

# Reality Composer Pro Preset Particles

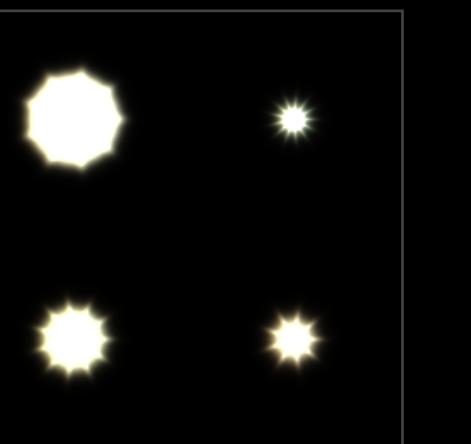
Ver. 1.0 Beta

Sheet Rev. 2023.8

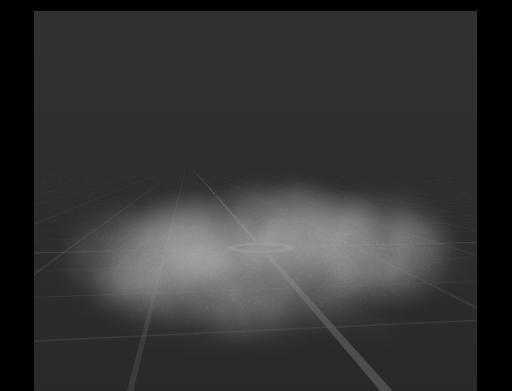
## Fireworks



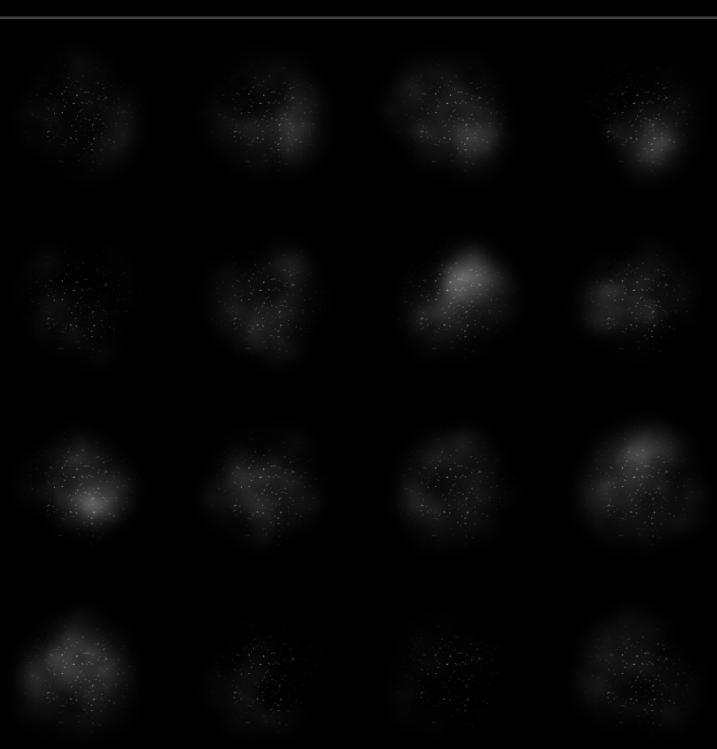
flaresheet.exr (256 x 256)



## Impact



dustsheet.exr (1024 x 1024)



**Particle Emitter**

**Emitter**

**Particles**

**Timing**

- Loop** (checked)
- Emission Duration**: s 1
- Variation**: +/- 0
- Idle Duration**: s 0
- Variation**: +/- 0
- Warmup Duration**: 0

**Shape**

- Emitter Shape**: Plane
- Birth Location**: Surface
- Birth Direction**: Normal
- Emit Direction**: 0 1 0
- Vertex Count**: 6 6 6
- Emitter Shape Size**: 0.05 1 0.05
- Speed**: m/s 1.4
- Variation**: +/- 0.1
- Is Local Space** (unchecked)
- Is Emitting** (checked)

**Spawning**

- Spawn Occasion**: On Death
- Spawn Velocity Factor**: 0.1
- Spawn Spread Factor**: 11.45916
- Variation**: +/- 5.72958
- Inherit Color** (checked)

**Properties**

- Size**: cm 0.4
- Variation**: +/- 0
- Size Over Life**: 1
- Size Over Life Power**: 1
- Mass**: g 1
- Variation**: +/- 0
- Life Span**: s 0.52
- Variation**: +/- 0
- Angle**: ° 0
- Variation**: +/- 0
- Angular Velocity**: rad/s 0
- Variation**: +/- 0
- Orientation Mode**: Billboard
- Orientation Directi...**: 0 1 0
- Orientation Variation**: 0

