

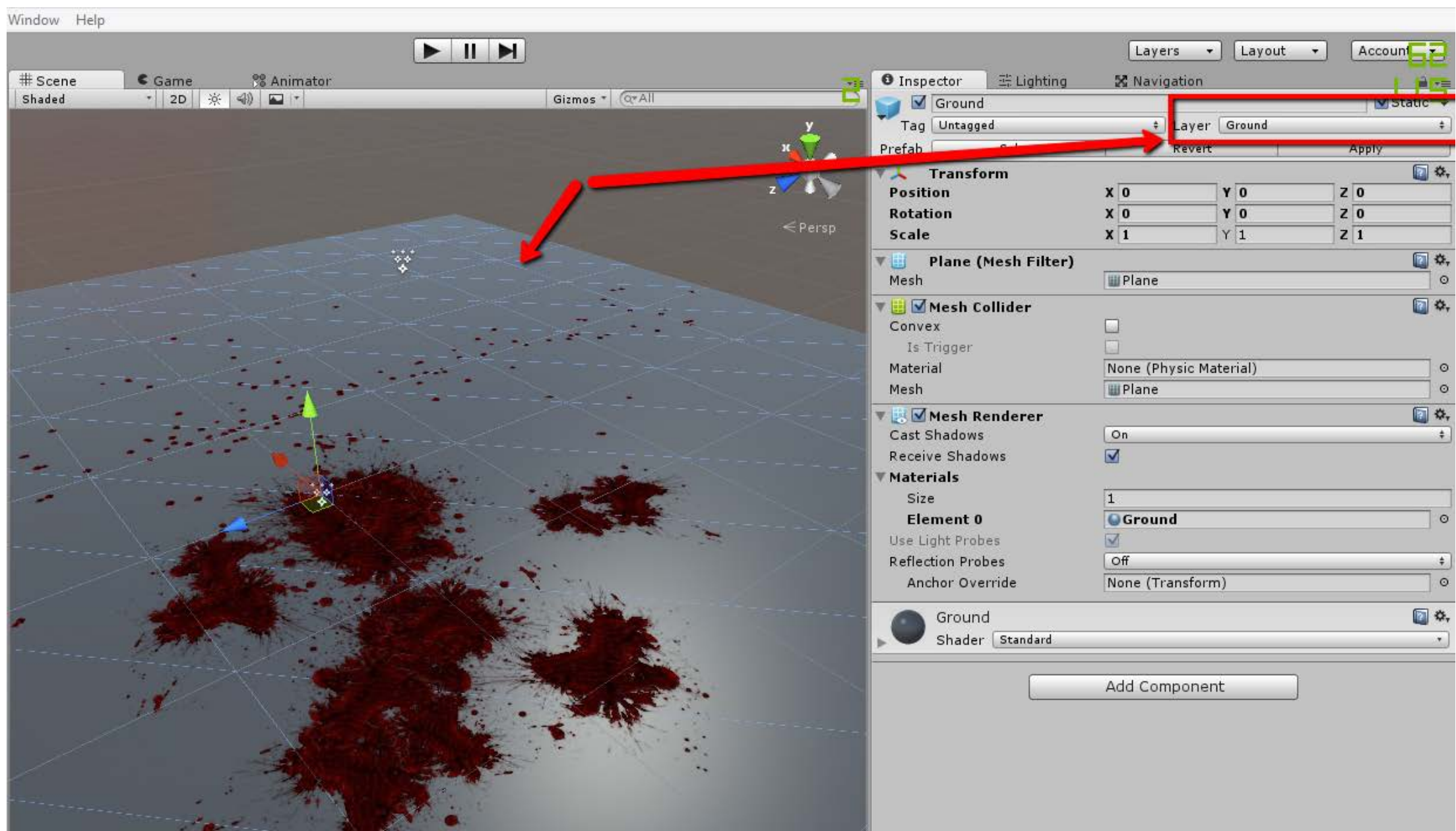
Hi. Thank you for purchased FX. Listen here.

