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Carnegie Mellon University AutoCAD / 3D Studio Course 48-568

Particles and Space Warps

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3D Studio MAX Particles and Space Warps

Blizzard Particles

1.	Open	Frosty.MAX
2.	Choose	"Particle Systems" from the Create TAB dropdown box.
		OR
3.	Choose	Create, Particles, Blizzard from the pulldown menus.
3.	Choose	the Blizzard object type.
4.	Drag	the blizzard system into place in the TOP view.
5.	Move	the particle system in the FRONT view so it is above frosty.
6.	Adjust	the parameters as desired.

$Blizzard\,Particles\,are\,dragged\,into\,place\,in\,the\,top\,and\,front\,views$



- Basic Parameters	Blizzard01	- Particle Size
PARTICLE BLOZARD Display Icon Widty TODDO	Particle Generation Particle Quantity Use Rate C Use Total 10 10 10 10 2 Particle Motion Sneart 100	Variation: 0.0 2 Drow Fot: 10 2 Fade Fot: 10 2 Uniqueness New Seed 12345 2
C Dots C Ticks C Mesh C Door Percentage of Particles 70.0	Speed: 10.0 ₹ Variation: 0.0 ₹ Tumble: 0.0 ₹ Tumble: 0.0 ₹ Tumble: 0.0 ₹ Particle Timing € ₹ Emit Start: 0 ₹ Emit Stop: 100 ₹ Display Untit: 100 ₹ Life: 100 ₹ Subframe Sampling. ♥ Creation Time ♥ Emitter Translation ●	Patide Type Patide Type Standard Patides MetaPatides Instanced Beametry Standard Patides Triangle C Cube Special C Facing Constant C Tetra SixPoint @ Sphere

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3D Studio MAX Particles and Space Warps

Animating Snow Particles

1.	Choose	the Perspective View.
2.	Choose	the Animate icon to turn it on (red).
3.	Animate	the scene.

4. **Render** the scene using frames.



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H20 Particles

- Fountain.MAX 1. Open
- 2. Choose "SuperSpray" from the Create TAB dropdown box. OR

- **Choose** Create, Particles, SuperSpray from the pulldown menus.. 3.
- Place the circular particle system in top view and move it in the front 4. view.
- 5. Animate the scene to see the particles spray straight up.
- **Change** the particle parameters as desired. 6.
- Animate the scene again to see the new particle generation. 7.



🔽 Creation Time

Eniter Translation

1 : 2

1

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E nitter Rotation

Variation: 0.0

Grow For: 10

Fade For 10

Particle Sta Size: 10.0"

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Percentage of Particles:

30.0 2 %

Render: 0.2'

Viewport:

M Automatic Conservers

🗖 Pro Corrector Skill

3D Studio MAX Particles and Space Warps

3D Studio MAX Particles and Space Warps

Animating Water Particles

1.	Choose	the Perspective View.
2.	Choose	the Animate icon to turn it on (red).
3.	Animate	the scene.

4. Render the scene using frames.



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3D Studio MAX Particles and Space Warps

Gravity Space Warp

Open	the FOUNTAIN.MAX scene with Superspray Particles
Choose	the Space Warps icon from the Create TAB.
Choose	the GRAVITY object type.
Place	the gravity space warp in the TOP view (middle of fountain).
Move	the gravity space warp in the front view.
	Open Choose Choose Place Move

Link the Water and Gravity

1.	Hide	all objects except the superspray particles and gravity warp.
2.	Select	the water superspray particle
3.	Choose	the bind to space warp icon from the main toolbar. 🌹

4. **Bind** the superspray to gravity. The icon will flash briefly.

5. **Animate** the scene to test the link.



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