**Motion**

- Acceleration**: 0 -0.1 0
- Drag**: 4

**Force Fields**

- Noise**
  - Noise Strength**: 0.02
  - Noise Scale**: 3
  - Noise Animation Speed**: 0.2
- Attract**
  - Attraction Strength**: 0
  - Attraction Center**: 0 -3 -3
- Vortex**
  - Vortex Strength**: 0
  - Vortex Direction**: 0 1 0

**Rendering**

- Lighting Enabled** (unchecked)
- Stretch Factor**: 0
- Sort Order**: Increasing ID
- Blend Mode**: Additive

**Particle Emitter**

**Emitter**

**Particles**

**Main**

Particle attributes affecting the main particles of the base simulation

**Timing**

- Loop** (checked)
- Emission Duration**: s 1
- Variation**: +/- 0
- Idle Duration**: s 0
- Variation**: +/- 0
- Warmup Duration**: 0

**Shape**

- Emitter Shape**: Plane
- Birth Location**: Surface
- Birth Direction**: Normal
- Emit Direction**: 0 1 0
- Vertex Count**: 6 6 6
- Emitter Shape Size**: 0.05 1 0.05
- Speed**: m/s 1.4
- Variation**: +/- 0.1
- Is Local Space** (unchecked)
- Is Emitting** (checked)

**Color**

- Start Color**: Pink
- End Color**: Blue
- Color Evolution Power**: 1
- Opacity Over Life Mode**: Linear Fade Out

**Textures**

- Particle Image**: flaresheet.exr
- Is Animated** (checked)
- Animation Mode**: Looping
- Row Count**: 2
- Column Count**: 2
- Initial Frame**
  - Row Count**: 2
  - Column Count**: 2
  - Variation**: +/- 3
- Frame Rate**
  - Row Count**: 2
  - Column Count**: 2
  - Variation**: +/- 3

**Properties**

- Size**: cm 3
- Variation**: +/- 1
- Size Over Life**: 0.01
- Size Over Life Power**: 0.03
- Mass**: g 0.75
- Variation**: +/- 0.5
- Life Span**: s 1.8
- Variation**: +/- 0.5
- Angle**: ° 0
- Variation**: +/- 114.59156
- Angular Velocity**: rad/s 0
- Variation**: +/- 0
- Orientation Mode**: Billboard
- Orientation Directi...**: 0 1 0
- Orientation Variation**: 0

**Motion**

- Acceleration**: 0 -0.15 0
- Drag**: 4

**Force Fields**

- Noise**
  - Noise Strength**: 0.02
  - Noise Scale**: 3
  - Noise Animation Speed**: 0.2
- Attract**
  - Attraction Strength**: 0
  - Attraction Center**: 0 -3 -3
- Vortex**
  - Vortex Strength**: 0
  - Vortex Direction**: 0 1 0

**Rendering**

- Lighting Enabled** (unchecked)
- Stretch Factor**: 0
- Sort Order**: Increasing ID
- Blend Mode**: Additive

**Particle Emitter**

**Emitter**

**Particles**

**Secondary**

Attributes affecting secondary particles spawned from the main simulation

**Timing**

- Loop** (checked)
- Emission Duration**: s 0.05
- Variation**: +/- 0
- Idle Duration**: s 3
- Variation**: +/- 0
- Warmup Duration**: 0

**Shape**

- Emitter Shape**: Cylinder
- Radial Amount**: 6.283
- Birth Location**: Surface
- Birth Direction**: Normal
- Emit Direction**: 0 1 0
- Vertex Count**: 6 6 6
- Emitter Shape Size**: 0.05 0.01 0.05
- Speed**: m/s 0.5
- Variation**: +/- 0.1
- Is Local Space** (unchecked)
- Is Emitting** (checked)

**Color**

- Start Color**: White
- End Color**: Black
- Color Evolution Power**: 1
- Opacity Over Life Mode**: Linear Fade Out

**Textures**

- Particle Image**: flaresheet.exr
- Is Animated** (checked)
- Animation Mode**: Looping
- Row Count**: 2
- Column Count**: 2
- Initial Frame**
  - Row Count**: 2
  - Column Count**: 2
  - Variation**: +/- 3
- Frame Rate**
  - Row Count**: 2
  - Column Count**: 2
  - Variation**: +/- 3

**Properties**

- Size**: cm 3
- Variation**: +/- 1
- Size Over Life**: 0.01
- Size Over Life Power**: 0.03
- Mass**: g 0.75
- Variation**: +/- 0.5
- Life Span**: s 1.8
- Variation**: +/- 0.5
- Angle**: ° 0
- Variation**: +/- 114.59156
- Angular Velocity**: rad/s 0
- Variation**: +/- 0
- Orientation Mode**: Billboard
- Orientation Directi...**: 0 1 0
- Orientation Variation**: 0

