**LESSON: PARTICLE ARRAY**

**STEPS:**

1. Insert “box” – double click in browser to make editable. Go into edge mode.
2. Press Selection – select all. Then click tools – polygon – bevel and click once on the shape.
3. Add subdivision.
4. Click on camera and then add particle array. Drag box into particle array from browser.
5. Scale cube down by clicking on any colored box and then white dot and drag to the left.
6. Click on box and add a particle tag which is found just below pose.
7. Change scale variation to 1.5
8. Increase rotation variations until you are satisfied.
9. Add default material and choose a color. Give a little bit of relection.
10. Uncheck Fresnel option. Drag material onto box in browser.
11. Copy and paste box from object browser and delete material color. Repeat.
12. Add new colors and slight relection. Drag new materials onto copied boxes.
13. Click on camera and remove background by setting to white. Remove opacity by dragging to 0%
14. Add radiosity tag. Add HDRI tag and load panorama image and uncheck background.
15. Double output resolutions to 1280 and 960.

