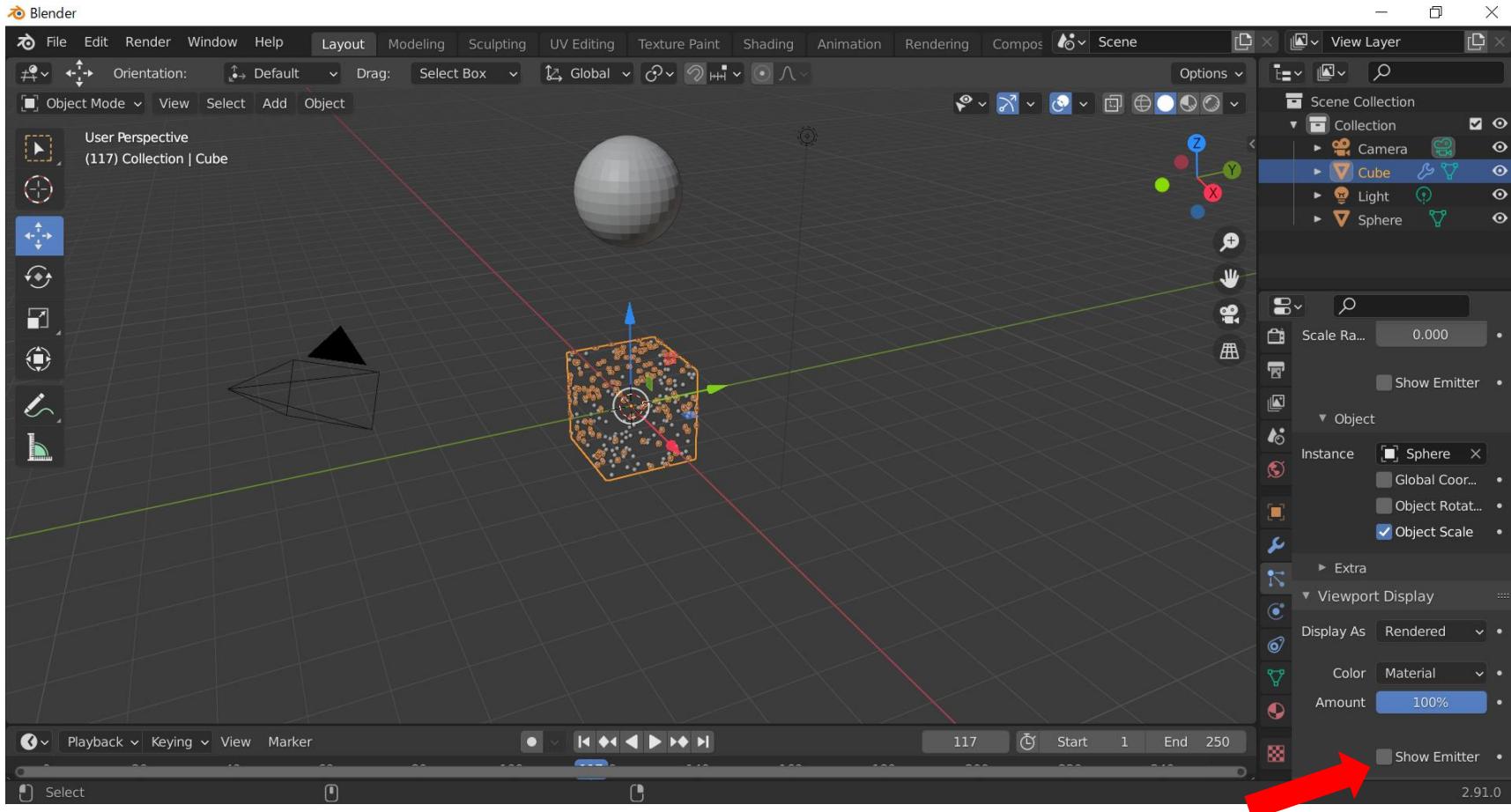
パーティクルがUV Sphereと同じ色に変化



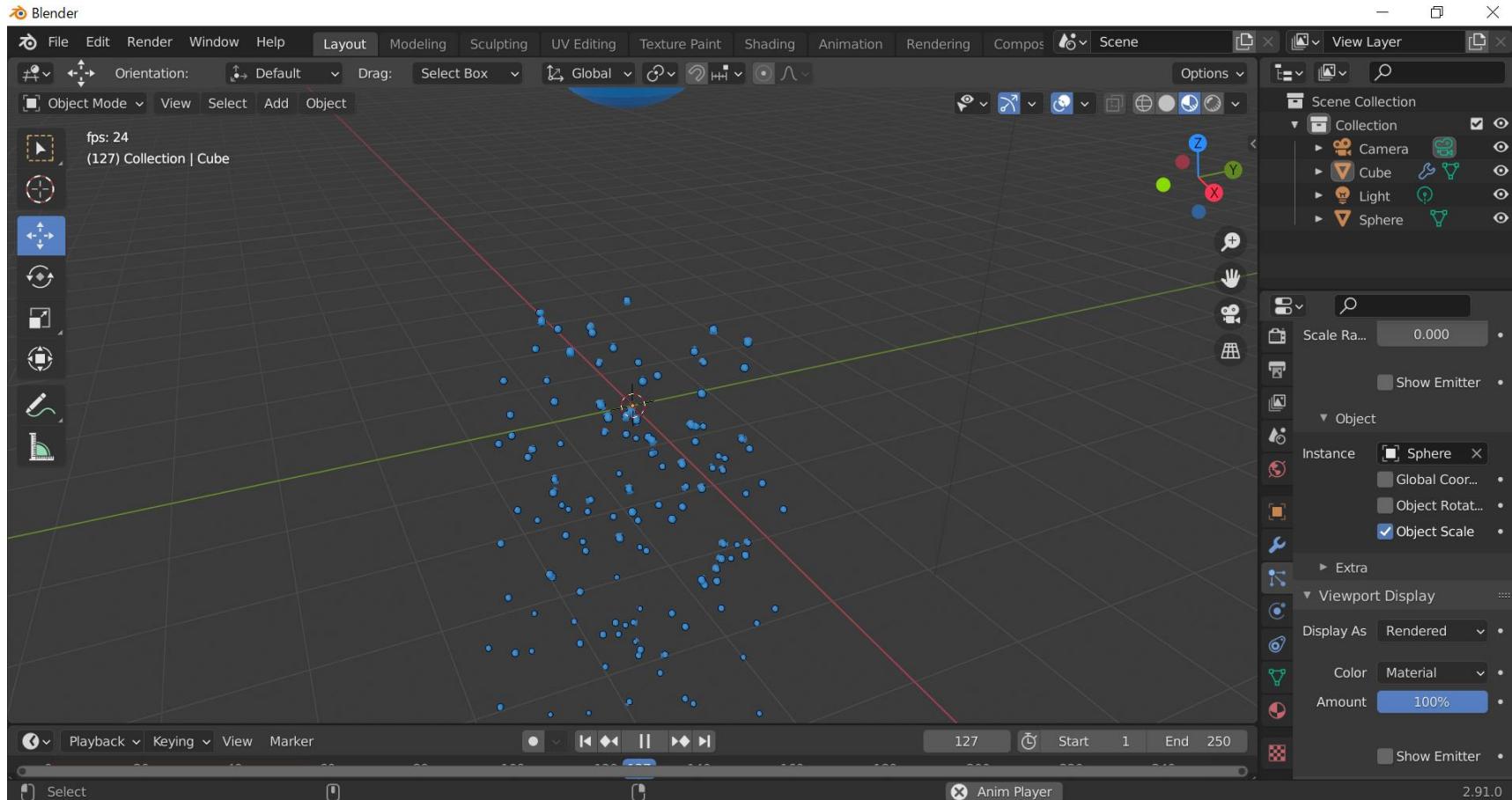
RenderのShow Emitterのチェックを外す



