

# **SMOKE-FIRE**

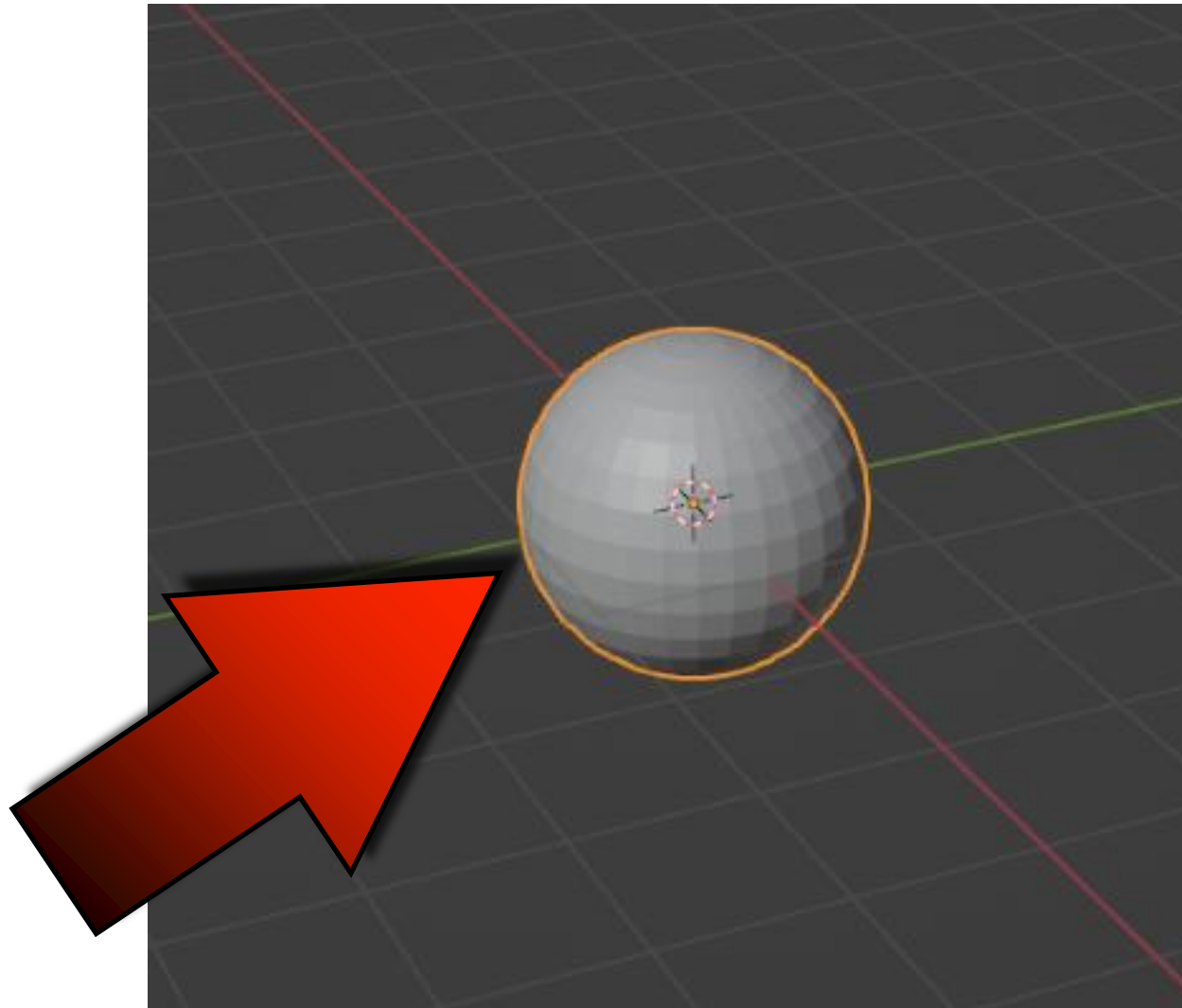


**Co-funded by  
the European Union**



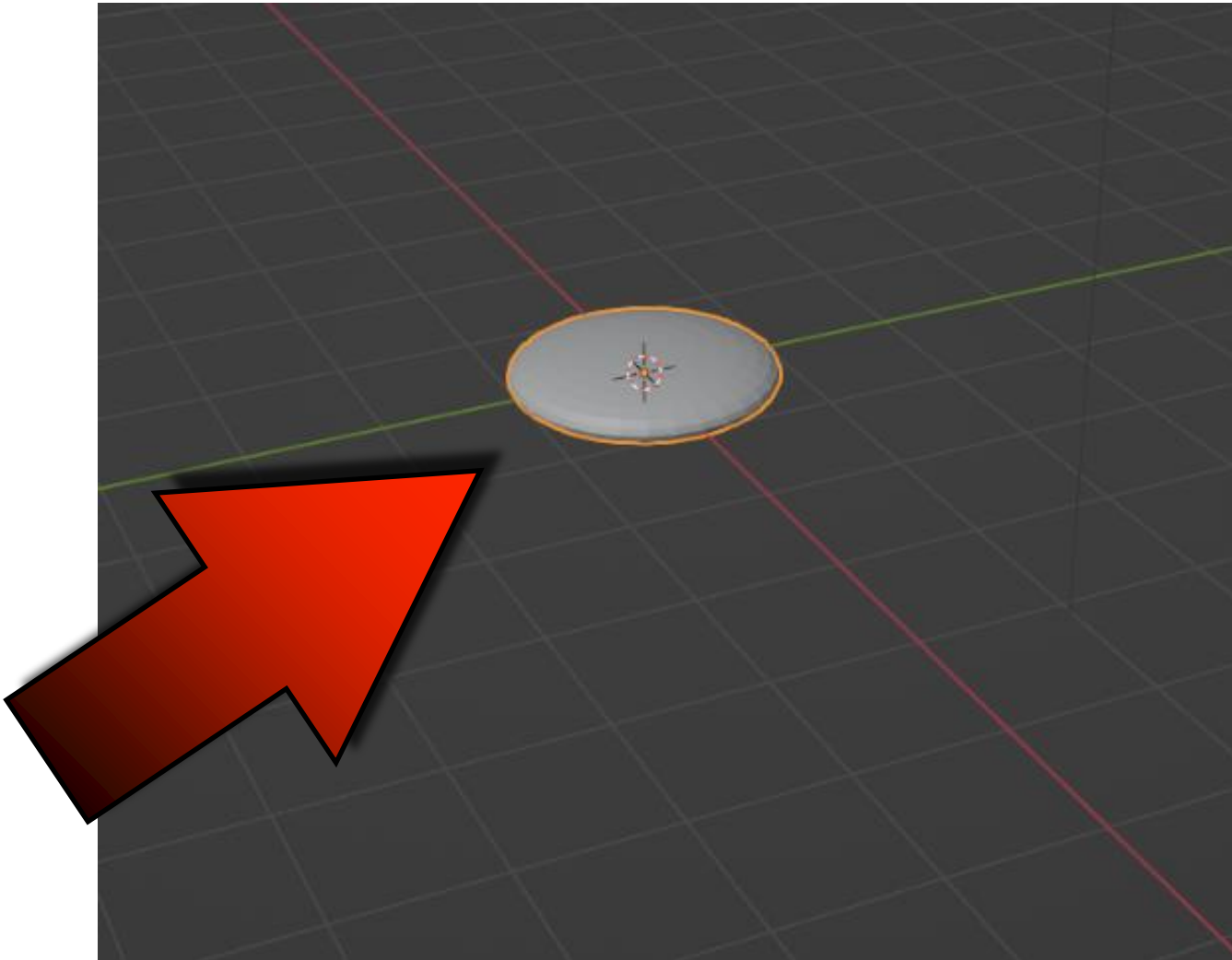
2024-1-PL01-KA220-VET-000243150

