



Discover mParticles

3ds Max Built-in Destruction Toolkit

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# Class summary

Using mParticles (formerly known as Pflow toolbox #2) to bind, skin and break geometry using PhysX Engine.

# Key learning objectives

At the end of this class, you will be able to:

- Break compound structures using mParticles
- Use complex binding types to glue particles to a structure
- Skin geometry to your particles and rip and bend them
- Optimize and cache your particles for network rendering

# Breaking the Blimp

