

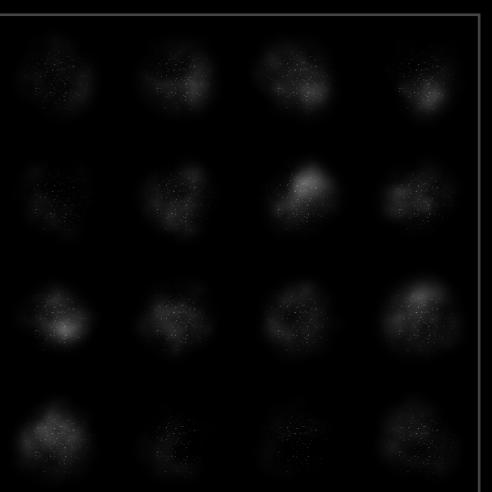
# RealityKit Particle System Overview

Users can create particles and edit the parameters with Reality Composer Pro and/or create Components in code using RealityKit APIs.

Shown example is from Diorama, Cloud\_Chunk



dustsheet.exr (1024 x 1024)



<b>Defined with ParticleEmitterComponent struct</b> doc: <a href="https://developer.apple.com/documentation/realitykit/particleemittercomponent">https://developer.apple.com/documentation/realitykit/particleemittercomponent</a>
<b>Defined with ParticleEmitterComponent.ParticleEmitter struct</b> doc: <a href="https://developer.apple.com/documentation/realitykit/particleemittercomponent/particleemitter">https://developer.apple.com/documentation/realitykit/particleemittercomponent/particleemitter</a>
<b>Defined with ParticleEmitterComponent.ParticleEmitter.ImageSequence struct</b> doc: <a href="https://developer.apple.com/documentation/realitykit/particleemittercomponent/particleemitter/imagesequence-swift.struct">https://developer.apple.com/documentation/realitykit/particleemittercomponent/particleemitter/imagesequence-swift.struct</a>

<b>Simulation State</b> Controls particle simulation state: playing, paused or stopped. Defaults to play.
<b>Are Collisions Enabled</b> Determines if particles will collide with the provided collision planes.
<b>Bounce</b> Controls how much particles bounce when they hit a collision surface. Defaults to 0.3.
<b>Friction</b> Controls how much friction particles experience when they hit a collision surface. Defaults to 0.

<b>Animation Mode</b> How the effect timeline is played.
<b>Row Count</b> Number of rows in the sprite sheet.
<b>Column Count</b> Number of columns in the sprite sheet.
<b>Initial Frame</b> First frame of the sprite sheet animation.
<b>Variation</b> Defines a plus/minus range (in frames) from which a value is randomly selected to offset initialFrame.
<b>Frame Rate</b> Number of sprite sheet frames to play per second.
<b>Variation</b> Defines a plus/minus range (in frames per second) from which a value is randomly selected to offset frameRate.

