

This script by Damien Picard is an in progress template for particle simulation, which is to be modified to suit one's needs ===== Usage ===== The main advantage to using this script as a basis for customization is that otherwise I forget how I did stuff. What it allows one to do is: * Create a Particle Object, with its properties * Create a Particle_System Object, which includes * a list of particle objects on which to act, * a solver (the "step()" method), and most importantly * an instantiation method, "create_frame()" which handles creation, animation and parenting of duplication objects. This instantiation method is quite efficient for simulations in which agents which can take a single form, eg. cellular automata, ants colonies, etc. ===== Examples ===== [[ants_blender_script|Ants]] ===== External Links ===== [[https://github.com/LesFeesSpeciales/tools/blob/master/misc/particle_system_template.py|Script on GitHub]]

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