## INSERT **SPHERE**



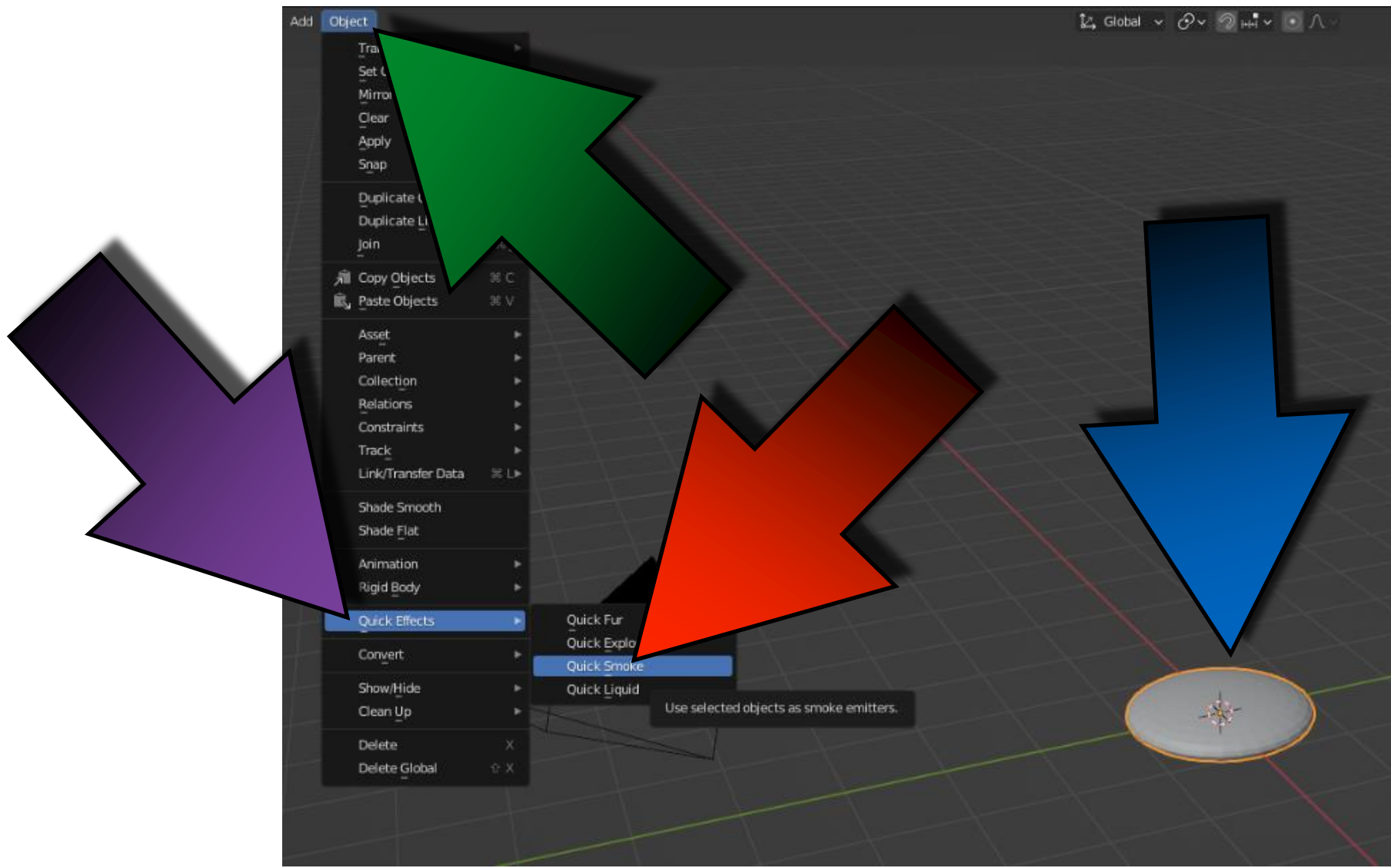
**SMOKE-FIRE**

# SCALE Z-AXIS



# POWER OF AR AND VR

# ADD QUICK SMOKE



# SMOKE-FIRE



# POWER OF AR AND VR



**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/U27DcccRpII>