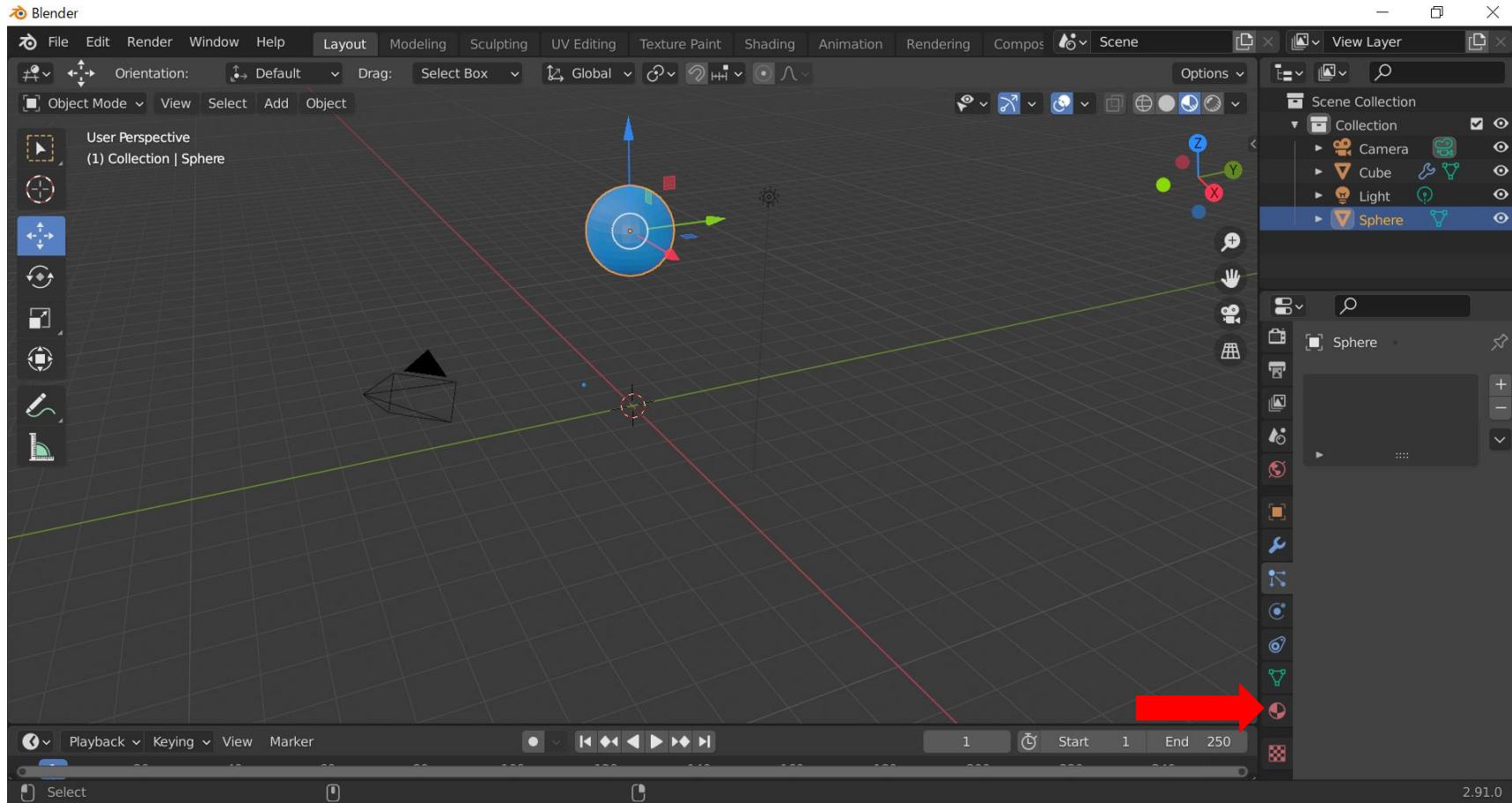
Viewport DisplayのShow Emitterのチェックを外す



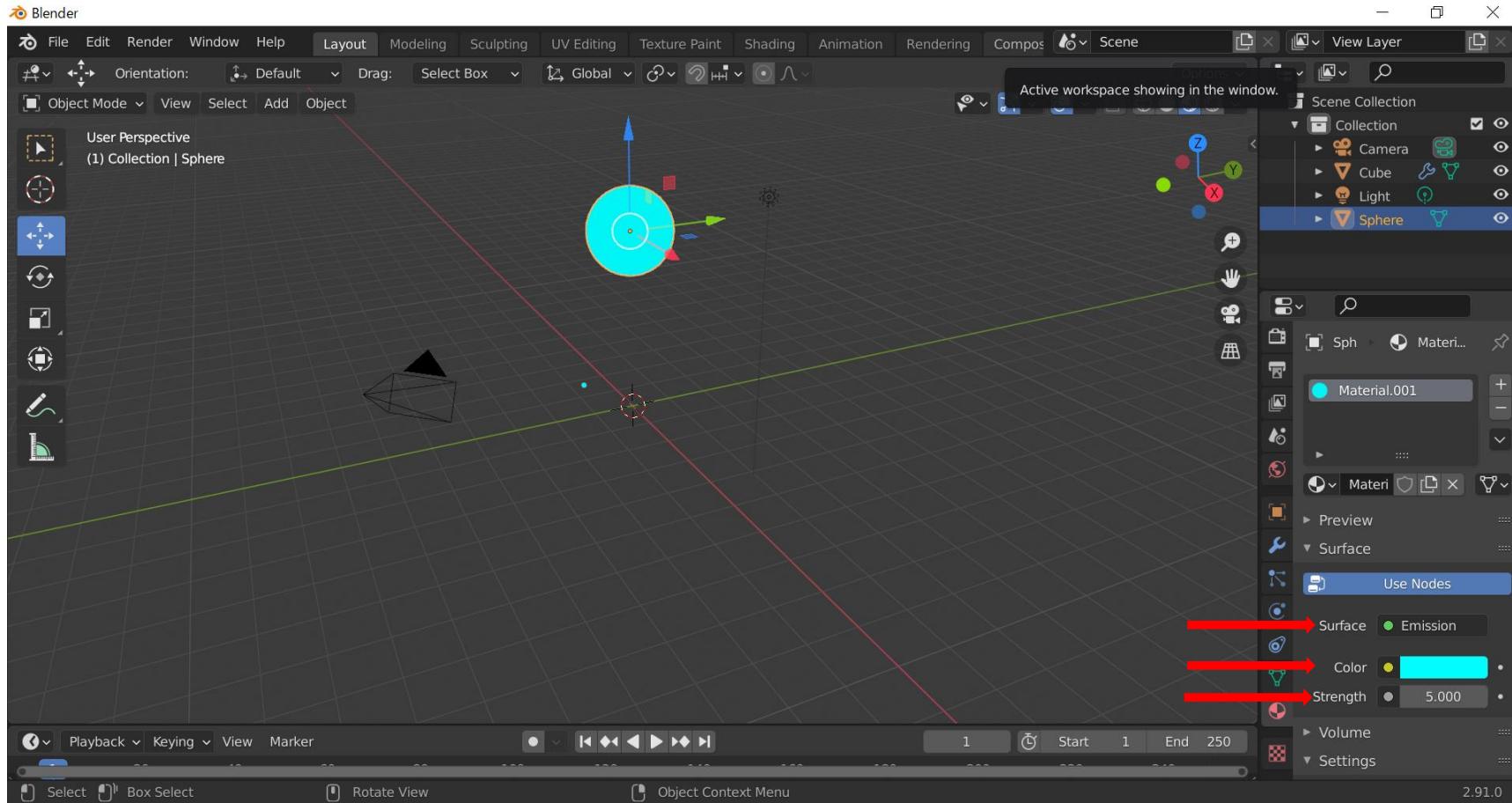
Cubeが消えた状態でパーティクルが流れる



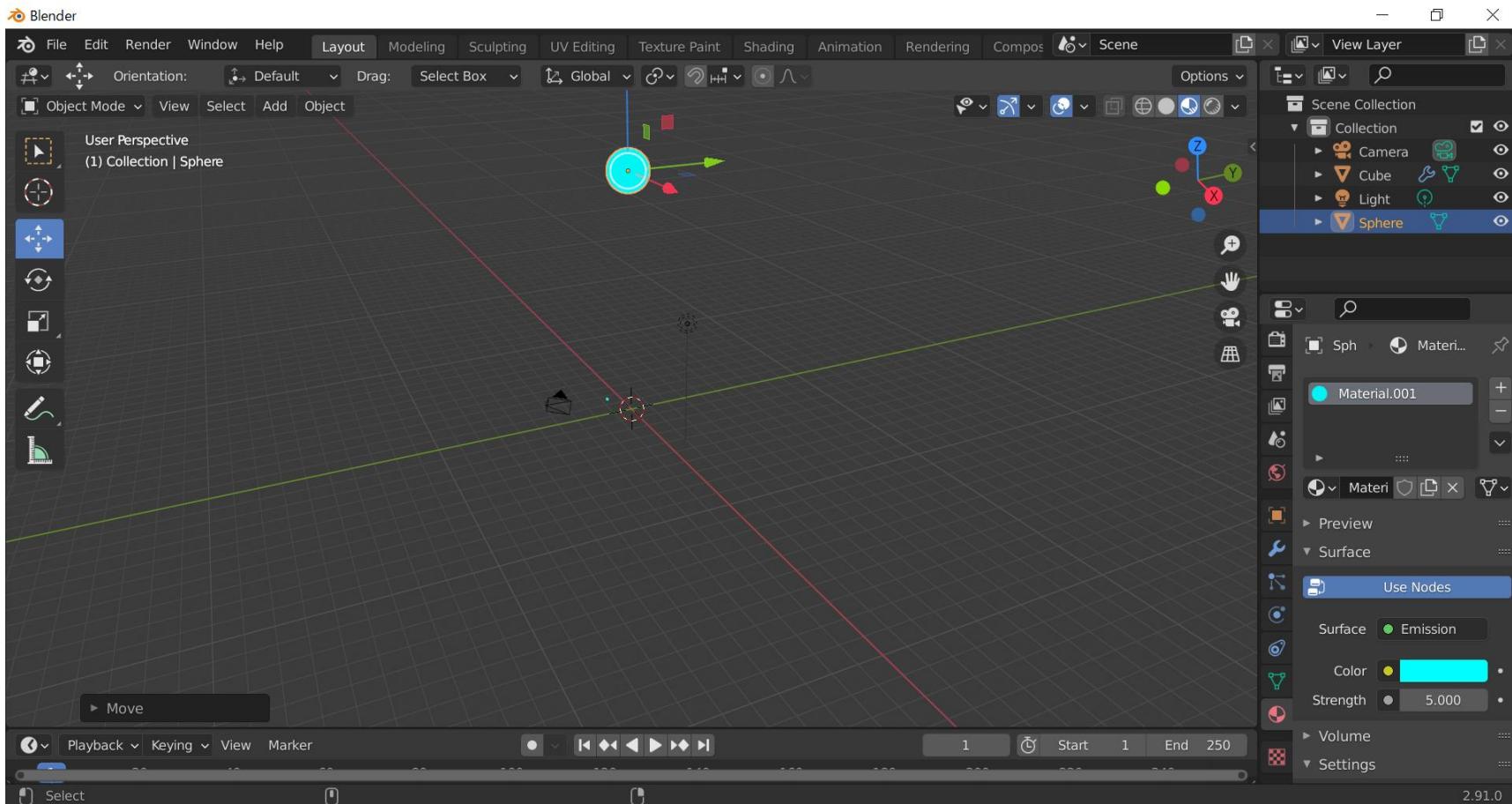
