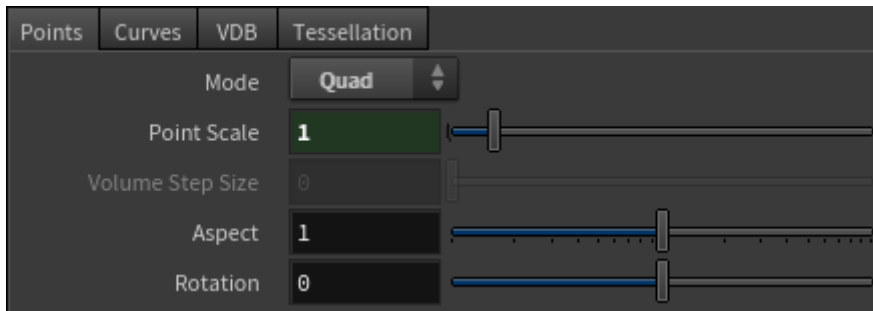


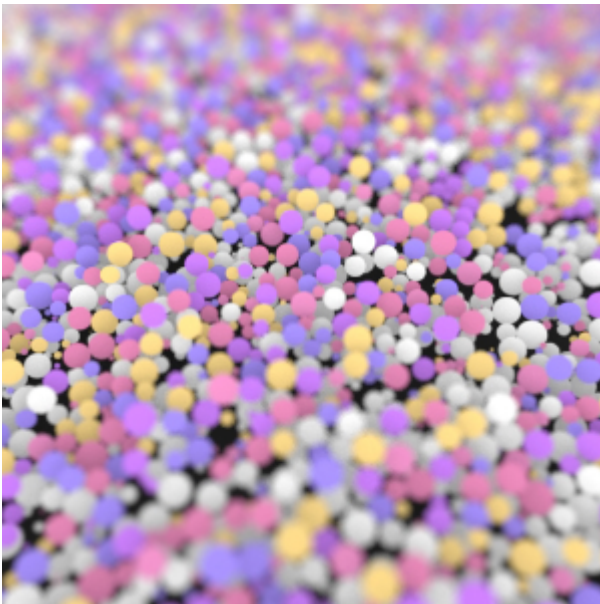
# Points



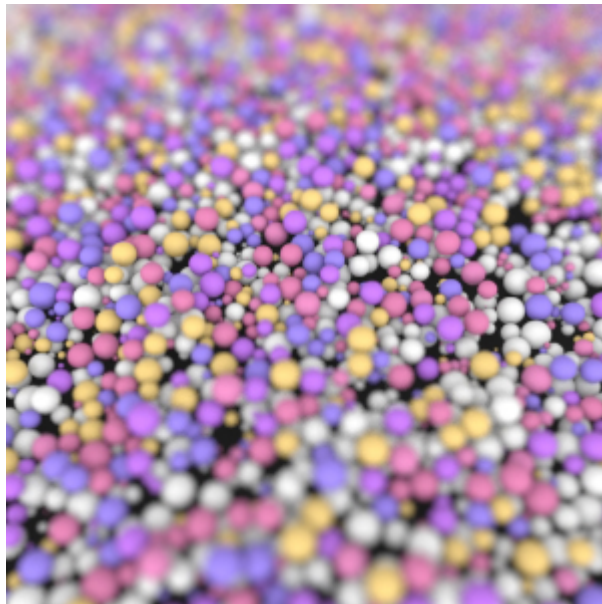
Points Properties are used to render **Particles**. As well as the common parameters, Points also have the following options:

## Mode

Choose to render points as disks, spheres, or quads.



Disks



Spheres

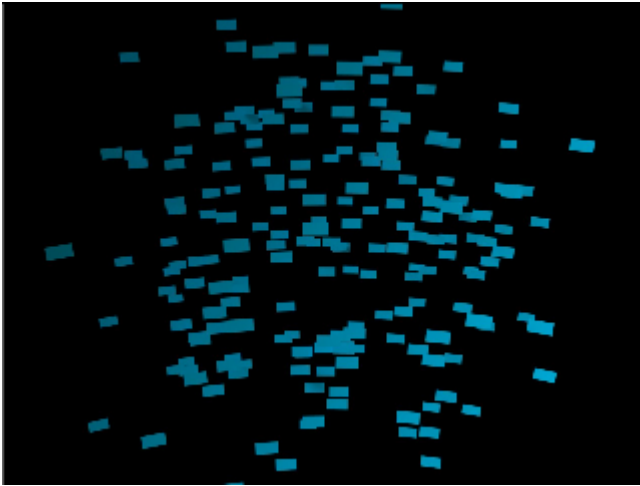


## Point Scale

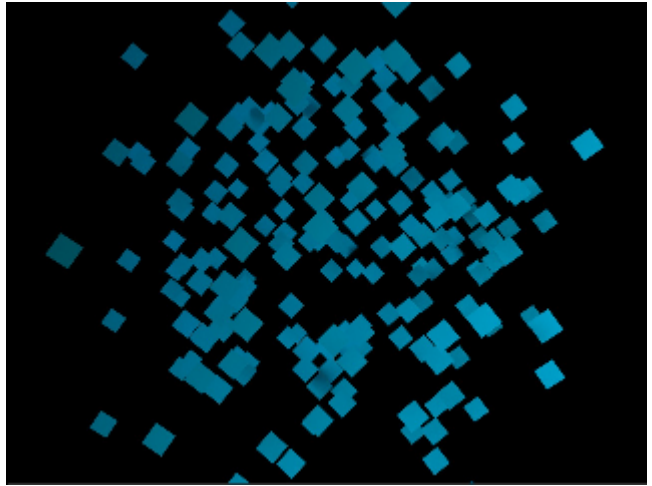
Applies a global multiplier to the radius size of the particles.

## Aspect / Rotation

Choosing Quad as the Mode activates the Aspect and Rotation parameters. Aspect controls the aspect ratio of width/height while Rotation rotates the quad.



Aspect 2



Rotated 45