**SMOKE-FIRE**

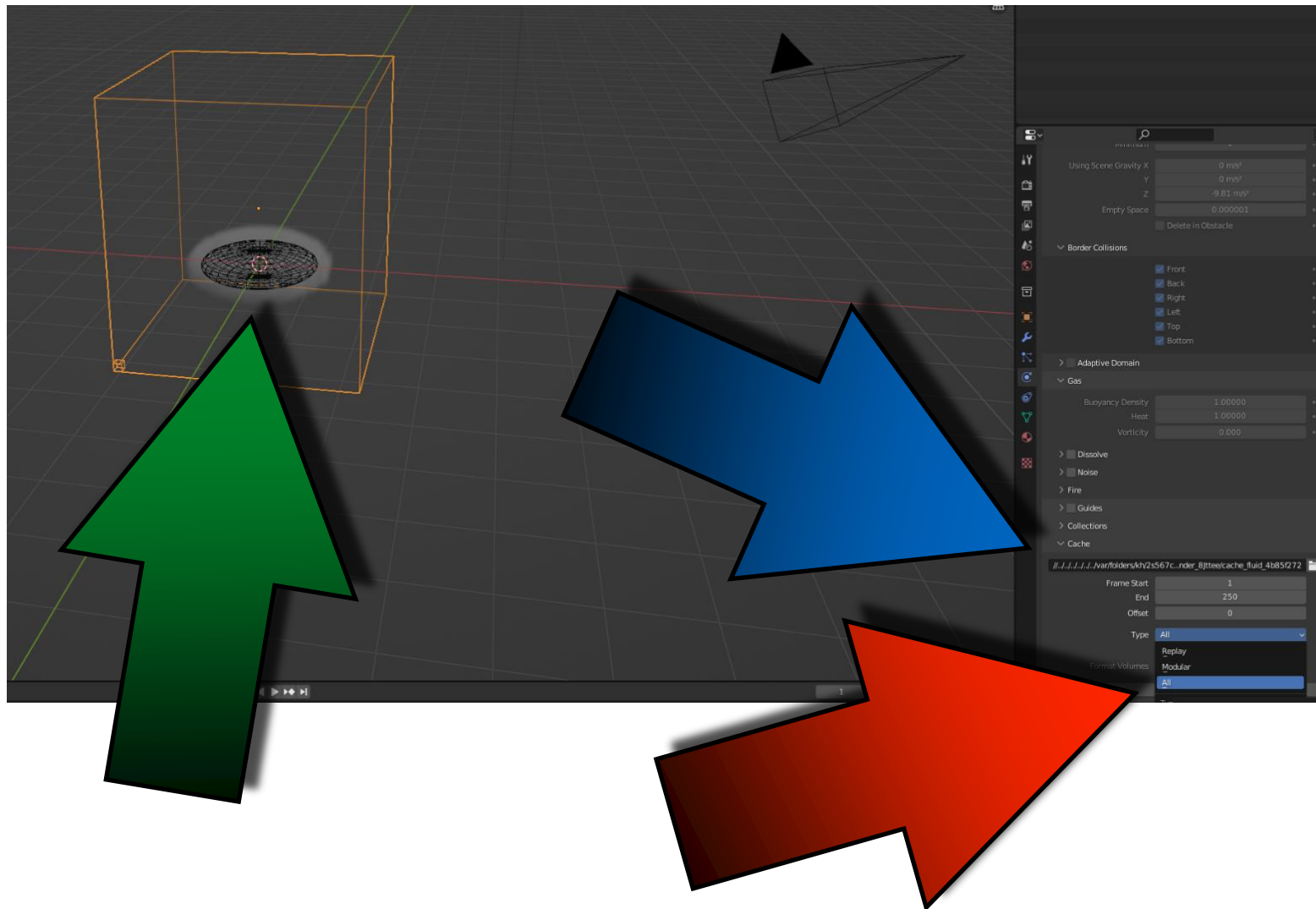
# SET UP A BORDER COLLISION



## SMOKE-FIRE

# POWER OF AR AND VR

TO REFRESH **ANIMATION**  
ENTER **CACHE** AND CHOOSE **ALL**



