

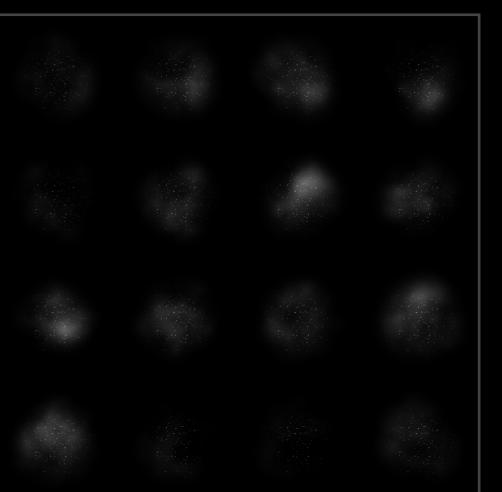
RealityKit Particle System Overview

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)



Defined with ParticleEmitterComponent struct
doc: https://developer.apple.com/documentation/realitykit/particleemittercomponent
Defined with ParticleEmitterComponent.ParticleEmitter struct
doc: https://developer.apple.com/documentation/realitykit/particleemittercomponent/particleemitter
Defined with ParticleEmitterComponent.ParticleEmitter.ImageSequence struct
doc: https://developer.apple.com/documentation/realitykit/particleemittercomponent/particleemitter/imagesequence-swift.struct
Timing Defines the Emitter timing method.
Emitter Shape The shape of the region of space where the system spawns new particles. Defaults to plane.
Radial Amount Radial sweep angle for sphere, cylinder, cone, and torus emitter shapes. Defaults to $2 * \pi$.
Torus Inner Radius Radius of the torus' emitter shape tube. Defaults to 0.25.
Birth Location The possible locations for newly spawned particles, relative to the emitter shape. Defaults to surface.
Birth Direction The possible initial directions for newly spawned particles, relative to the emitter shape. Defaults to normal.
Emission Direction The direction particles are emitted when birthDirection is set to World or Local. Defaults to (0, 0, 1, 0).
Emitter Shape Size The emitter shape size in meters.
Speed The initial speed, in meters per second, for newly spawned particles. Defaults to 0.5.
Variation Defines a plus/minus range (in meters per second) from which a value is randomly selected to offset particle speed.
Is Local Space (Simulation Space) Particle Simulation Space, either local or global
Is Emitting Disables/enables particle emission, independent of simulationState. Existing particles will not be affected.
Spawn Occasion Determines when main particles emit spawn particles. Defaults to onDeath.
Spawn Velocity Factor How much of the parent particle's velocity to inherit. Defaults to 1.
Spawn Spread Factor Amount a spawned particle spreads away from its parent particle, works in conjunction with the spawn particle's spreadingAngle. Defaults to 0.
Variation Defines a plus/minus range from which a value is randomly selected to offset Spawn Spread Factor.
Inherit Color Whether or not the spawnedEmitter's color should be overridden by the mainEmitter's color at the time of the spawning.

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

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

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

Reality Composer Pro Preset Particles

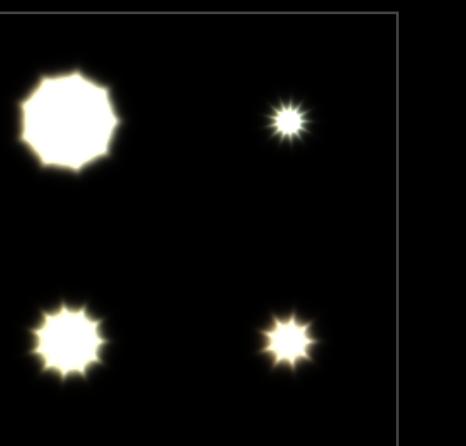
Ver. 1.0 Beta

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

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 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