UV Sphereを選択し、PropertyのMaterialを選択



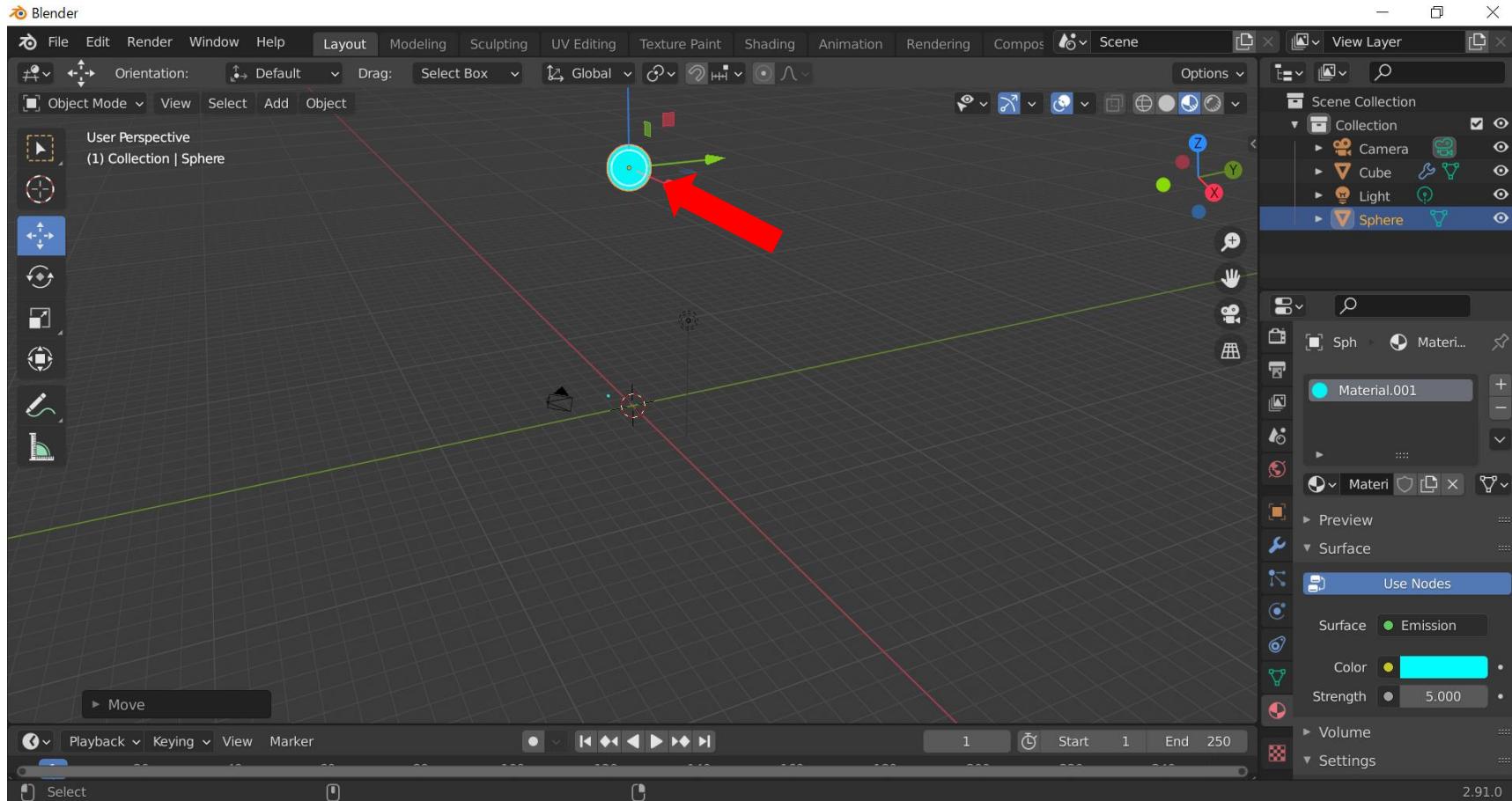
SurfaceをEmissionに、Strengthを5に、
ColorをCyan((R,G,B)→(0,255,255))に変更