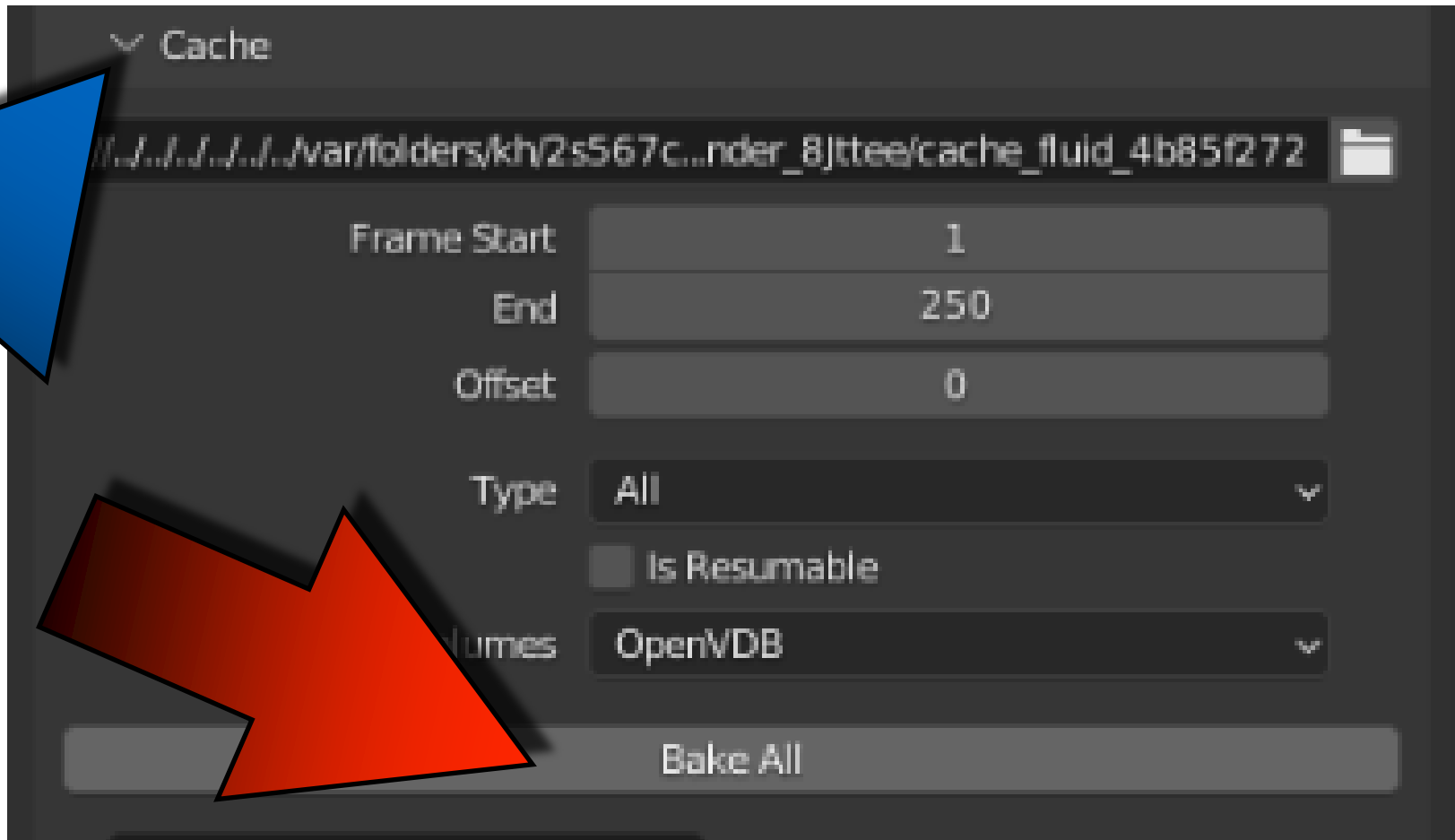
**SMOKE-FIRE**



# POWER OF AR AND VR



# NEXT CLICK ON **BAKE ALL**



# DO IT AFTER EVERY ANIMATION CHANGE

## SMOKE-FIRE





**POWER OF AR AND