Here is the link to the source: [https://dl.dropboxusercontent.com/u/195142079/%21%21%21Work/Realistic%20blood%20FX/Blood\\_Splash\\_001\\_02.rar](https://dl.dropboxusercontent.com/u/195142079/%21%21%21Work/Realistic%20blood%20FX/Blood_Splash_001_02.rar)

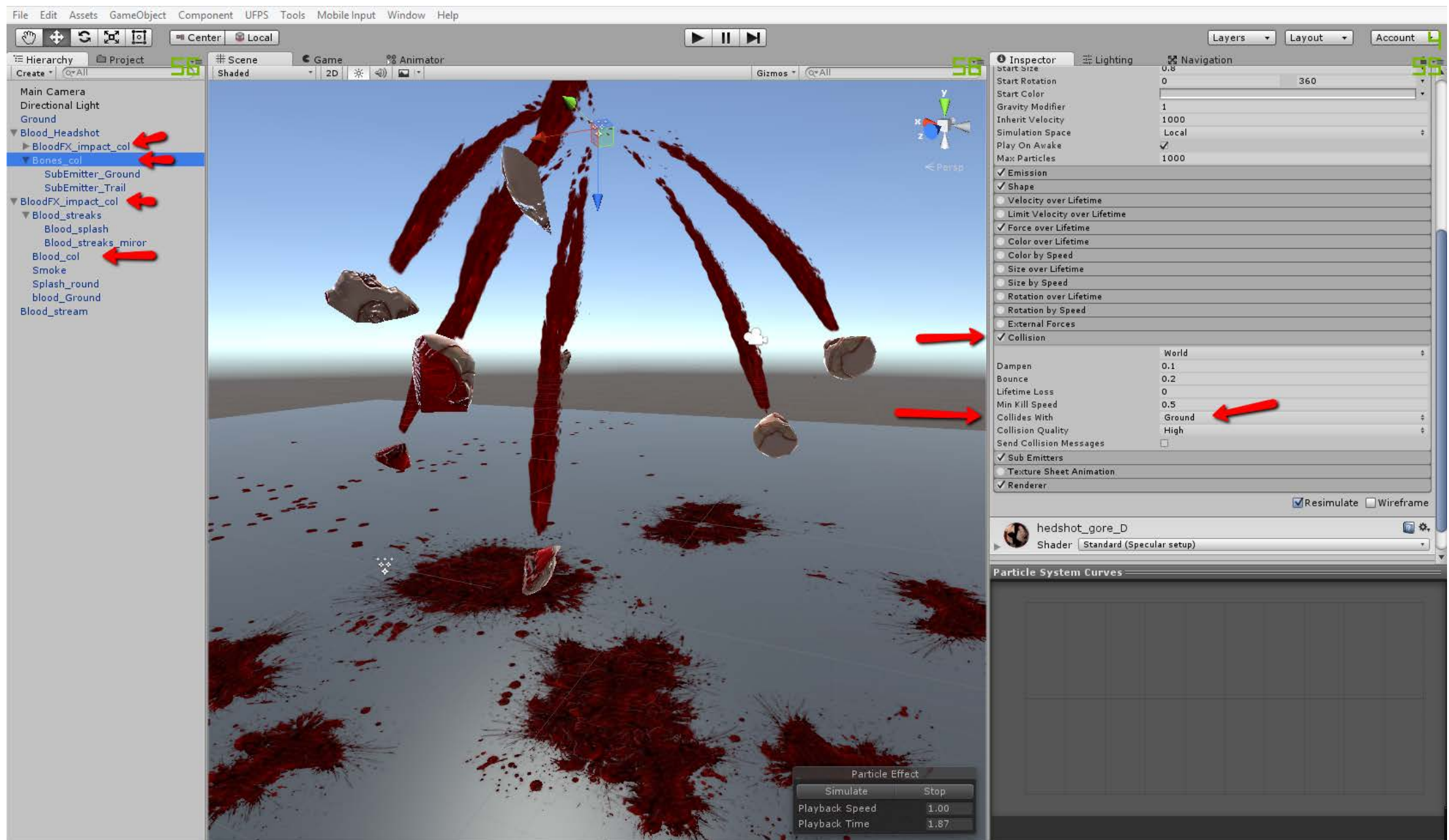
Now, a couple of nuances that should be clarified:

1) collide of blood to the floor.

It is necessary to create a layer Ground, and specify the objects Ground.



Further, in FX, those components that are end \_col, are particles which also indicates the layer Ground.



good  
luck.