

# Reality Composer Pro Preset Particles

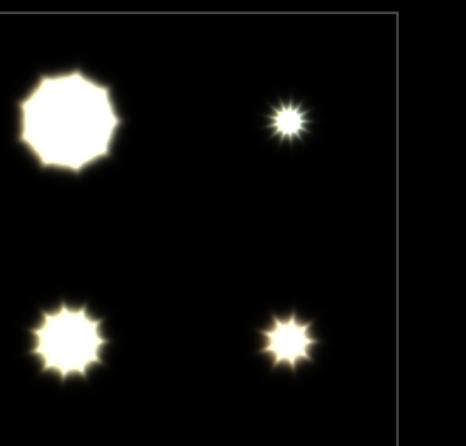
Ver. 1.0 Beta

Sheet Rev. 2023.8

Fireworks



flaresheet.exr (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: 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

Is Emitting

**Spawning**

Spawn Occasion: On Death

Spawn Velocity Factor: 0.1

**Spawn Spread Factor**

11.45916

Variation: +/- 5.72958

Inherit Color

**Particle Emitter**

**Emitter**

**Particles**

**Main**

Particle attributes affecting the main particles of the base simulation

**Birth Rate**

1.2

Variation: +/- 1

**Burst Count**

100

Variation: +/- 0

**Spreading Angle**

Burst

0.1

**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

Animation Mode: Looping

Row Count: 2

Column Count: 2

**Initial Frame**

0

**Frame Rate**

0

Variation: +/- 0

**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 -0.15 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

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**

39000

Variation: +/- 8000

**Spreading Angle**

3

**Color**

Start Color: (Grey)

End Color: (Blue)

Color Evolution Power: 1

Opacity Over Life Mode: Linear Fade Out

**Textures**

Particle Image: flaresheet.exr

Is Animated

Animation Mode: Looping

Row Count: 2

Column Count: 2

**Initial Frame**

0

**Frame Rate**

12

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

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

**Birth Rate**

2000

Variation: +/- 0

**Burst Count**

100

Variation: +/- 0

**Spreading Angle**

Burst

0

**Color**

Start Color: (White)

End Color: (Blue)