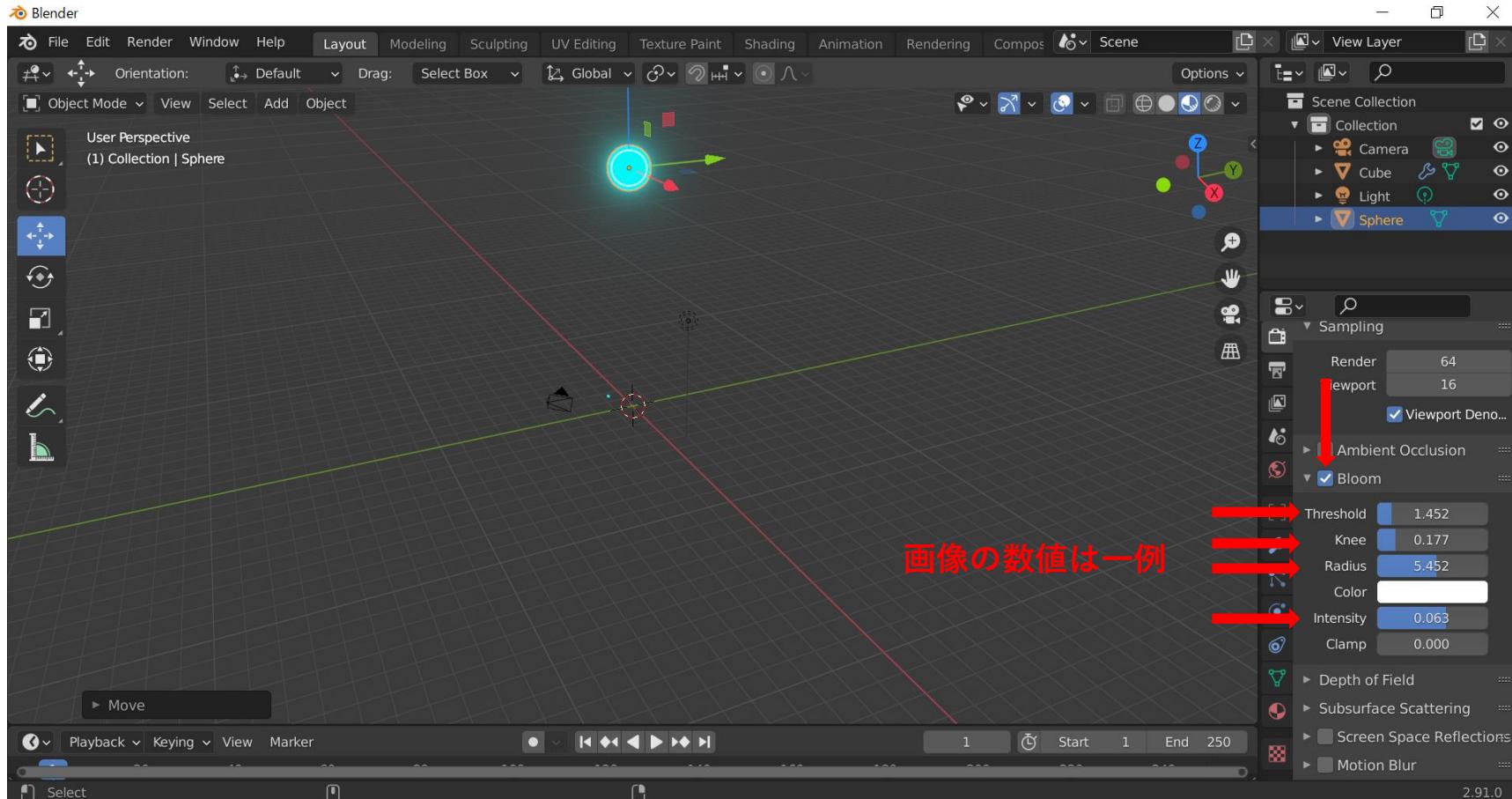
Sphereを上方に移動



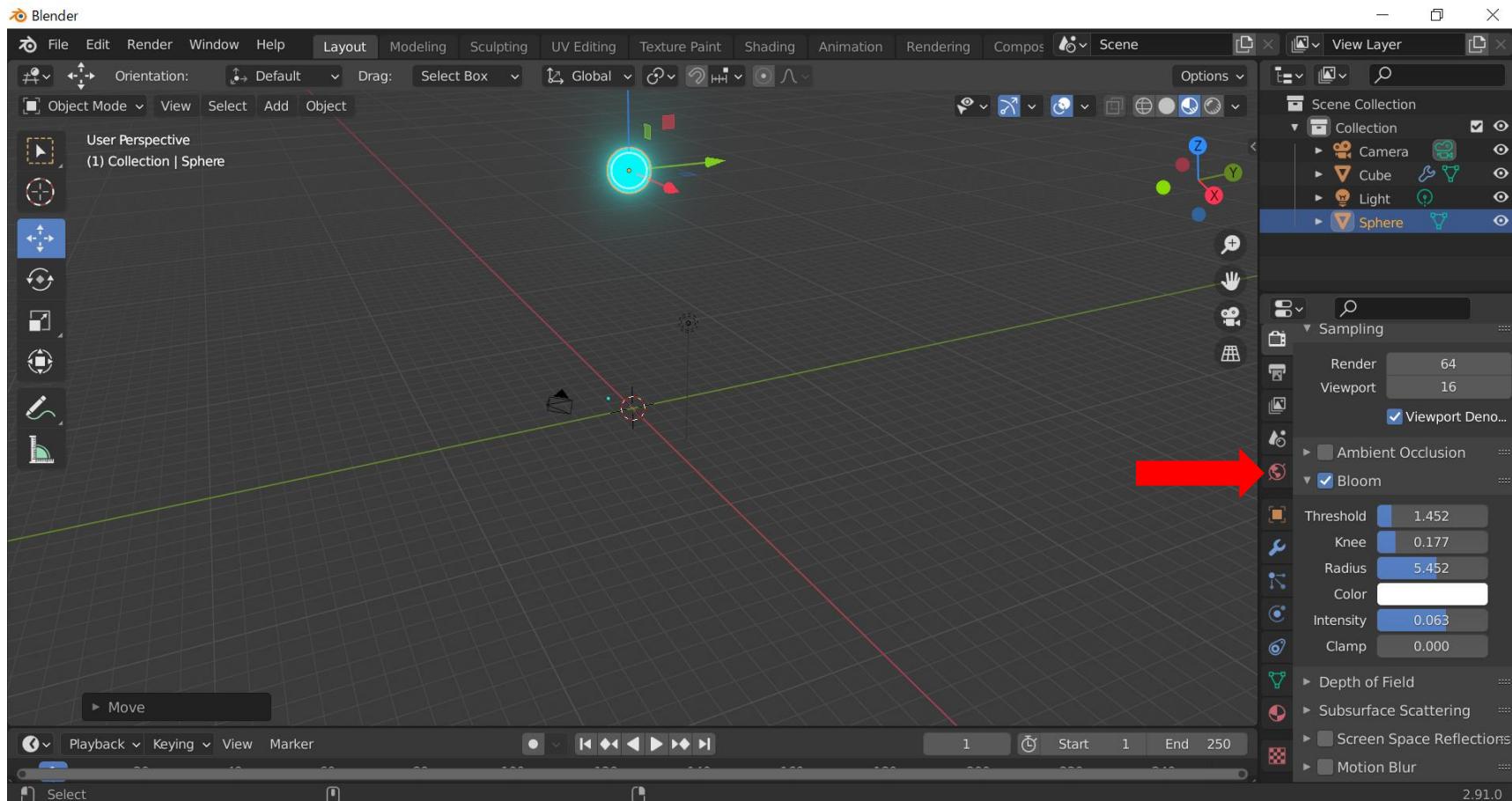
PropertyのRenderを選択