<b>Main Emitter</b> Particle attributes affecting the main particles of the base simulation.
<b>Spawned Emitter</b> Attributes affecting secondary particles spawned from the main simulation.
<b>Birth Rate</b> The number of particles emitted over the emission duration. Defaults to 100. <b>Variation</b> Defines a plus/minus range from which a value is randomly selected to offset birthRate.
<b>Burst Count</b> Number of particles to emit in a single burst. Defaults to 100.
<b>Burst Count Variation</b> Defines a plus/minus range from which a value is randomly selected to offset burstCount.
<b>Spreading Angle</b> The range, in radians, of randomized initial particle directions as radians describing the size of the spreading cone. Defaults to 0.
<b>Start Color / End Color</b> The color of particles.
<b>Color Evolution Power</b> How quickly the color evolves from its start to its end color — a value of 1 is a linear transition, values below 1 transition quicker, values over 1 transition slower.
<b>Opacity Over Life Mode</b> The curve of opacity change over the lifetime of the particle. Defaults to quickFadeInOut.
<b>Particle Image</b> The image that each particle will use. Defaults to a white circular texture.
<b>Is Animated (imageSequence)</b> Determines if the particle image is a sprite sheet (used for animation).
<b>Size</b> The rendered size, in units of the scene's world coordinate space, of the particle image. Value is the half-extent of the particle's quad. Defaults to 0.02. <b>Variation</b> Defines a plus/minus range from which a value is randomly selected to offset size.
<b>Size Over Life (sizeMultiplierAtEndOfLifespan)</b> At the end of the particle lifespan, the particle's size will be its initial size times this multiplier. Defaults to 0.1.
<b>Size Over Life Power (sizeMultiplierAtEndOfLifespanPower)</b> How quickly or slowly particle size changes over its lifetime — a value of 1 is linear, values below 1 transition quicker, values above 1 transition slower.
<b>Mass</b> The mass, in grams, of each particle in the system. Defaults to 1. <b>Variation</b> Defines a plus/minus range (in grams) from which a value is randomly selected to offset mass.
<b>Life Span</b> The duration, in seconds, for which each particle is rendered before being removed from the scene. Defaults to 1. <b>Variation</b> Defines a plus/minus range (in seconds) from which a value is randomly selected to offset lifeSpan. Defaults to 0.2.
<b>Angle</b> The rotation angle, in radians, of newly spawned particles. Defaults to 0. <b>Variation</b> Defines a plus/minus range (in radians) from which a value is randomly selected to offset angle.
<b>Angular Velocity</b> The initial spin rate, in radians per second, of newly spawned particles. Defaults to 0. <b>Variation</b> Defines a plus/minus range (in radians per second) from which a value is randomly selected to offset angularSpeed.
<b>Orientation Mode (billboardMode)</b> The mode defining whether and how particles orient towards the camera. Defaults to billboardYAligned.
<b>Orientation Direction (billboardMode.free) / Variation</b> The axis about which the particle will be oriented is the given axis. The variation is a unit multiplier that determines how far from the given axis the particle is allowed to actually be oriented.
<b>Acceleration</b> The constant acceleration vector, in meters per second squared, applied to all particles in the system.
<b>Drag (Damping Factor)</b> A factor that slows particles relative to their velocity. Defaults to 0.
<b>Noise Strength</b> Strength of the noise (turbulence) fields affecting particle motion. Defaults to 0.
<b>Noise Scale</b> Scale of the noise (turbulence) patterns. Defaults to 1.
<b>Noise Animation Speed</b> Determines how fast the noise field changes over time. Defaults to 0.
<b>Attraction Strength</b> The particles are attracted to the attractionCenter by this amount. Defaults to 0.
<b>Attraction Center</b> The spot that the particles are attracted to. In local space. Defaults to (1, 1, 0).
<b>Vortex Strength</b> Strength of the vortex forces affecting particle motion. Defaults to 0.
<b>Vortex Direction</b> Direction vector of the vortex axis. Defaults to (0, 1, 0).
<b>Lighting Enabled</b> Determines if particles are affected by scene lighting.
<b>Stretch Factor</b> How much a particle's shape is stretched along its velocity direction (Billboard particles only).
<b>Sort Order</b> How overlapping particles are sorted before rendering. Defaults to increasingDepth.
<b>Blend Mode</b> How overlapping particles are composited together. Defaults to alpha.

# Reality Composer Pro Preset Particles

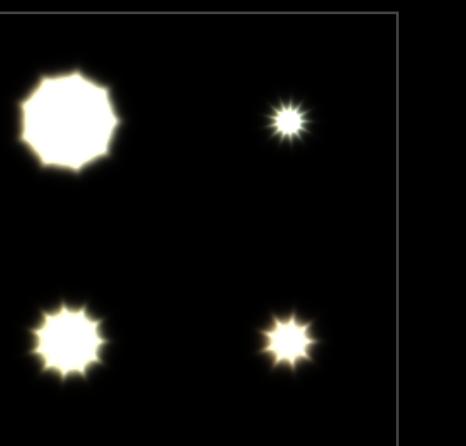
Ver. 1.0 Beta

Sheet Rev. 2023.8

Fireworks



flaresheet.exr (256 x 256)



Particle Emitter

Emitter      Particles

1 Main

Particle attributes affecting the main particles of the base simulation

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

Spawning

Spawn Occasion On Death

Spawn Velocity Factor 0.1

Spawn Spread Factor 11.45916

Variation +/- 5.72958

Inherit Color

Color

Start Color

End Color

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

Frame Rate

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 Direct... 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 -1

Attraction Center 0 12 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

2 Secondary

Attributes affecting secondary particles spawned from the main simulation

Enable Secondary Particles

Birth Rate 39000

Variation +/- 8000

Spreading Angle 3

Color

Start Color

End Color

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

Frame Rate

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 Direct... 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

3 Main

Particle attributes affecting the main particles of the base simulation

Timing

Loop

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

Spawning

Spawn Occasion On Death

Spawn Velocity Factor 1

Spawn Spread Factor 0

Variation +/- 0

Inherit Color

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

Frame Rate

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 +/- 0

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

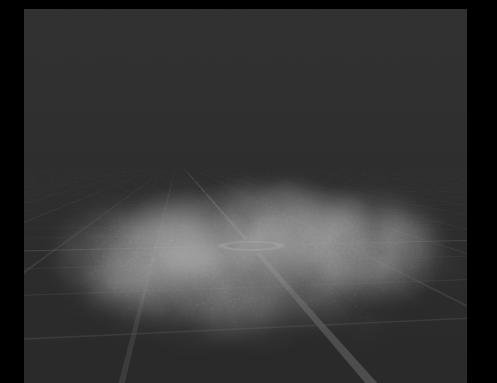
Lighting Enabled

Stretch Factor 0

Sort Order Decreasing Depth

Blend Mode Alpha

Impact



dustsheet.exr (1024 x 1024)

