

Instancer from Particle Group

The instructions on this page will guide you in creating an Instancer from a particle group.

Overview

The instructions on this page will guide you in modifying a fire simulation with particle smoke so that the particle group acts as an Instancer.

Steps

1. Start with the [Particle smoke](#).
2. Select the Simulator. Turn off **Source Particles** in the [Preview rollout](#).
3. In the Outliner under Display options turn off **DAG Objects Only**, find the Particle Group you want to use with the **Instancer**.
4. Select the Particle Group and turn on the **Create Particle System** option. Maya particle shape will be created under the transform of the Simulator.
5. Create the **Instancer** normally from the created Maya particle system.