**Motion**

- Acceleration**: 0 -0.15 0
- Drag**: 4

**Force Fields**

- Noise**
  - Noise Strength**: 0.02
  - Noise Scale**: 3
  - Noise Animation Speed**: 0.2
- Attract**
  - Attraction Strength**: 0
  - Attraction Center**: 0 -3 -3
- Vortex**
  - Vortex Strength**: 0
  - Vortex Direction**: 0 1 0

**Rendering**

- Lighting Enabled** (unchecked)
- Stretch Factor**: 0
- Sort Order**: Increasing ID
- Blend Mode**: Additive

**Particle Emitter**

**Emitter**

**Particles**

**Main**

Particle attributes affecting the main particles of the base simulation

**Timing**

- Loop** (checked)
- Emission Duration**: s 0.05
- Variation**: +/- 0
- Idle Duration**: s 3
- Variation**: +/- 0
- Warmup Duration**: 0

**Shape**

- Emitter Shape**: Cylinder
- Radial Amount**: 6.283
- Birth Location**: Surface
- Birth Direction**: Normal
- Emit Direction**: 0 1 0
- Vertex Count**: 6 6 6
- Emitter Shape Size**: 0.05 0.01 0.05
- Speed**: m/s 0.5
- Variation**: +/- 0.1
- Is Local Space** (unchecked)
- Is Emitting** (checked)

**Color**

- Start Color**: White
- End Color**: Black
- Color Evolution Power**: 1
- Opacity Over Life Mode**: Linear Fade Out

**Textures**

- Particle Image**: dustsheet.exr
- Is Animated** (checked)
- Animation Mode**: Play Once
- Row Count**: 4
- Column Count**: 4
- Initial Frame**
  - Row Count**: 4
  - Column Count**: 4
  - Variation**: +/- 6
- Frame Rate**
  - Row Count**: 4
  - Column Count**: 4
  - Variation**: +/- 0

**Properties**

- Size**: cm 1
- Variation**: +/- 0
- Size Over Life**: 8
- Size Over Life Power**: 0.2
- Mass**: g 1
- Variation**: +/- 0.8
- Life Span**: s 2
- Variation**: +/- 1
- Angle**: ° 0
- Variation**: +/- 0
- Angular Velocity**: rad/s 0
- Variation**: +/- 1
- Orientation Mode**: Billboard
- Orientation Directi...**: 0 1 0
- Orientation Variation**: 0

**Motion**

- Acceleration**: 0 -0.05 0
- Drag**: 8

**Force Fields**

- Noise**
  - Noise Strength**: 0.1
  - Noise Scale**: 1
  - Noise Animation Speed**: 0
- Attract**
  - Attraction Strength**: -0.1
  - Attraction Center**: 0 -0.1 0
- Vortex**
  - Vortex Strength**: 0
  - Vortex Direction**: 0 1 0

**Rendering**

- Lighting Enabled** (unchecked)
- Stretch Factor**: 0
- Sort Order**: Decreasing Depth
- Blend Mode**: Alpha

**Particle Emitter**

**Emitter**

**Particles**

**Main**

Particle attributes affecting the main particles of the base simulation

**Timing**

- Loop** (checked)
- Emission Duration**: s 0.05
- Variation**: +/- 0
- Idle Duration**: s 3
- Variation**: +/- 0
- Warmup Duration**: 0

**Shape**

- Emitter Shape**: Cylinder
- Radial Amount**: 6.283
- Birth Location**: Surface
- Birth Direction**: Normal
- Emit Direction**: 0 1 0
- Vertex Count**: 6 6 6
- Emitter Shape Size**: 0.05 0.01 0.05
- Speed**: m/s 0.5
- Variation**: +/- 0.1
- Is Local Space** (unchecked)
- Is Emitting** (checked)

**Color**

- Start Color**: White
- End Color**: Black
- Color Evolution Power**: 1
- Opacity Over Life Mode**: Linear Fade Out

**Textures**

- Particle Image**: dustsheet.exr
- Is Animated** (checked)
- Animation Mode**: Play Once
- Row Count**: 4
- Column Count**: 4
- Initial Frame**
  - Row Count**: 4
  - Column Count**: 4
  - Variation**: +/- 6
- Frame Rate**
  - Row Count**: 4
  - Column Count**: 4
  - Variation**: +/- 0

