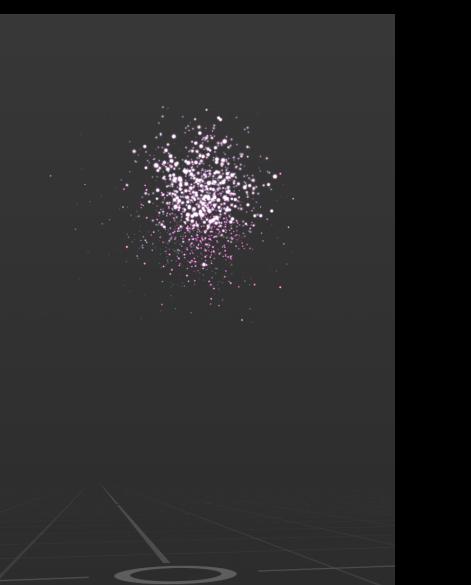


Reality Composer Pro Preset Particles

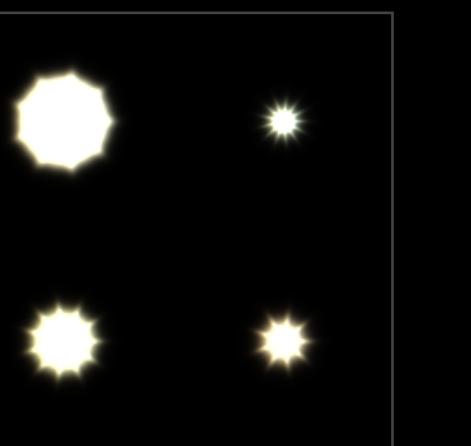
Ver. 1.0 Beta

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: (Color swatch)

End Color: (Color swatch)

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: (Color swatch)

End Color: (Color swatch)

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: (Color swatch)

End Color: (Color swatch)