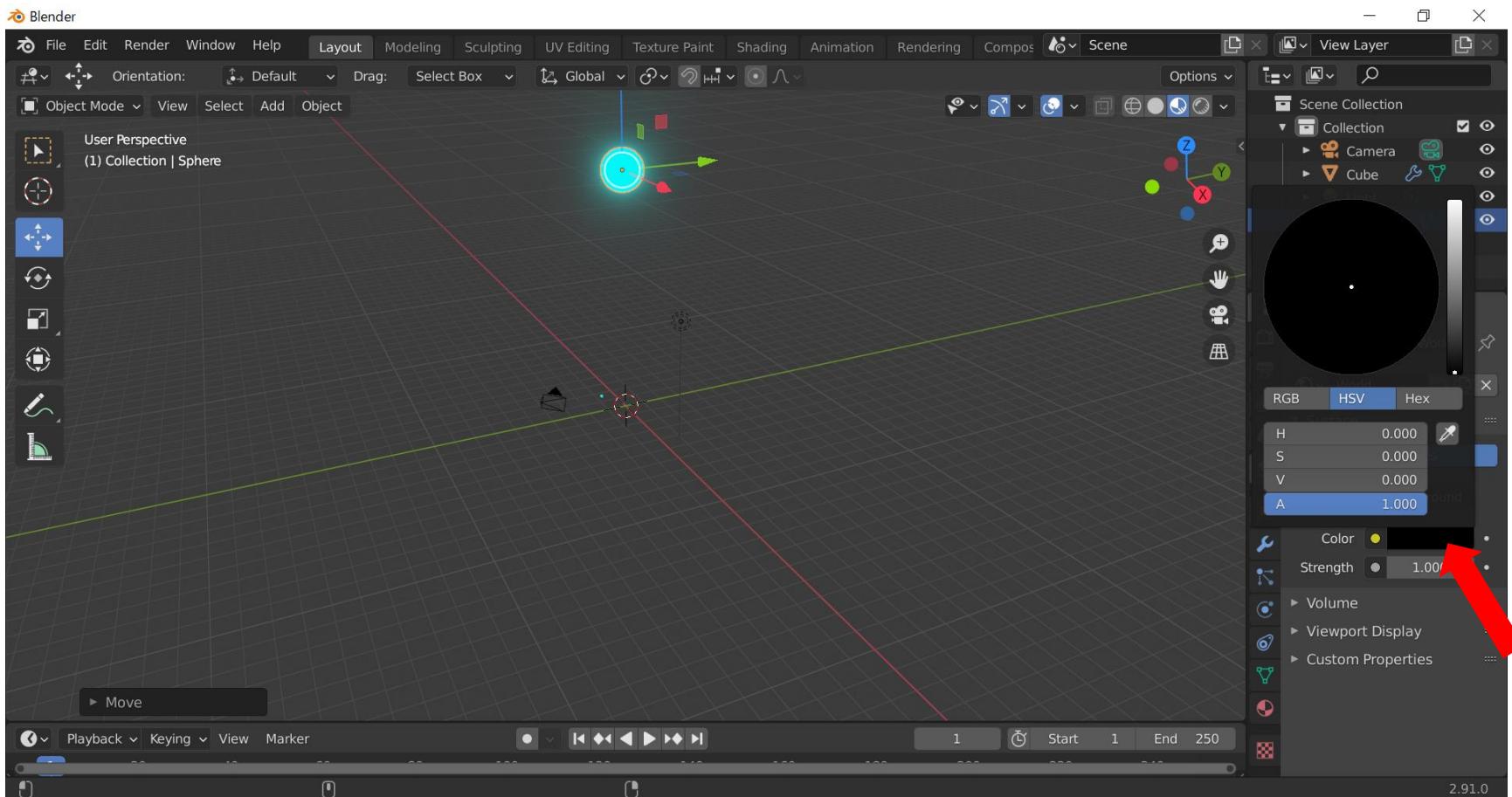
Bloomにチェックを入れてからBloomを展開し、Threshold、Knee、Radius、Intensityの値を変更（自分の好みで値を設定）