**Properties**

- Size**: cm 1
- Variation**: +/- 0
- Size Over Life**: 8
- Size Over Life Power**: 0.2
- Mass**: g 1
- Variation**: +/- 0.8
- Life Span**: s 2
- Variation**: +/- 1
- Angle**: ° 0
- Variation**: +/- 0
- Angular Velocity**: rad/s 0
- Variation**: +/- 1
- Orientation Mode**: Billboard
- Orientation Directi...**: 0 1 0
- Orientation Variation**: 0

**Motion**

- Acceleration**: 0 -0.05 0
- Drag**: 8

**Force Fields**

- Noise**
  - Noise Strength**: 0.1
  - Noise Scale**: 1
  - Noise Animation Speed**: 0
- Attract**
  - Attraction Strength**: -0.1
  - Attraction Center**: 0 -0.1 0
- Vortex**
  - Vortex Strength**: 0
  - Vortex Direction**: 0 1 0

**Rendering**

- Lighting Enabled** (unchecked)
- Stretch Factor**: 0
- Sort Order**: Decreasing Depth
- Blend Mode**: Alpha

**Particle Emitter**

**Emitter**      **Particles**

**Timing**

- Loop
- Emission Duration: s 1
- Variation: +/- 0
- Idle Duration: s 0
- Variation: +/- 0
- Warmup Duration: 1.5

**Shape**

- Emitter Shape: Sphere
- Radial Amount: 6.283
- Birth Location: Surface
- Birth Direction: Normal
- Emit Direction: 0 0 0
- Vertex Count: 6 6 6
- Emitter Shape Size: 0.05 0.05 0.05
- Speed**: m/s 0.06
- Variation: +/- 0.04
- Is Local Space
- Is Emitting

**Spawning**

- Spawn Occasion: On Update
- Spawn Velocity Factor: 1
- Spawn Spread Factor**: 0
- Variation: +/- 0
- Inherit Color

**Main**

Particle attributes affecting the main particles of the base simulation

- Birth Rate**: 40
- Variation: +/- 0
- Burst Count**: 100
- Variation: +/- 0
- Spreading Angle**: Burst
- Color**
- Start Color: (red, yellow, green)
- End Color: (purple, blue, red)
- Color Evolution Power: 0
- Opacity Over Life Mode: Gradual Fade In Out
- Textures**
- Particle Image: twinkle.exr
- Is Animated
- Animation Mode: Auto Reverse
- Row Count: 4
- Column Count: 4
- Initial Frame**
- Row Count: 4
- Column Count: 4
- Frame Rate**
- Row Count: 30
- Column Count: 0
- Properties**
- Size: cm 5
- Variation: +/- 0.4
- Size Over Life: 0.35
- Size Over Life Power: 3
- Mass: g 1
- Variation: +/- 0.2
- Life Span: s 1
- Variation: +/- 0.2
- Angle: ° 0
- Variation: +/- 28.64789
- Angular Velocity: rad/s 0.25
- Variation: +/- 0.5
- Orientation Mode: Billboard
- Orientation Direct...: 0 1 0
- Orientation Variation: 0
- Motion**
- Acceleration: 0 0 0
- Drag: 0.25
- Force Fields**
- Noise**
- Noise Strength: 0.1
- Noise Scale: 1
- Noise Animation Speed: 0.25
- Attract**
- Attraction Strength: 0
- Attraction Center: 1 1 0
- Vortex**
- Vortex Strength: 0
- Vortex Direction: 0 1 0
- Rendering**
- Lighting Enabled
- Stretch Factor: 0
- Sort Order: Increasing ID
- Blend Mode: Additive

**Secondary**

Attributes affecting secondary particles spawned from the main simulation

- Enable Secondary Particles
- Birth Rate**: 25
- Variation: +/- 0
- Burst Count**: 100
- Variation: +/- 0
- Spreading Angle**: 0
- Color**
- Start Color: (red, yellow, green)
- End Color: (purple, blue, red)
- Color Evolution Power: 0
- Opacity Over Life Mode: Gradual Fade In Out
- Textures**
- Particle Image: twinkle.exr
- Is Animated
- Animation Mode: Auto Reverse
- Row Count: 4
- Column Count: 4
- Initial Frame**
- Row Count: 4
- Column Count: 4
- Frame Rate**
- Row Count: 30
- Column Count: 0
- Properties**
- Size: cm 2
- Variation: +/- 0.4
- Size Over Life: 0
- Size Over Life Power: 1
- Mass: g 1
- Variation: +/- 2
- Life Span: s 0.75
- Variation: +/- 0.25
- Angle: ° 42.68536
- Variation: +/- 14.32394
- Angular Velocity: rad/s 0.25
- Variation: +/- 0
- Orientation Mode: Billboard
- Orientation Direct...: 0 1 0
- Orientation Variation: 0
- Motion**
- Acceleration: 0 -0.04 0
- Drag: 3
- Force Fields**
- Noise**
- Noise Strength: 0.1
- Noise Scale: 1
- Noise Animation Speed: 0.25
- Attract**
- Attraction Strength: 0
- Attraction Center: 0 0 0
- Vortex**
- Vortex Strength: 0
- Vortex Direction: 0 1 0
- Rendering**
- Lighting Enabled
- Stretch Factor: 0
- Sort Order: Increasing ID
- Blend Mode: Additive