Color Evolution Power: 1

Opacity Over Life Mode: Linear Fade Out

**Textures**

Particle Image: dustsheet.exr

Is Animated

Animation Mode: Play Once

Row Count: 4

Column Count: 4

**Initial Frame**

2

**Frame Rate**

0

Variation: +/- 6

**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**

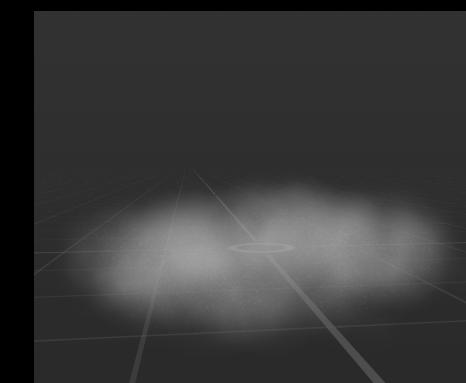
Lighting Enabled

Stretch Factor: 0

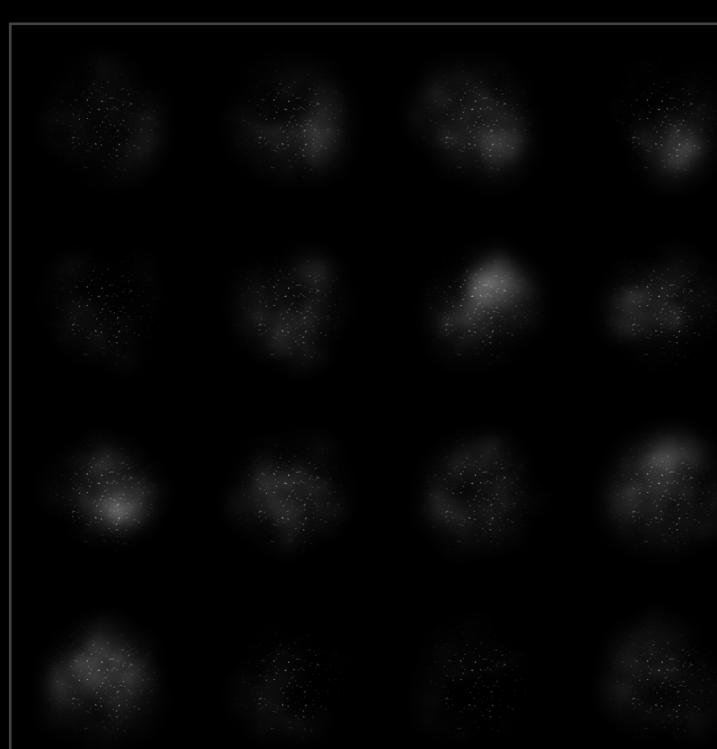
Sort Order: Decreasing Depth

Blend Mode: Alpha

Impact



dustsheet.exr (1024 x 1024)