VR**



**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**

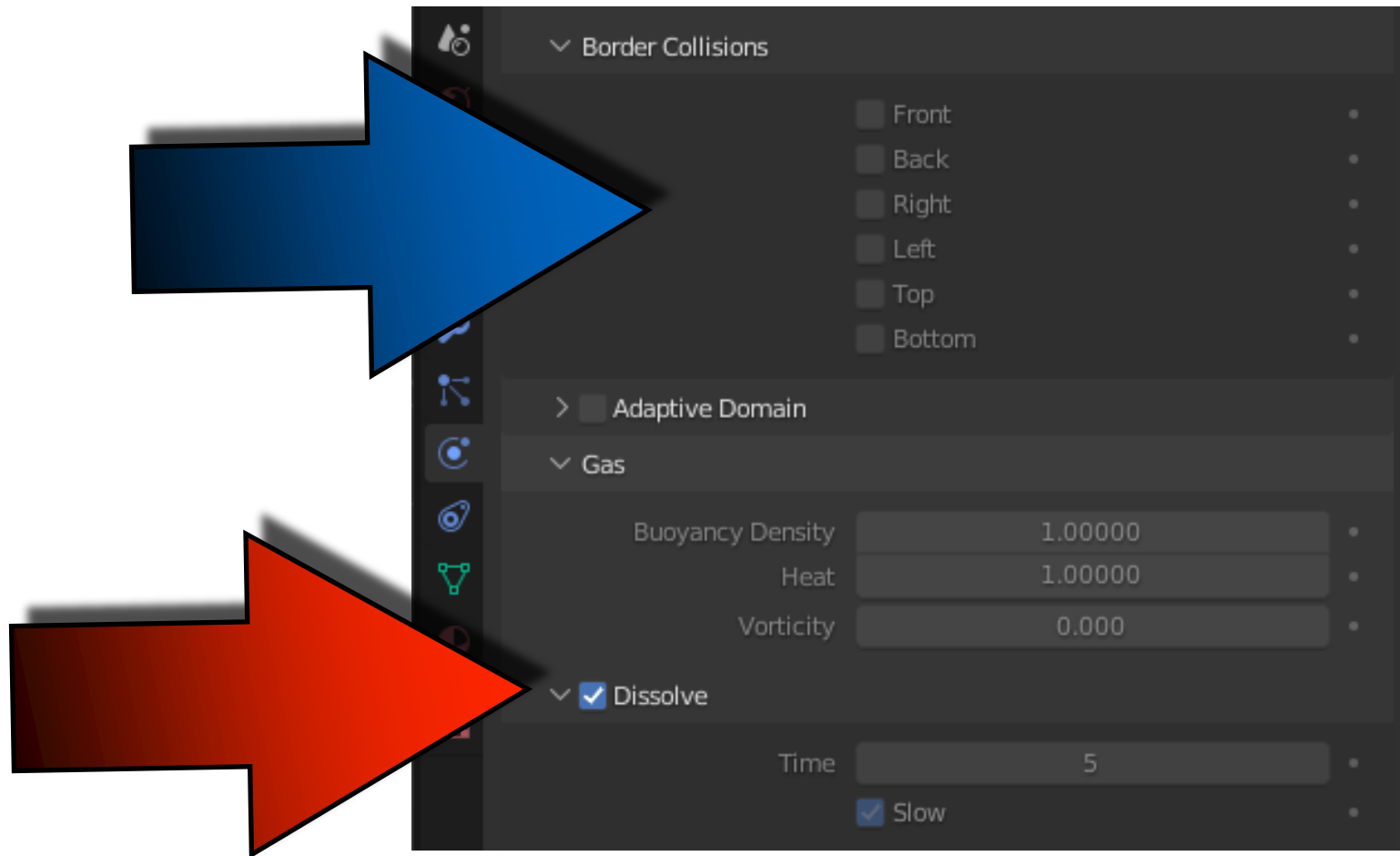


**ANIMATION WITH EVERYTHING ON BORDER COLLISION**

**<https://youtu.be/-qM8pHW0yEc>**

**SMOKE-FIRE**

# TURN OFF **BORDER COLLISION** TURN ON **DISSOLVE**





# POWER OF AR AND VR



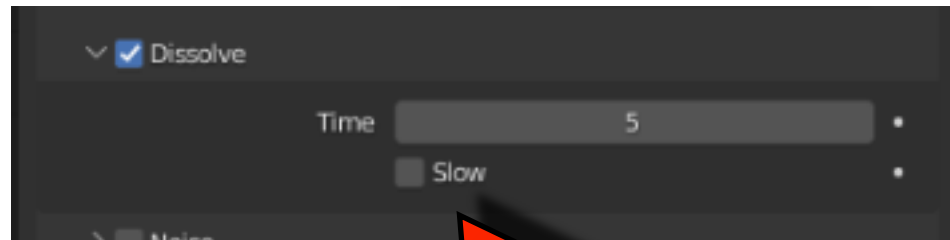
**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/KXYPT-KW66w>