**1 Main**

Particle attributes affecting the main particles of the base simulation

- Loop
- Emission Duration: s 0.21
- Variation: +/- 0
- Idle Duration: s 0
- Variation: +/- 0
- Warmup Duration: 0
- Shape**
- Emitter Shape: Plane
- Birth Location: Volume
- Birth Direction: Constant
- Emit Direction: 0 1 0
- Vertex Count: 6 6 6
- Emitter Shape Size: 0.1 1 0.1
- Speed**: m/s -5
- Variation: +/- 5
- Is Local Space
- Is Emitting

**2 Secondary**

Attributes affecting secondary particles spawned from the main simulation

- Enable Secondary Particles
- Birth Rate**: 3000
- Variation: +/- 1000
- Idle Duration: s 0
- Variation: +/- 0
- Burst Count: 100
- Variation: +/- 0
- Spreading Angle**: Burst
- Color**
- Start Color: (white, blue, purple)
- End Color: (blue, white, purple)
- Color Evolution Power: 1
- Opacity Over Life Mode: Constant
- Textures**
- Particle Image: rain.png
- Is Animated
- Animation Mode: Auto Reverse
- Row Count: 4
- Column Count: 4
- Initial Frame**
- Row Count: 4
- Column Count: 4
- Frame Rate**
- Row Count: 30
- Column Count: 0
- Properties**
- Size: cm 0.12
- Variation: +/- 0
- Size Over Life: 1
- Size Over Life Power: 1
- Mass: g 1
- Variation: +/- 0
- Life Span: s 0.06
- Variation: +/- 0.004
- Angle: ° 0
- Variation: +/- 0
- Angular Velocity: rad/s 0
- Variation: +/- 0
- Orientation Mode: Billboard
- Orientation Direct...: 0 1 0
- Orientation Variation: 0
- Motion**
- Acceleration: 0 -3 0
- Drag: 0
- Force Fields**
- Noise**
- Noise Strength: 0
- Noise Scale: 0
- Noise Animation Speed: 0
- Attract**
- Attraction Strength: 0
- Attraction Center: 0 -3 -3
- Vortex**
- Vortex Strength: 0
- Vortex Direction: 0 1 0
- Rendering**
- Lighting Enabled
- Stretch Factor: 0.3
- Sort Order: Increasing ID
- Blend Mode: Additive

**Properties**

- Is Emitting
- Size: cm 0.1
- Variation: +/- 0.05
- Size Over Life: 1
- Size Over Life Power: 1
- Mass: g 1
- Variation: +/- 0
- Life Span: s 0.04
- Variation: +/- 0.002
- Angle: ° 0
- Variation: +/- 0
- Angular Velocity: rad/s 0
- Variation: +/- 0
- Orientation Mode: Billboard
- Orientation Direct...: 0 1 0
- Orientation Variation: 0
- Motion**
- Acceleration: 0 0 0
- Drag: 0
- Force Fields**
- Noise**
- Noise Strength: 4
- Noise Scale: 1
- Noise Animation Speed: 0
- Attract**
- Attraction Strength: 0
- Attraction Center: 1 1 0
- Vortex**
- Vortex Strength: 0
- Vortex Direction: 0 1 0
- Rendering**
- Lighting Enabled
- Stretch Factor: 3
- Sort Order: Increasing Depth
- Blend Mode: Additive

**Magic**

twinkle.exr (2048 x 2048)

**Rain**

rain.png (256 x 256)

**Particle Emitter**

**Emitter**

**Particles**

**Timing**

- Loop
- Emission Duration s 1
- Variation +/- 0
- Idle Duration s 0
- Variation +/- 0
- Warmup Duration 0

**Shape**

- Emitter Shape Plane
- Birth Location Surface
- Birth Direction Constant
- Emit Direction 0 -1 0
- Vertex Count 6 6 6
- Emitter Shape Size 0.1 1 0.1