**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

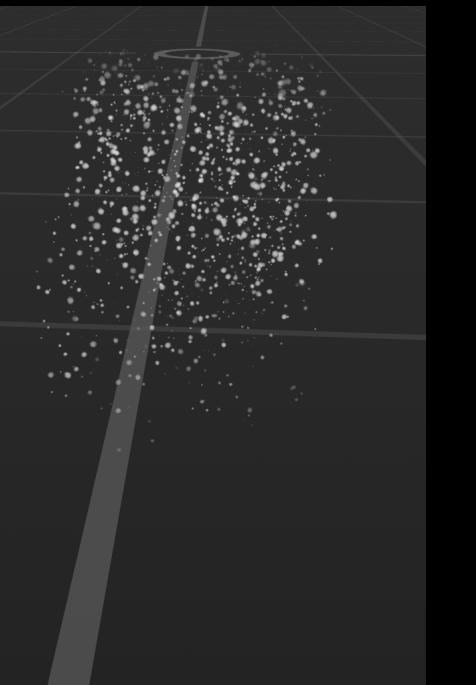
Is Local Space

Is Emitting

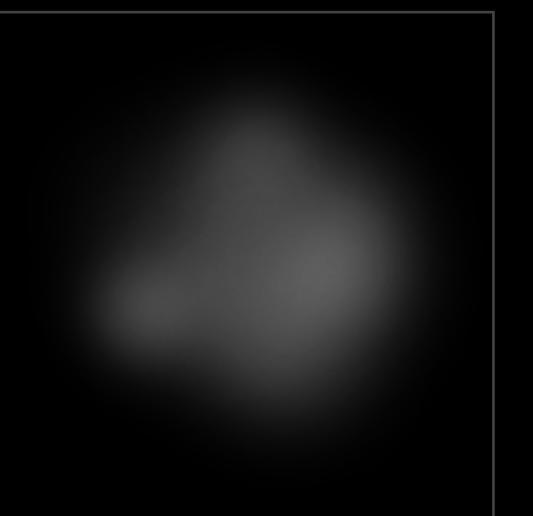
**Spawning**

- 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

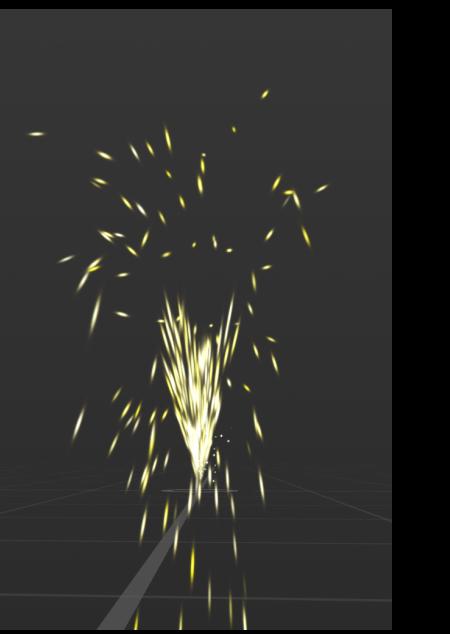
**Force Fields**

- 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

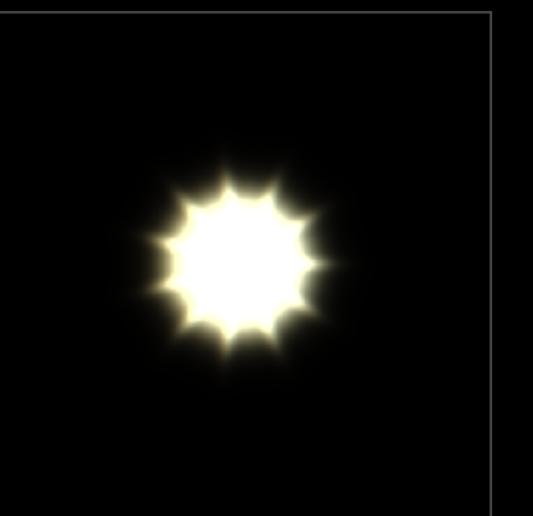
**Rendering**

- 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

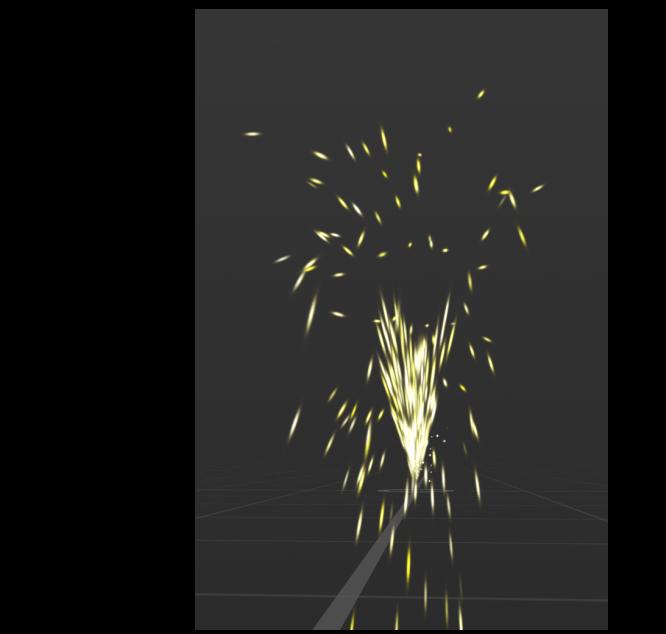
Is Local Space

Is Emitting

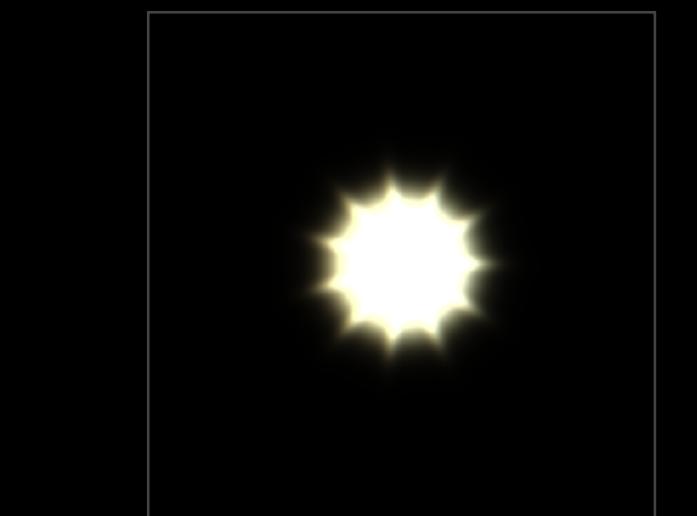
**Spawning**

- 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**

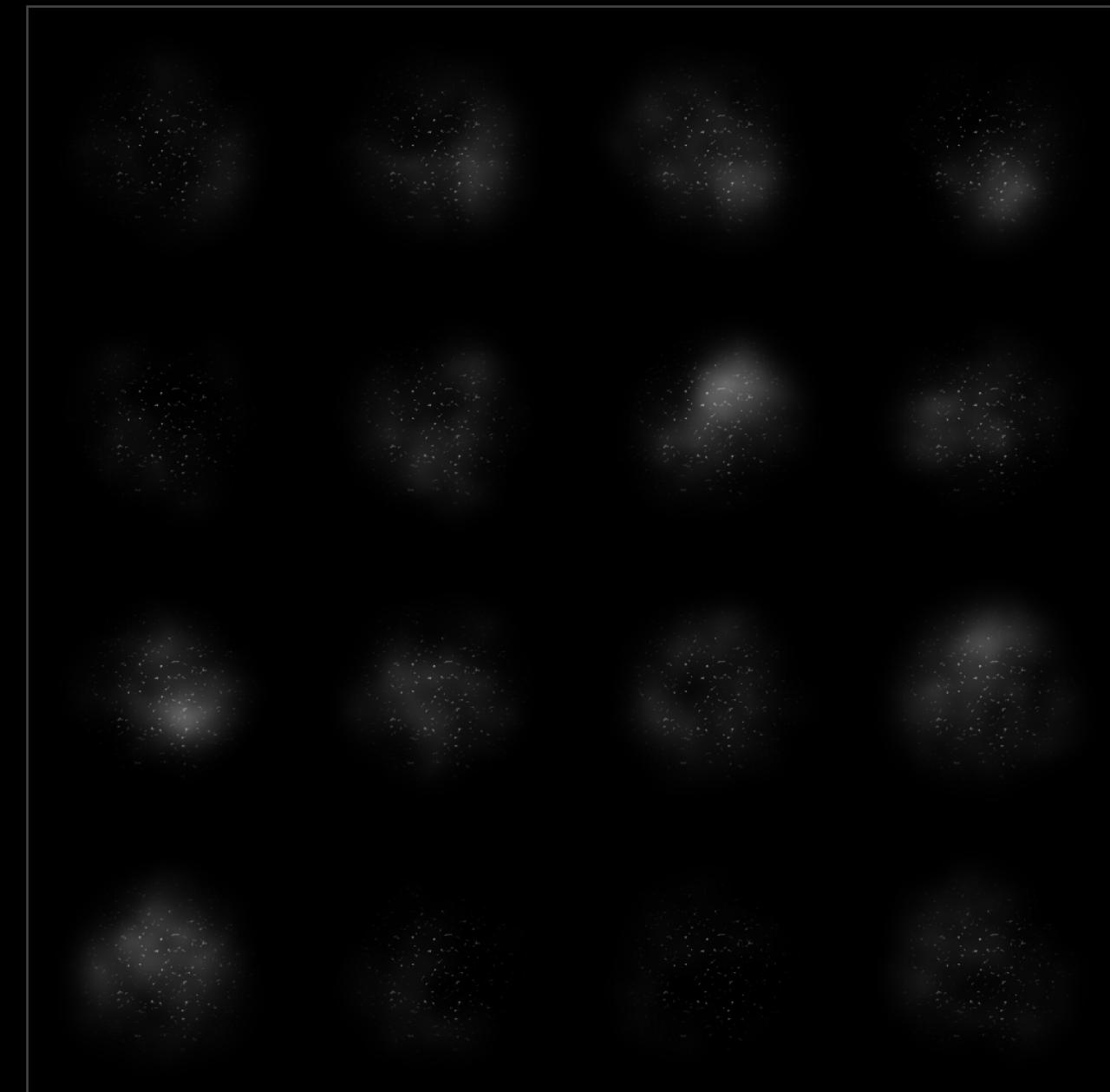
- Noise
- Noise Strength 3
- Noise Scale 0.4
- Noise Animation Speed 0
- Attract
- Attraction Strength 0
- Attraction Center 0 0 0
- Vortex
- Vortex Strength 0
- Vortex Direction 0 1 0

**Rendering**

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

# Reality Composer Pro Particle

Sample code: Diorama



**Material Bindings**  
Binding None

**Particle Emitter**  
Emitter Particles

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

**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 m/s 0.5  
Variation +/- 0.1  
 Is Local Space  
 Is Emitting

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

**Particle Emitter**  
Emitter Particles

**Main**  
Particle attributes affecting the main particles of the base simulation

**Birth Rate** 500  
Variation +/- 0  
**Burst Count** 100  
Variation +/- 0  
Burst

**Spreading Angle** 0

**Color**  
Start Color End Color  
Color Evolution Power 1  
Opacity Over Life Mode Linear Fade Out

**Textures**  
Particle Image dustsheet.exr

Is Animated  
Animation Mode Play Once  
Row Count 4  
Column Count 4  
Initial Frame 2  
Variation +/- 6  
Frame Rate 0  
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 5  
Variation +/- 1  
Angle ° 0  
Variation +/- 0  
Angular Velocity rad/s 0  
Variation +/- 1  
Orientation Mode Billboard  
Orientation Direct... 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  
Stretch Factor 0  
Sort Order Decreasing Depth  
Blend Mode Alpha