**SMOKE-FIRE**

# TURN OFF **SLOW**





# POWER OF AR AND VR



**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**

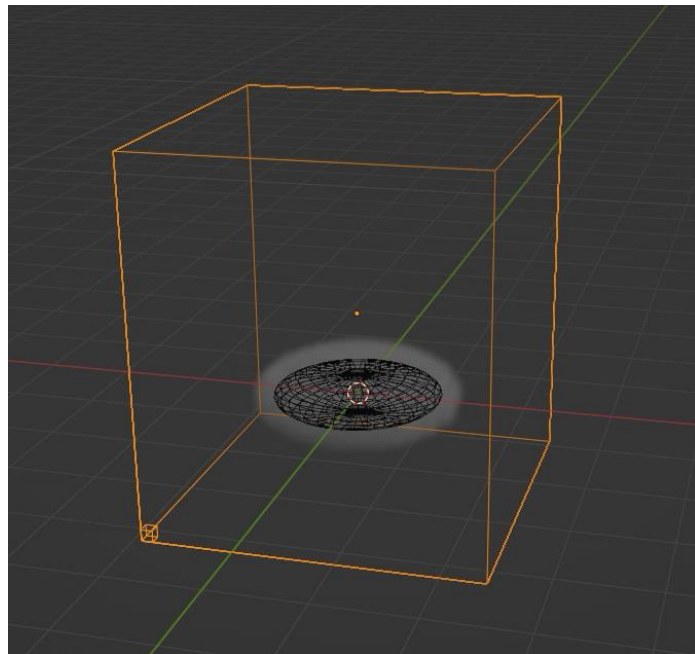


<https://youtu.be/0LnvigWpxtg>

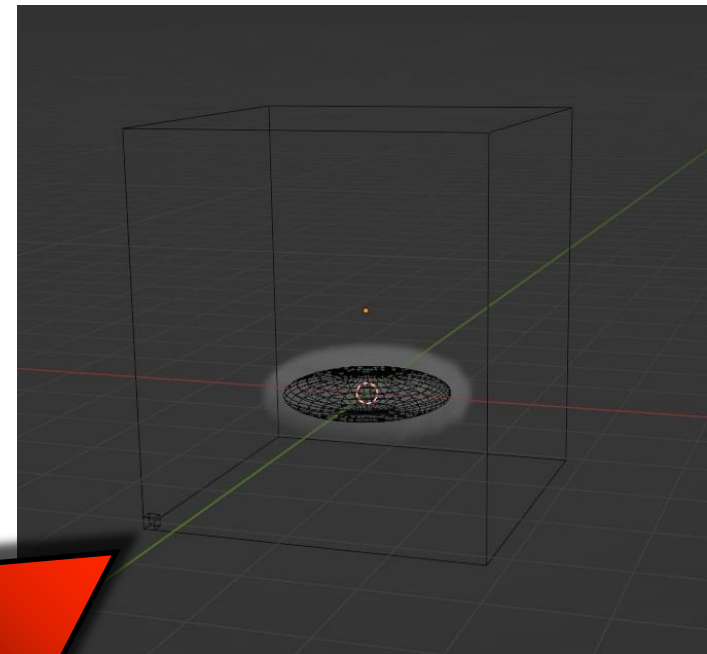