Particle Emitter

Emitter      Particles

4 Main

Particle attributes affecting the main particles of the base simulation

Timing

Loop

Emission Duration s 2000

Variation +/- 0

Idle Duration s 100

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 0.01 0.05

Speed m/s 0.5

Variation +/- 0.1

Spawning

Spawn Occasion On Death

Spawn Velocity Factor 1

Spawn Spread Factor 0

Variation +/- 0

Inherit Color

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

Frame Rate

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 +/- 0

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

**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

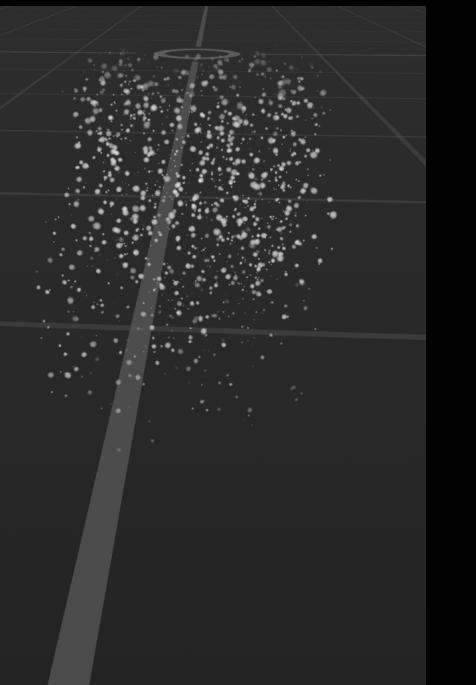
Is Local Space

Is Emitting

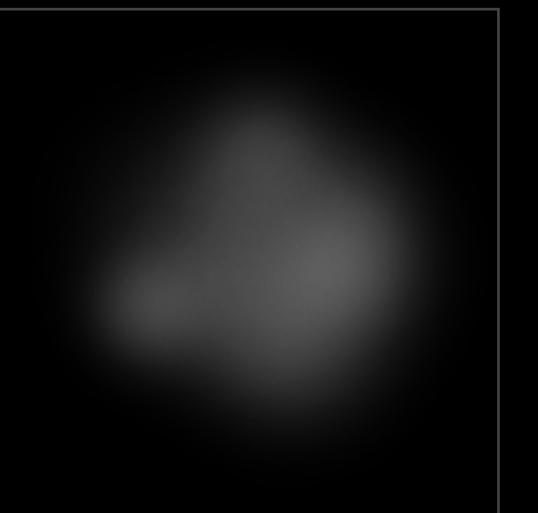
**Spawning**

- 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

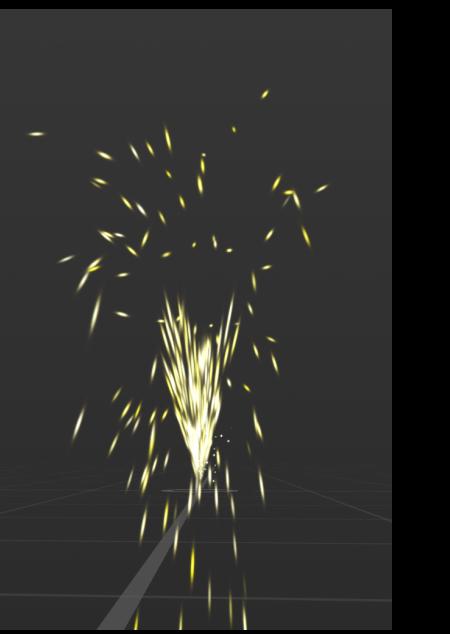
**Force Fields**

- 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

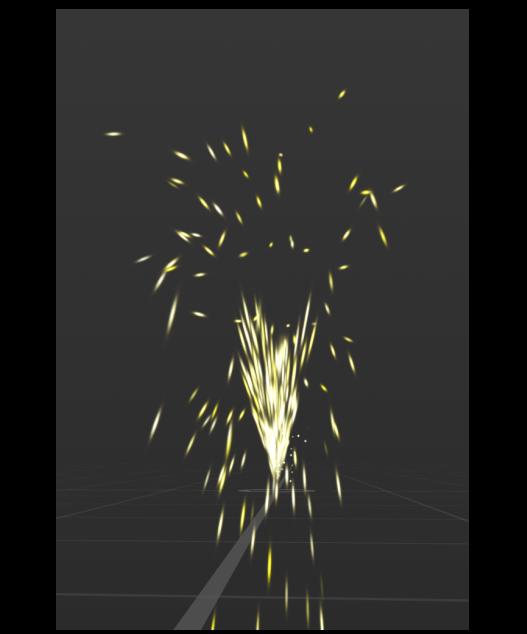
Is Local Space

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 (yellow)

**Color Evolution Power** 0.2

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

**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 (yellow)

**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

