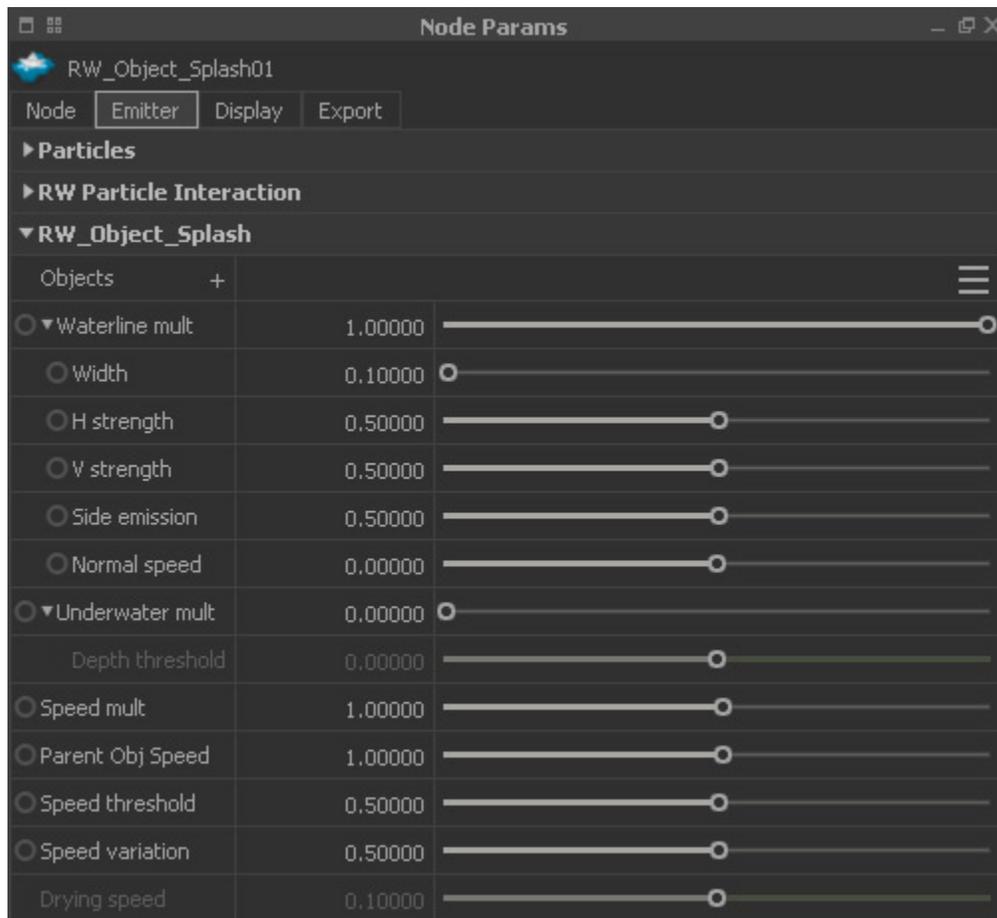# SP - RW Object Splash

The "Object Splash" emitter can be found in the "RealWave" shelf. "Object Splash" cannot be used as a stand-alone emitter and requires a RealWave surface.

Objects

Here you can choose the objects you want make emit the splash particles. If you need control over the individual splashes then it is recommended to use one emitter per object.

Waterline mult

This setting is used to increase the number of created particles. It is closely related to he emitter's "Resolution" parameter and ranges from 0 to 1. 0 disables the waterline emission, while 1 is used to maximize it.

Width

With this parameter you can control the area around the object where particles will be emitted. A value of 1.0 means that particles will be created in an area of 1 metre around the object.

H strength

This is a multiplier to enhance the splash and higher values will produce faster velocities in horizontal direction. You can enter any positive value.

V strength

This is a multiplier to enhance the splash and higher values will produce faster velocities in vertical direction. You can enter any positive value.

Side emission

Higher values are used to create wide-angle particle emissions around the object.

Normal speed

With this parameter you can modify the speed of the particles when they are emitted from the waterline.

Underwater mult

With values greater than 0 particles are emitted from polygons below the RealWave surface. This is great for creating particle trails from objects that move underwater. The range is between 0 and 1, where 0 disables the creation of particles.

Depth threshold

When "Underwater mult" is active you can enter a positive value. Then, particles are only created between the RealWave mesh and the given depth.

Speed mult

A particle's speed at creation time is multiplied with the entered valued to create faster and higher splashes. Very high values might lead to exploding particles and unnatural result.

Parent Obj Speed

The object that is used to create the splash has a certain velocity at the time of impact:

- 0.0 will not add any velocity to the particles.
- 1.0 will add the full velocity of the object.

Speed threshold

Particles will only be created when the speed of the object at that point is above the threshold. This option is useful to avoid particle creation at low velocities.

Speed variation

This is a random value that affects the particles' velocity.

Drying speed

When an object's perturbing point is below the water surface, it is considered "wet" and particle emission is allowed. "Drying speed" controls the transition speed from wet to dry when the object has come above the water surface. This is useful for creating the typical splashes of objects emerging from a water surface which continue to launch particles for a while.