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.
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.
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.
H20 Particles

1. Open *Fountain.MAX*
2. Choose “SuperSpray” from the Create TAB dropdown box.
   OR
3. Choose Create, Particles, SuperSpray from the pulldown menus.
4. Place the circular particle system in top view and move it in the front view.
5. Animete the scene to see the particles spray straight up.
6. Change the particle parameters as desired.
7. Animete the scene again to see the new particle generation.
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.
Gravity Space Warp

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

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.