**Speed**

- m/s 0.08
- Variation +/- 0.04

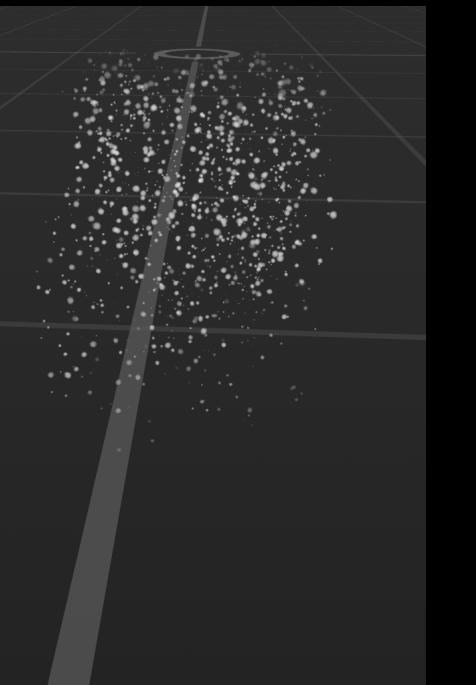
Is Local Space

Is Emitting

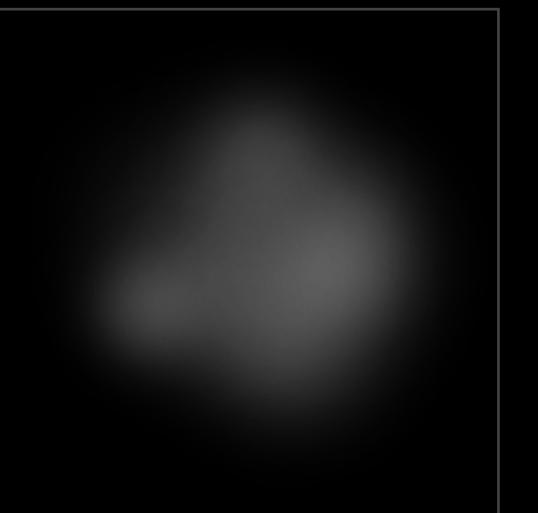
**Spawning**

- Spawn Occasion On Update
- Spawn Velocity Factor 1
- Spawn Spread Factor** 0
- Variation +/- 0
- Inherit Color

Snow



snow.png (256 x 256)



**Particle Emitter**

**Emitter**

**Particles**

**Main**

Particle attributes affecting the main particles of the base simulation

**Timing**

- Loop
- Emission Duration s 500
- Variation +/- 10
- Burst Count 100
- Variation +/- 0

**Shape**

- Spreading Angle Burst
- 0

**Color**

- Start Color (white)
- End Color (yellow)

**Color Evolution Power** 0

**Opacity Over Life Mode** Gradual Fade In Out

**Textures**

Particle Image snow.png

Is Animated

**Properties**

- Size cm 0.1
- Variation +/- 0.2
- Size Over Life 0.8
- Size Over Life Power 10
- Mass g 1
- Variation +/- 0
- Life Span s 3
- Variation +/- 0.2
- Angle ° 10313.24031
- Variation +/- 10313.24031
- Angular Velocity rad/s 0
- Variation +/- 0.5
- Orientation Mode Billboard
- Orientation Direct... 0 1 0
- Orientation Variation 0

**Motion**

- Acceleration 0 0 0
- Drag 0

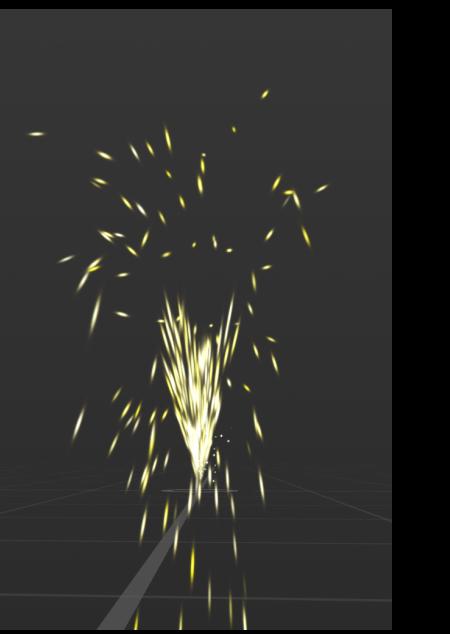
**Force Fields**

- Noise
- Noise Strength 0.03
- Noise Scale 1
- Noise Animation Speed 2
- Attract
- Attraction Strength 0
- Attraction Center 1 1 0
- Vortex
- Vortex Strength 0
- Vortex Direction 0 1 0

**Rendering**

- Lighting Enabled
- Stretch Factor 0
- Sort Order Increasing Depth
- Blend Mode Alpha

Sparks



flare.png (256 x 256)



