Lab 5: Niagara

Due 11/15/19 end of Friday class

1. Create a new blank project.
2. Make a level that has a simple plane and a light in it.
3. Follow the steps in this link to setup the Niagara plugin for your unreal engine. It will make you restart the engine to enable the plugin, so just open the same project again.
   a. https://docs.unrealengine.com/en-US/Engine/Niagara/HowTo/EnableNiagara/index.html
4. Next make a gpu particle effects system by following this tutorial and drag it into your level in the project.
   a. https://docs.unrealengine.com/en-US/Engine/Niagara/HowTo/GPUParticles/index.html
5. Then make a particle light by following this tutorial and putting it in the same level. To see the light effect you will need an object below it like a plane or cube.
   a. https://docs.unrealengine.com/en-US/Engine/Niagara/HowTo/ParticleLights/index.html
6. Finally: Make your own particle system! Customize it.
7. To get checked off I will need to see a single level with **the gpu particle system**, **the light particle system**, and **your own particle system**!

More Info about Niagara

1. Niagara YouTube links:
   a. Unreal Engine VFX Tutorials Playlists
   b. Art Hiteca
   c. Ash Oakenfold
2. Epic released talks about Niagara:
   a. Building Effects with Niagara and Blueprint | GDC 2019 | Unreal Engine
   b. Introduction to Niagara | Unreal Fest Europe 2019 | Unreal Engine
   c. Niagara: What's New | Live Training | Unreal Engine Livestream
   d. Programmable VFX with Unreal Engine's Niagara | GDC 2018 | Unreal Engine