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

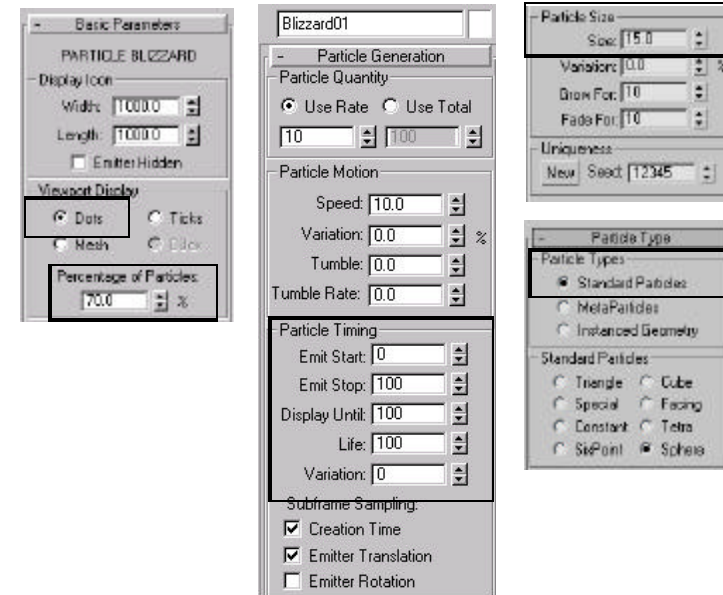
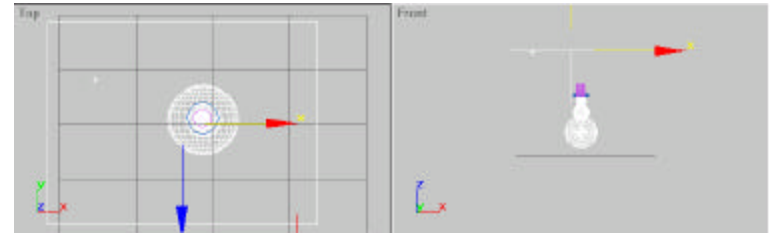
# Particles and Space Warps

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### 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



## 3D Studio MAX Particles and Space Warps

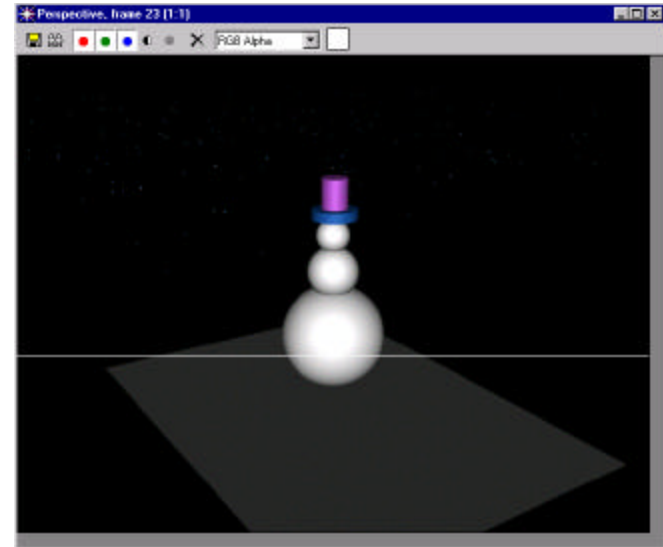
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### Animating Snow Particles

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.

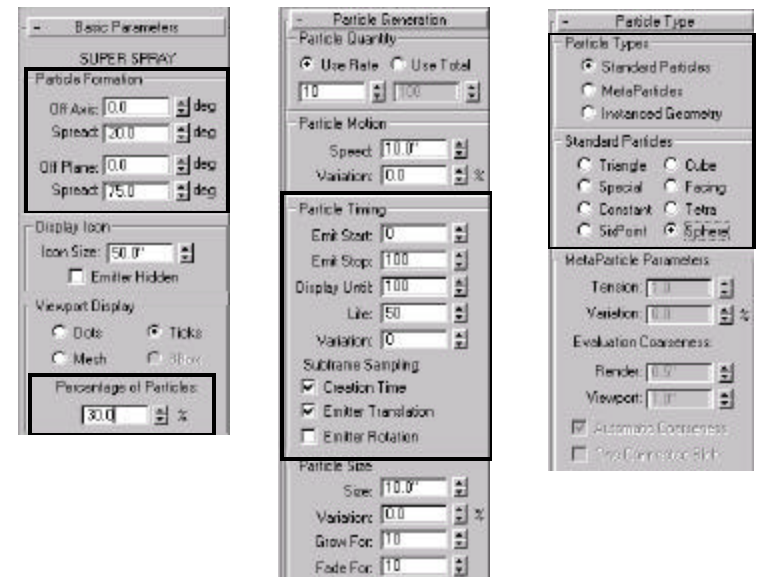
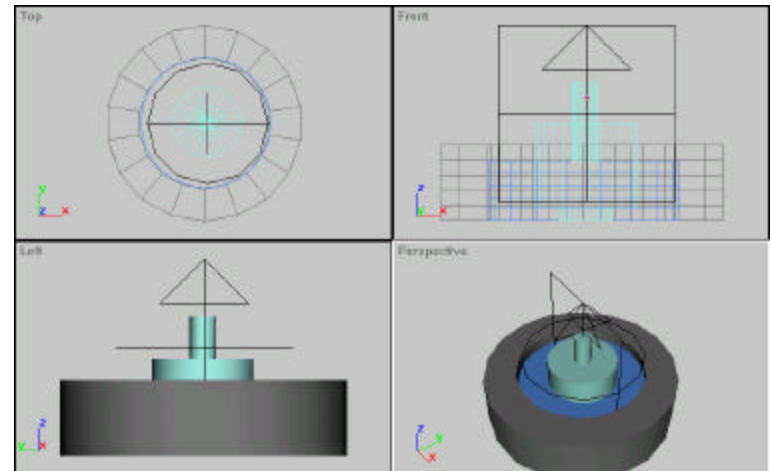
## 3D Studio MAX Particles and Space Warps

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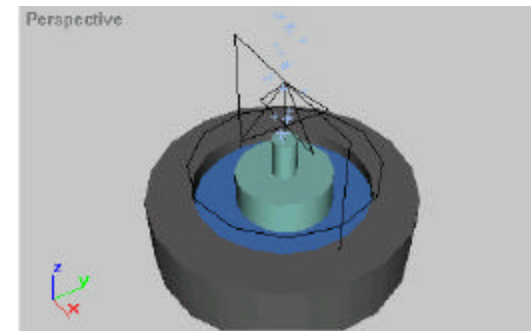
### H2O Particles

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. **Animate** the scene to see the particles spray straight up.
6. **Change** the particle parameters as desired.
7. **Animate** the scene again to see the new particle generation.




### *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 objecttype.
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.