**Particle Emitter**

**Emitter**

**Particles**

**Main**

Particle attributes affecting the main particles of the base simulation

**Timing**

- Loop
- Emission Duration s 0.2
- Variation +/- 0.1
- Idle Duration s 0.4
- Variation +/- 0.3
- Warmup Duration 0

**Shape**

- Emitter Shape Point
- Birth Location Surface
- Birth Direction Constant
- Emit Direction 0.5 1 0
- Vertex Count 6 6 6
- Emitter Shape Size 1 1 1

**Speed**

- m/s 1
- Variation +/- 0.4

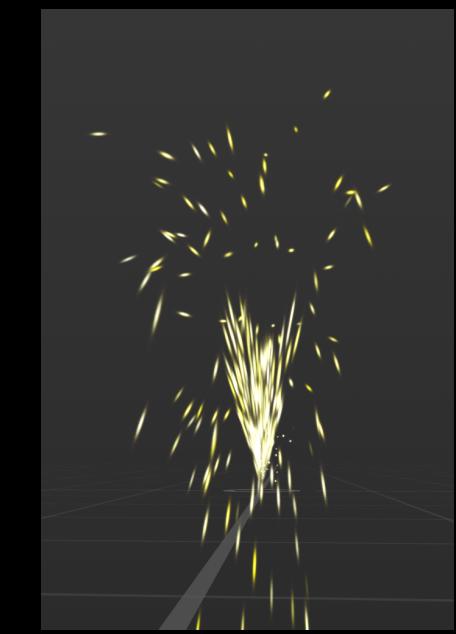
Is Local Space

Is Emitting

**Spawning**

- Spawn Occasion On Birth
- Spawn Velocity Factor 0.5
- Spawn Spread Factor** 0
- Variation +/- 0
- Inherit Color

Sparks



flare.png (256 x 256)



**Particle Emitter**

**Emitter**

**Particles**

**Main**

Particle attributes affecting the main particles of the base simulation

**Timing**

- Loop
- Emission Duration s 1200
- Variation +/- 1000
- Burst Count 100
- Variation +/- 0

**Shape**

- Spreading Angle Burst
- 0.2

**Color**

- Start Color (white)
- End Color (blue)

**Color Evolution Power** 1

**Opacity Over Life Mode** Constant

**Textures**

Particle Image flare.exr

Is Animated

**Properties**

- Size cm 0.1
- Variation +/- 0.1
- Size Over Life 1.3
- Size Over Life Power 0
- Mass g 1
- Variation +/- 0
- Life Span s 0.25
- Variation +/- 0
- Angle ° 0
- Variation +/- 0
- Angular Velocity rad/s 0
- Variation +/- 0
- Orientation Mode Billboard
- Orientation Direct... 0 1 0
- Orientation Variation 0

**Motion**

- Acceleration 0 -2 0
- Drag 0

**Force Fields**

Noise

- Noise Strength 3
- Noise Scale 0.4
- Noise Animation Speed 0

Attract

- Attraction Strength 0
- Attraction Center 0 0 0

Vortex

- Vortex Strength 0
- Vortex Direction 0 1 0

**Rendering**

- Lighting Enabled
- Stretch Factor 0
- Sort Order Increasing ID
- Blend Mode Additive

**Particle Emitter**

**Emitter**

**Particles**

**Secondary**

Attributes affecting secondary particles spawned from the main simulation

Enable Secondary Particles

**Birth Rate** 400

**Variation** +/- 0

**Spreading Angle** 0

**Color**

- Start Color (white)
- End Color (red)

**Color Evolution Power** 1

**Opacity Over Life Mode** Constant

**Textures**

Particle Image flare.exr

Is Animated

**Properties**

- Size cm 0.1
- Variation +/- 0.1
- Size Over Life 1.3
- Size Over Life Power 0
- Mass g 1
- Variation +/- 0
- Life Span s 0.25
- Variation +/- 0
- Angle ° 0
- Variation +/- 0
- Angular Velocity rad/s 0
- Variation +/- 0
- Orientation Mode Billboard
- Orientation Direct... 0 1 0
- Orientation Variation 0

**Motion**

- Acceleration 0 -2 0
- Drag 0

**Force Fields**

Noise

- Noise Strength 3
- Noise Scale 0.4
- Noise Animation Speed 0

Attract

- Attraction Strength 0
- Attraction Center 0 0 0

Vortex

- Vortex Strength 0
- Vortex Direction 0 1 0

**Rendering**

- Lighting Enabled
- Stretch Factor 0
- Sort Order Increasing Depth
- Blend Mode Additive

# Reality Composer Pro Particle

Sample code: Diorama

Cloud\_Chunk



Material Bindings  
Binding: None

Particle Emitter  
Emitter tab selected

Timing  
Loop checked  
Emission Duration: 0.05s  
Variation: +/- 0  
Idle Duration: 0s  
Variation: +/- 0  
Warmup Duration: 0s