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

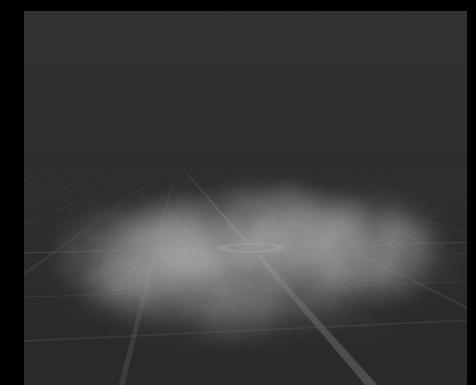
Lighting Enabled

Stretch Factor 0

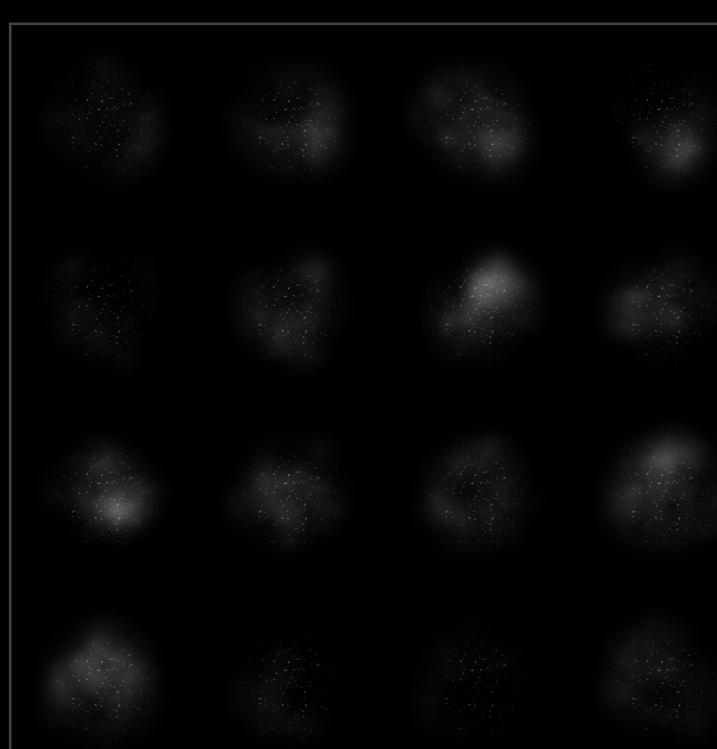
Sort Order Decreasing Depth

Blend Mode Alpha

Impact



dustsheet.exr (1024 x 1024)



Particle Emitter

Emitter **Particles**

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

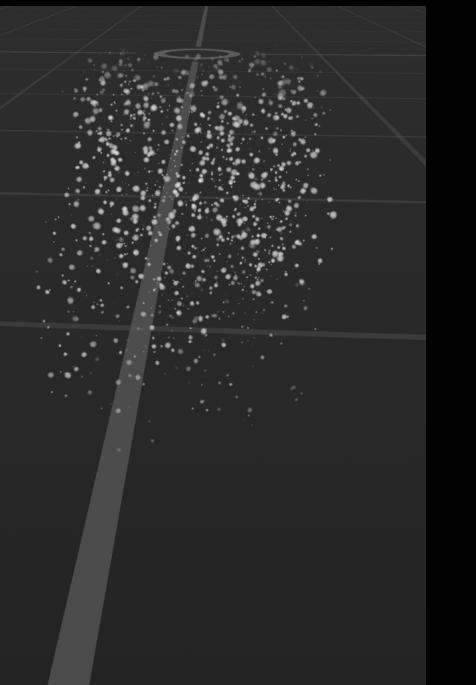
Is Local Space

Is Emitting

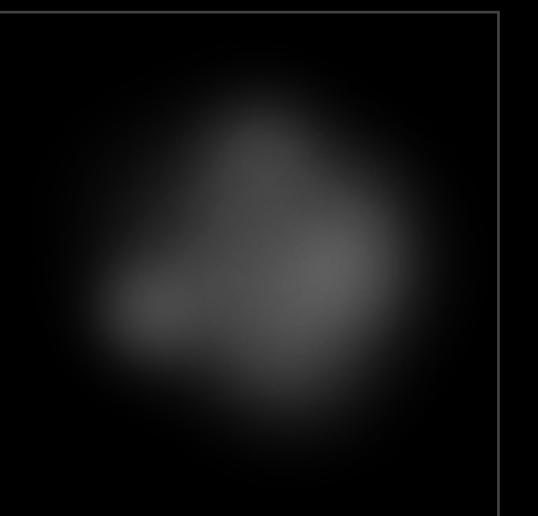
Spawning

- 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

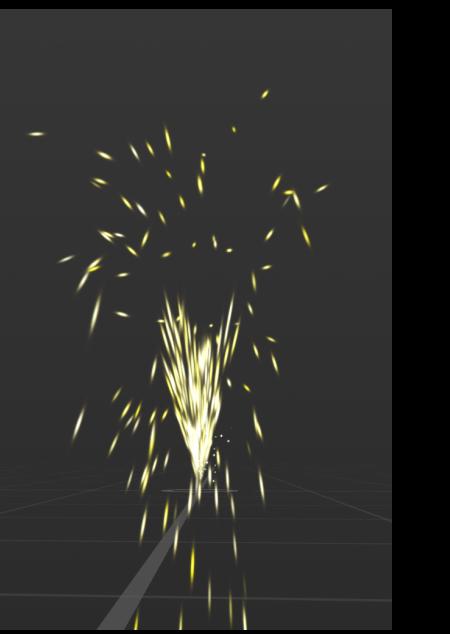
Force Fields

- 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

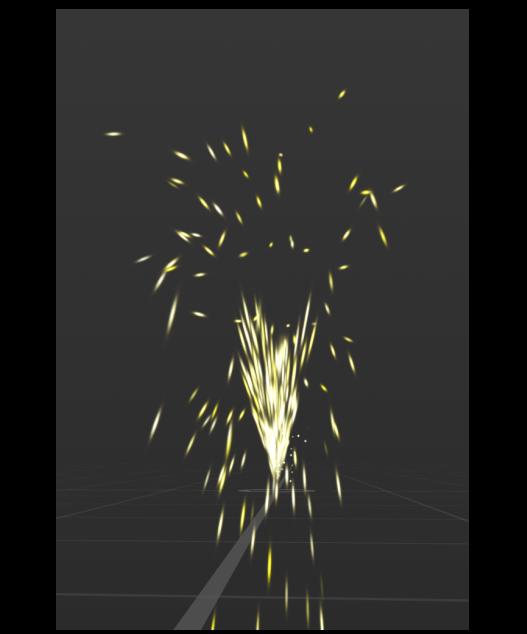
Is Local Space

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