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

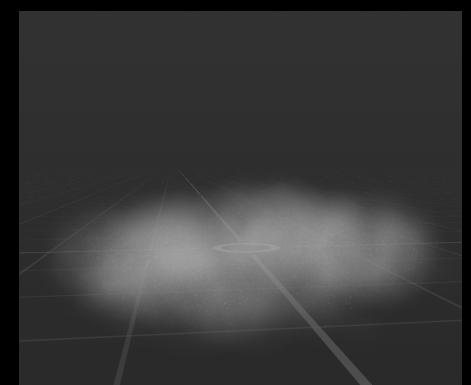
Lighting Enabled

Stretch Factor: 0

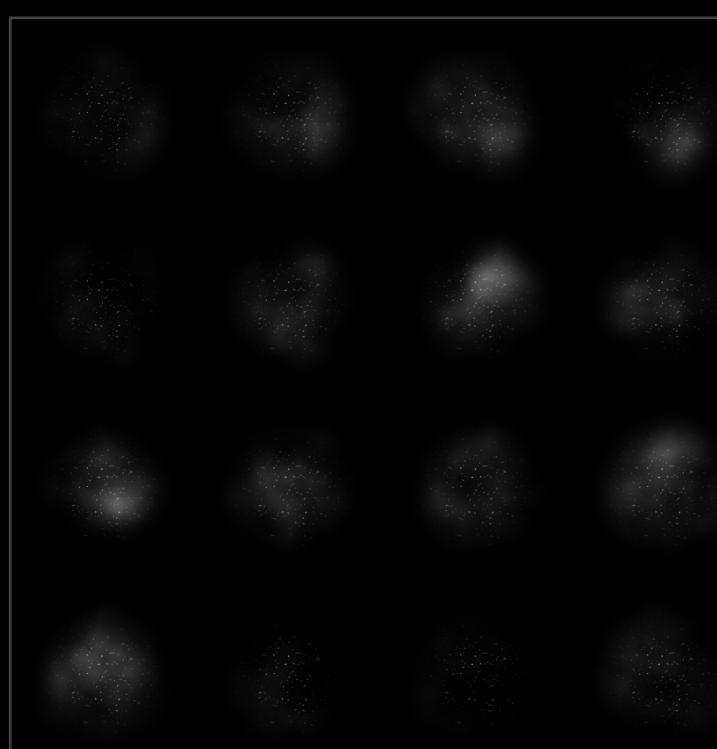
Sort Order: Decreasing Depth

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

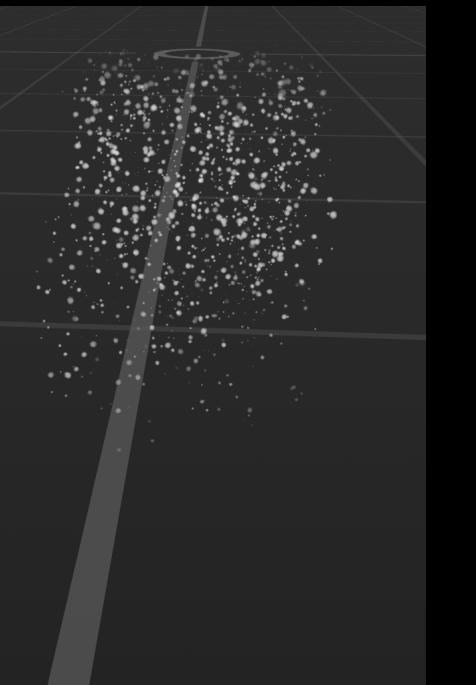
Is Local Space

Is Emitting

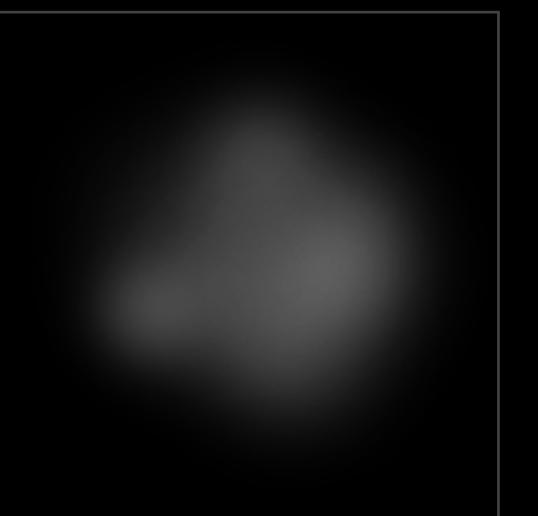
Spawning

- 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

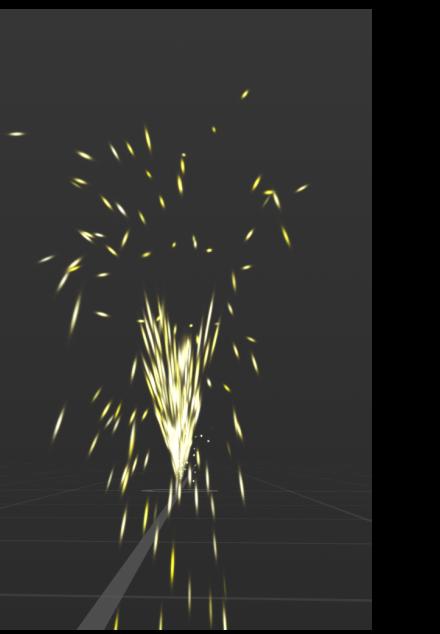
Force Fields

- 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

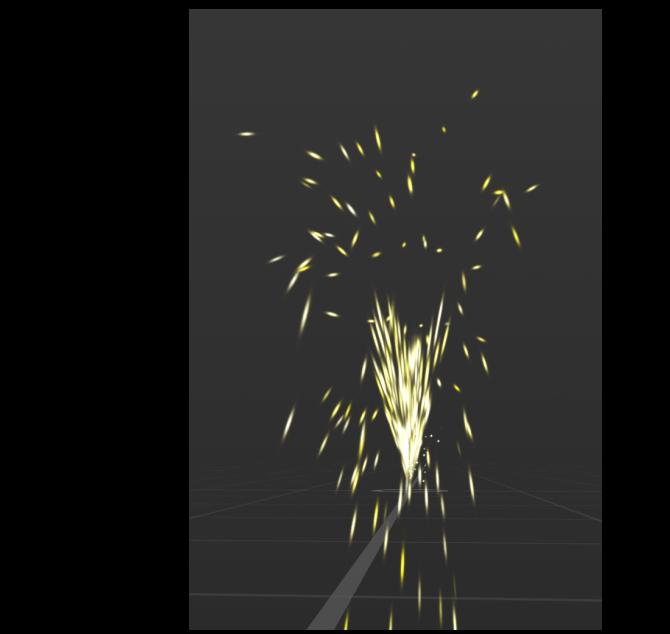
Is Local Space

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 (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

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