Shape  
Emitter Shape: Sphere  
Radial Amount: 6.283  
Birth Location: Volume  
Birth Direction: Normal  
Emit Direction: 0, 1, 0  
Vertex Count: 6, 6, 6  
Emitter Shape Size: 0.1, 0.02, 0.1  
Speed: 0.5m/s  
Variation: +/- 0.1  
Is Local Space checked  
Is Emitting checked

Spawning  
Spawn Occasion: On Death  
Spawn Velocity Factor: 1  
Spawn Spread Factor: 0  
Variation: +/- 0  
Inherit Color unchecked

Color  
Start Color: white  
End Color: blue  
Color Evolution Power: 1  
Opacity Over Life Mode: Linear Fade Out

Textures  
Particle Image: dustsheet.exr

Properties  
Size: 1cm  
Variation: +/- 0  
Size Over Life: 8  
Size Over Life Power: 0.2  
Mass: 1g  
Variation: +/- 0.8  
Life Span: 5s  
Variation: +/- 1  
Angle: 0°  
Variation: +/- 0  
Angular Velocity: 0rad/s  
Variation: +/- 1  
Orientation Mode: Billboard  
Orientation Direct...: 0, 1, 0  
Orientation Variation: 0

Motion  
Acceleration: 0  
Drag: 8

Force Fields  
Noise: Noise Strength: 0.1  
Noise Scale: 1  
Noise Animation Speed: 0  
Attract: Attraction Strength: -0.1  
Attraction Center: 0, -0.1, 0

Vortex  
Vortex Strength: 0  
Vortex Direction: 0, 1, 0

Rendering  
Lighting Enabled unchecked  
Stretch Factor: 0  
Sort Order: Decreasing Depth  
Blend Mode: Alpha

Particle Emitter  
Emitter tab selected

Main  
Particle attributes affecting the main particles of the base simulation

Birth Rate: 500  
Variation: +/- 0  
Burst Count: 100  
Variation: +/- 0  
Spreading Angle: 0

Color  
Start Color: white  
End Color: blue  
Color Evolution Power: 1  
Opacity Over Life Mode: Linear Fade Out

Textures  
Particle Image: dustsheet.exr

Properties  
Size: 1cm  
Variation: +/- 0  
Size Over Life: 8  
Size Over Life Power: 0.2  
Mass: 1g  
Variation: +/- 0.8  
Life Span: 5s  
Variation: +/- 1  
Angle: 0°  
Variation: +/- 0  
Angular Velocity: 0rad/s  
Variation: +/- 1  
Orientation Mode: Billboard  
Orientation Direct...: 0, 1, 0  
Orientation Variation: 0

Motion  
Acceleration: 0  
Drag: 8

Force Fields  
Noise: Noise Strength: 0.1  
Noise Scale: 1  
Noise Animation Speed: 0  
Attract: Attraction Strength: -0.1  
Attraction Center: 0, -0.1, 0

Vortex  
Vortex Strength: 0  
Vortex Direction: 0, 1, 0

Rendering  
Lighting Enabled unchecked  
Stretch Factor: 0  
Sort Order: Decreasing Depth  
Blend Mode: Alpha

Particle Emitter  
Particles tab selected

Main  
Particle attributes affecting the main particles of the base simulation

Birth Rate: 500  
Variation: +/- 0  
Burst Count: 100  
Variation: +/- 0  
Spreading Angle: 0

Color  
Start Color: white  
End Color: blue  
Color Evolution Power: 1  
Opacity Over Life Mode: Linear Fade Out

Textures  
Particle Image: dustsheet.exr

Properties  
Size: 1cm  
Variation: +/- 0  
Size Over Life: 8  
Size Over Life Power: 0.2  
Mass: 1g  
Variation: +/- 0.8  
Life Span: 5s  
Variation: +/- 1  
Angle: 0°  
Variation: +/- 0  
Angular Velocity: 0rad/s  
Variation: +/- 1  
Orientation Mode: Billboard  
Orientation Direct...: 0, 1, 0  
Orientation Variation: 0

Motion  
Acceleration: 0  
Drag: 8

Force Fields  
Noise: Noise Strength: 0.1  
Noise Scale: 1  
Noise Animation Speed: 0  
Attract: Attraction Strength: -0.1  
Attraction Center: 0, -0.1, 0

Vortex  
Vortex Strength: 0  
Vortex Direction: 0, 1, 0

Rendering  
Lighting Enabled unchecked  
Stretch Factor: 0  
Sort Order: Decreasing Depth  
Blend Mode: Alpha