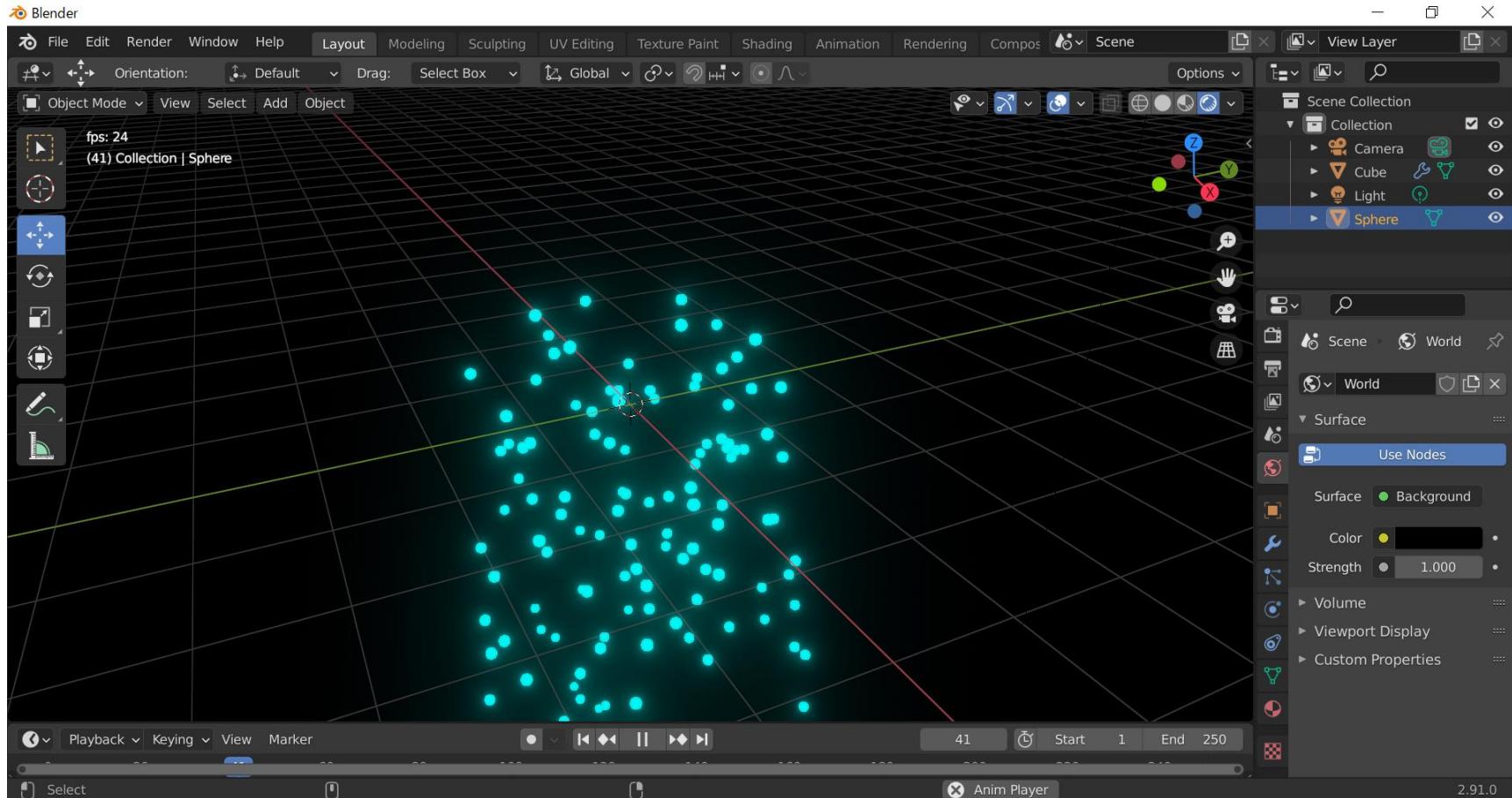
PropertyのWorldを選択



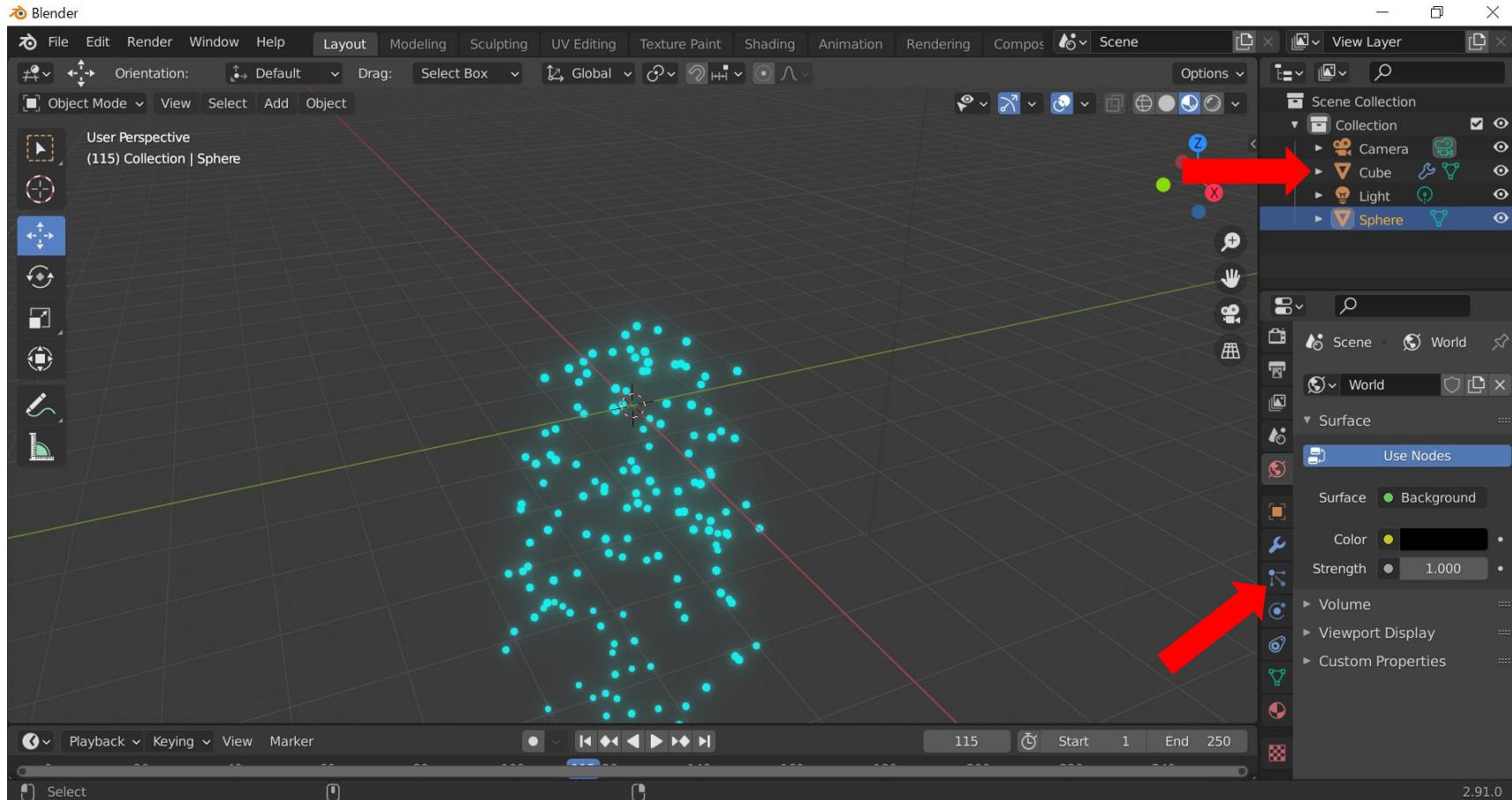
Colorを黒色に



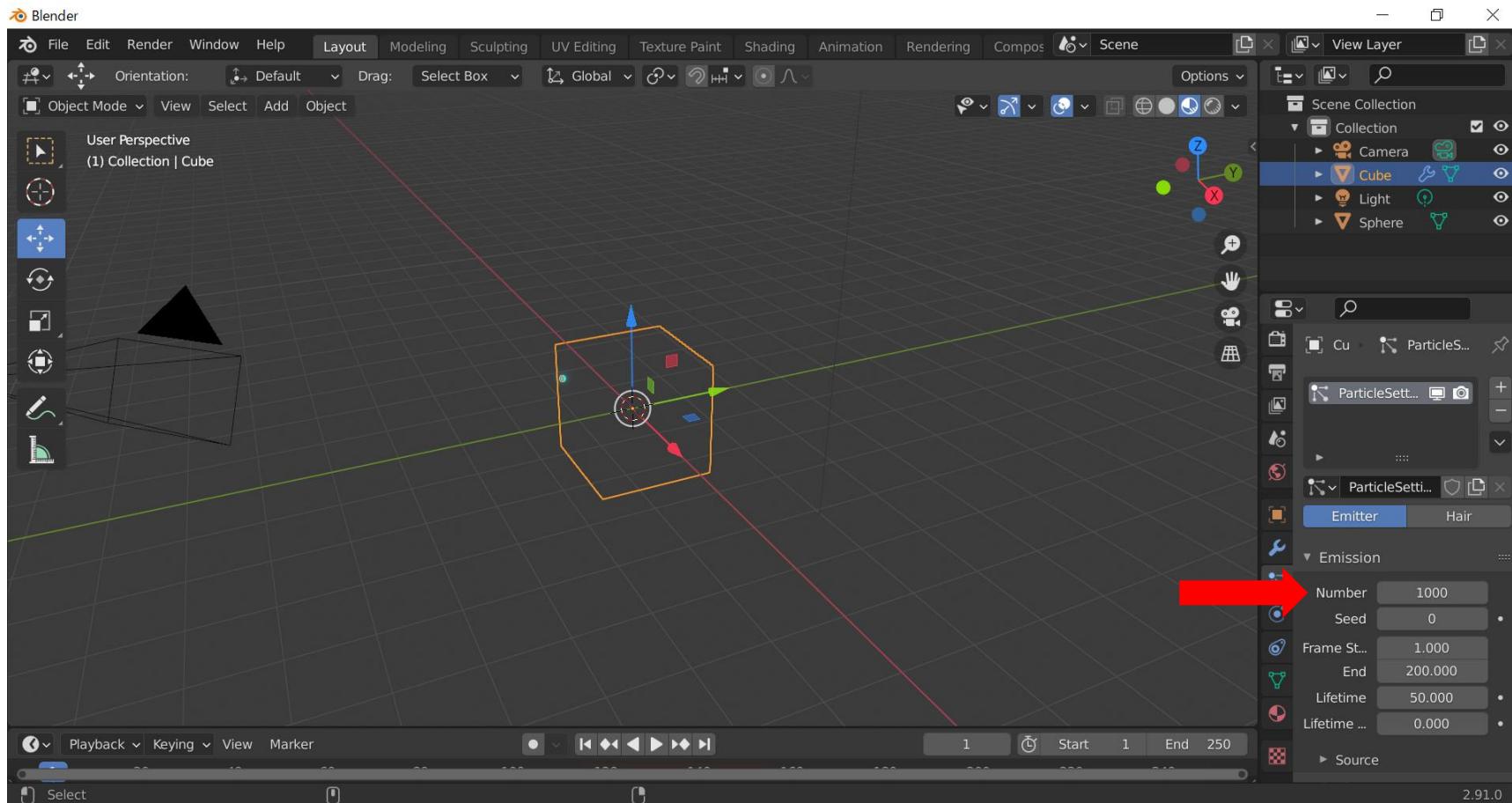
ViewportのRenderedでアニメーションを再生



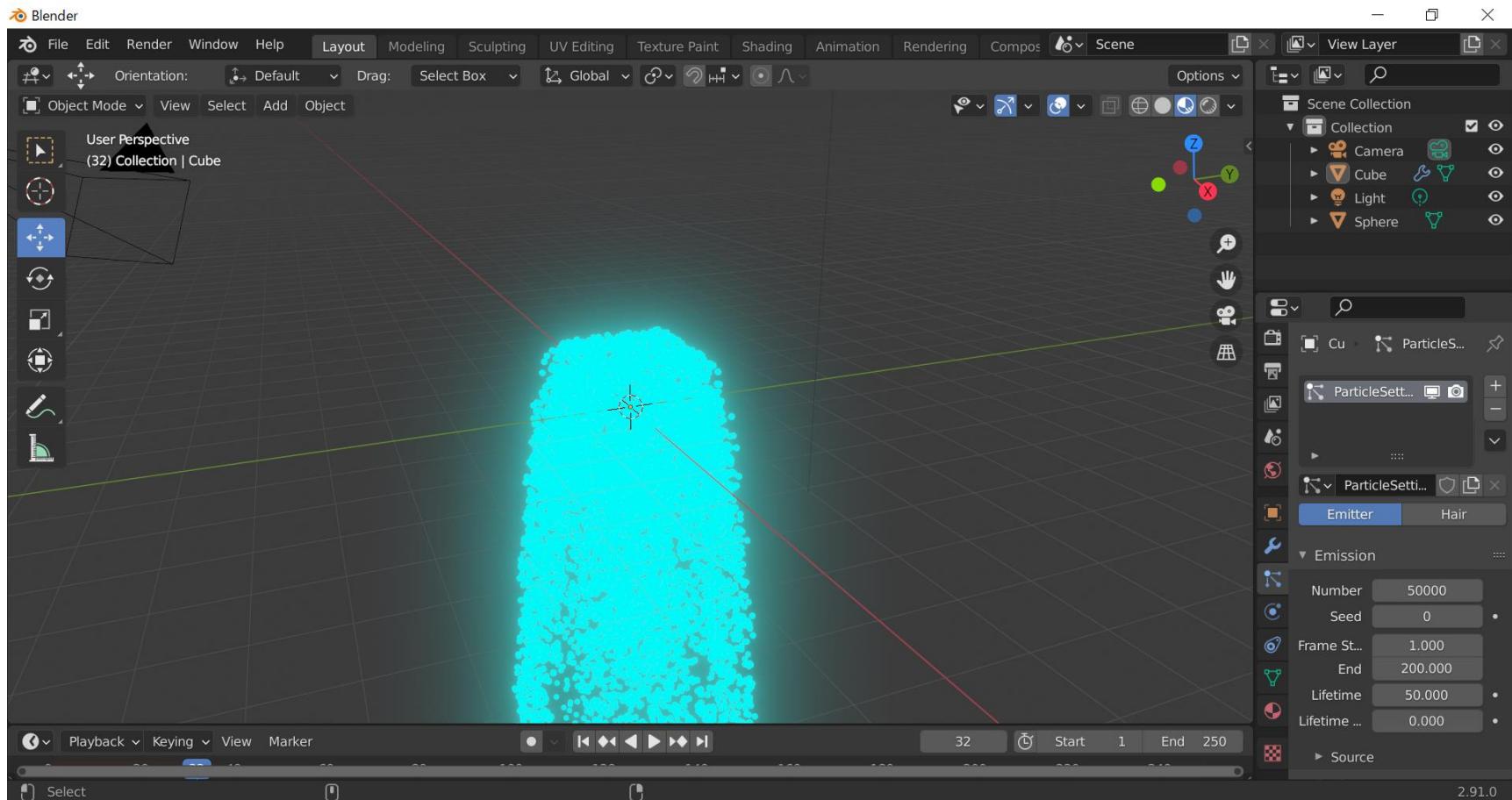
Propertyにparticleを選択し、OutlinerのCubeを選択



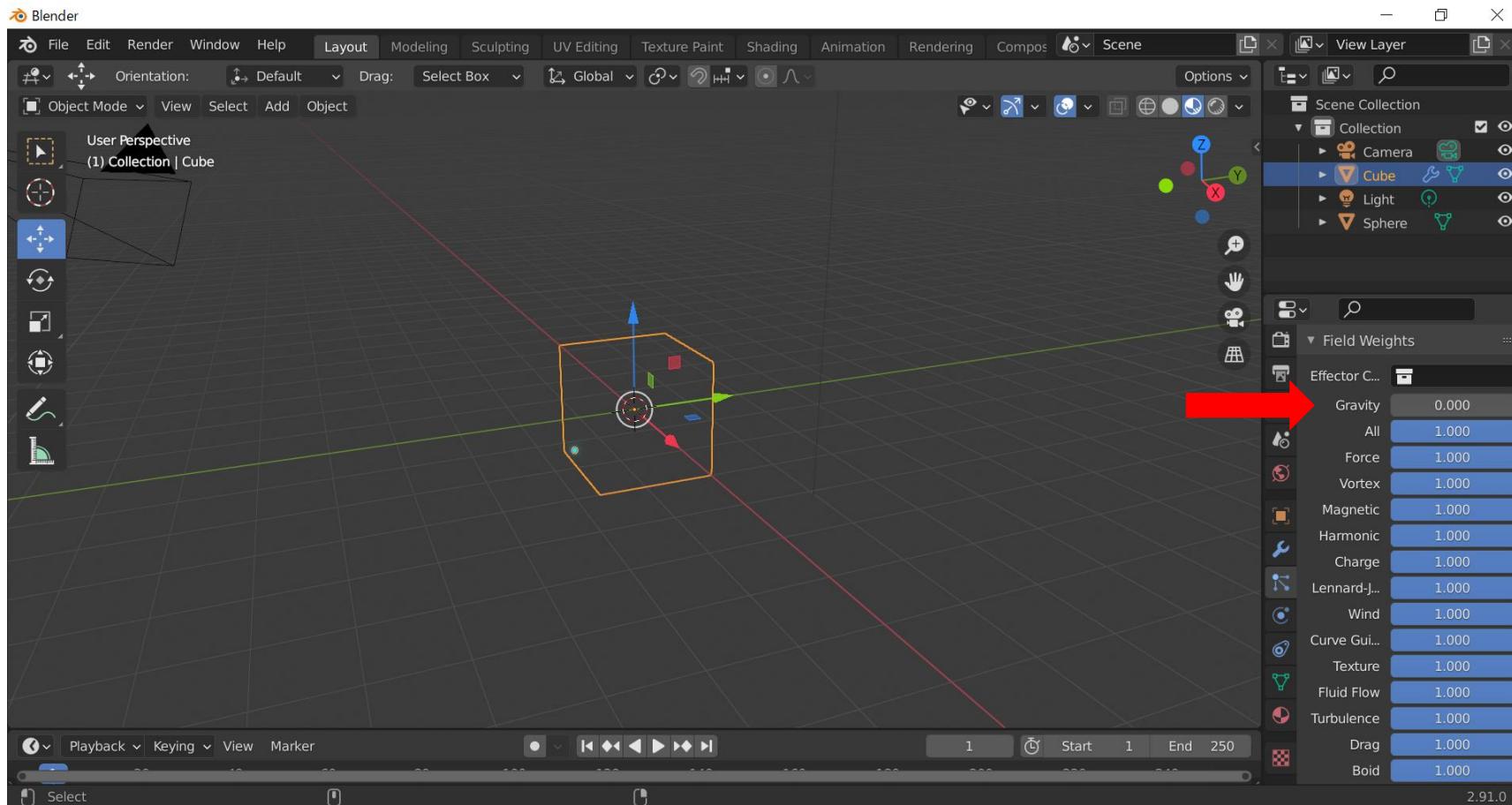
Numberを50000に変更



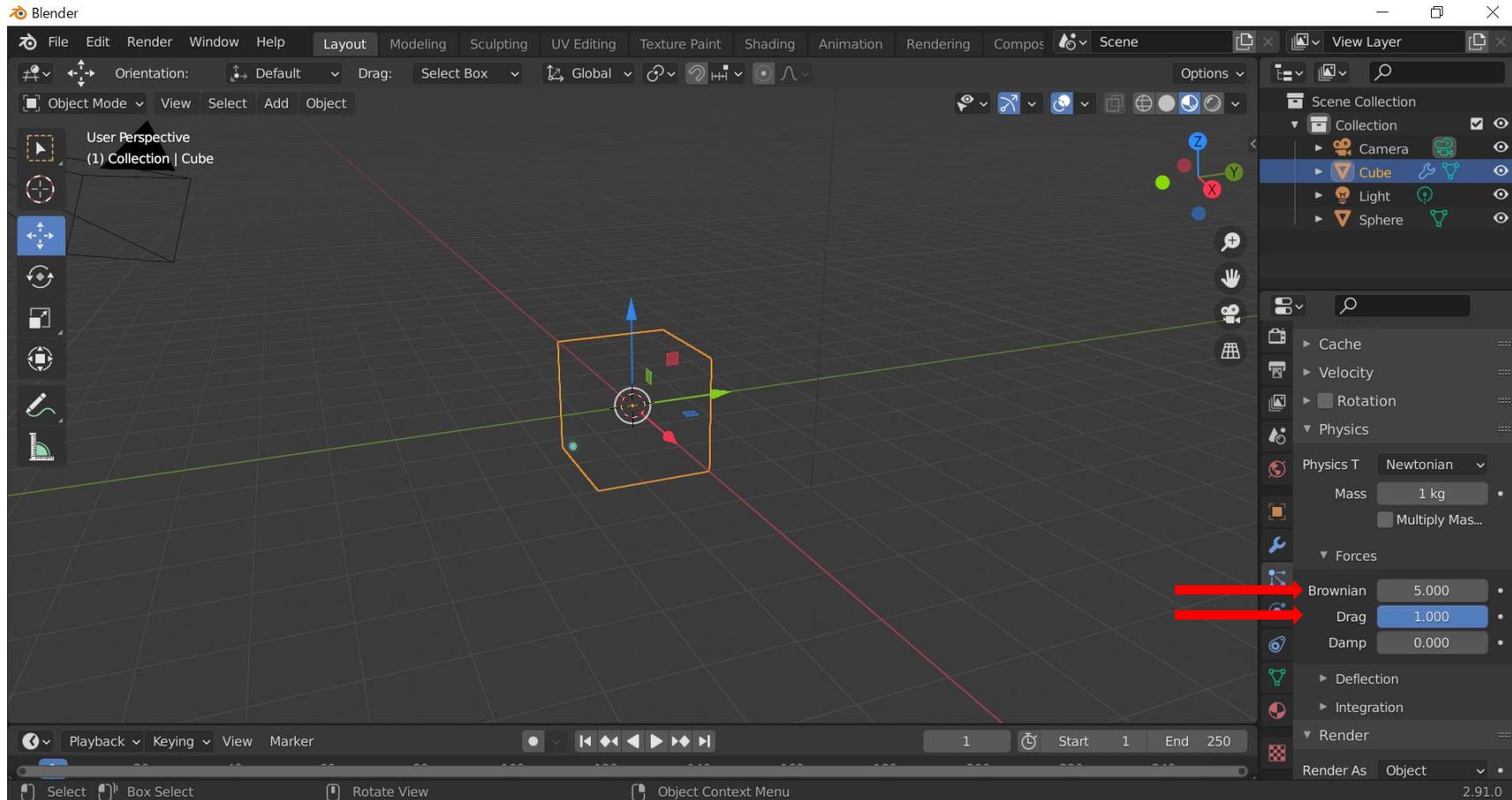
Sphereの量が増加



Field Weightsを展開し、Gravityの値を0に



Physicsを展開し、ForcesのBrownian(ブラウン運動)を5.0に、Dragを1.0に変更



ViewportのRenderedでアニメーションを再生するとパーティクルがそれぞれの方向に飛んでいく