**SMOKE-FIRE**

## DISSOLVE - SLOW TURN ON

**TIME 5**



**TIME 100**



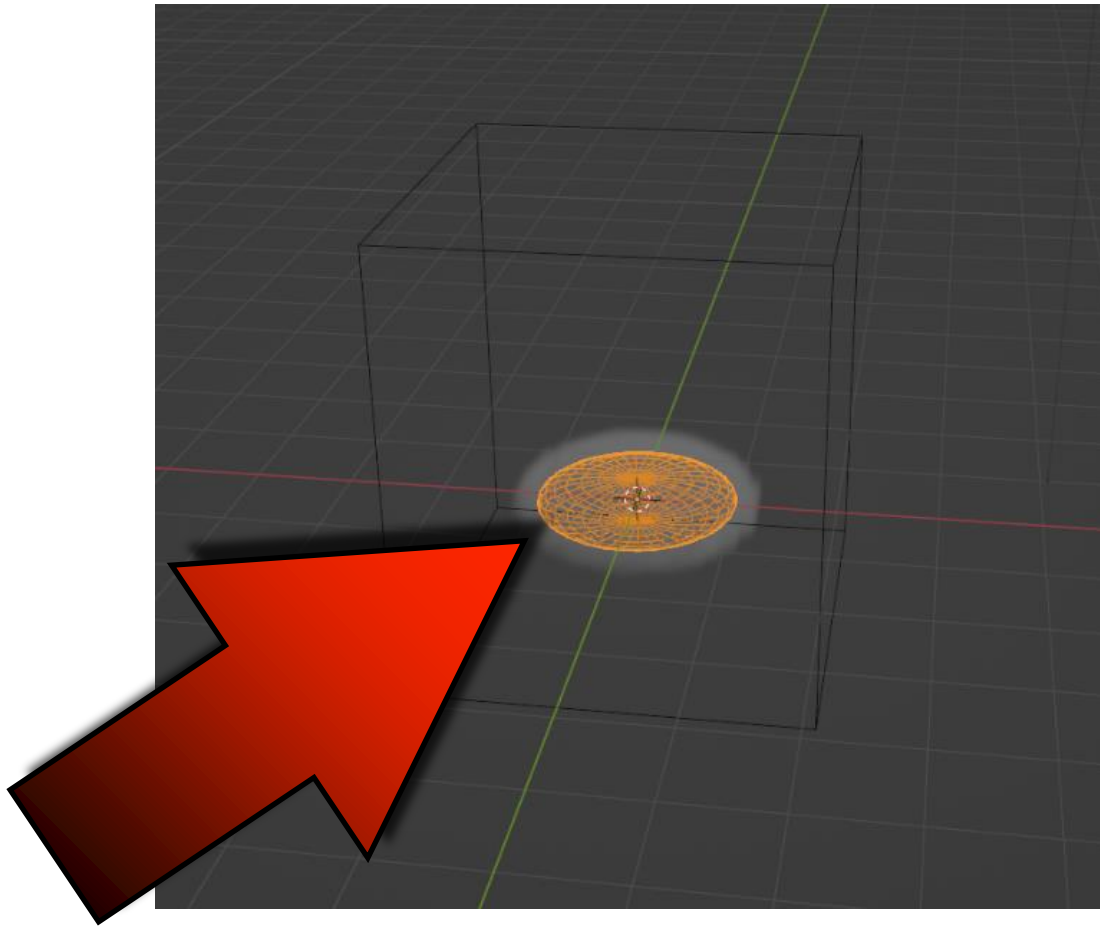
**SMOKE-FIRE**

**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/uQav56vDB1M>

## SELECT **SPHERE**





# CHOOSE **FIRE+SMOKE** FOR **FLOW TYPE**



## SMOKE-FIRE



# POWER OF AR AND VR



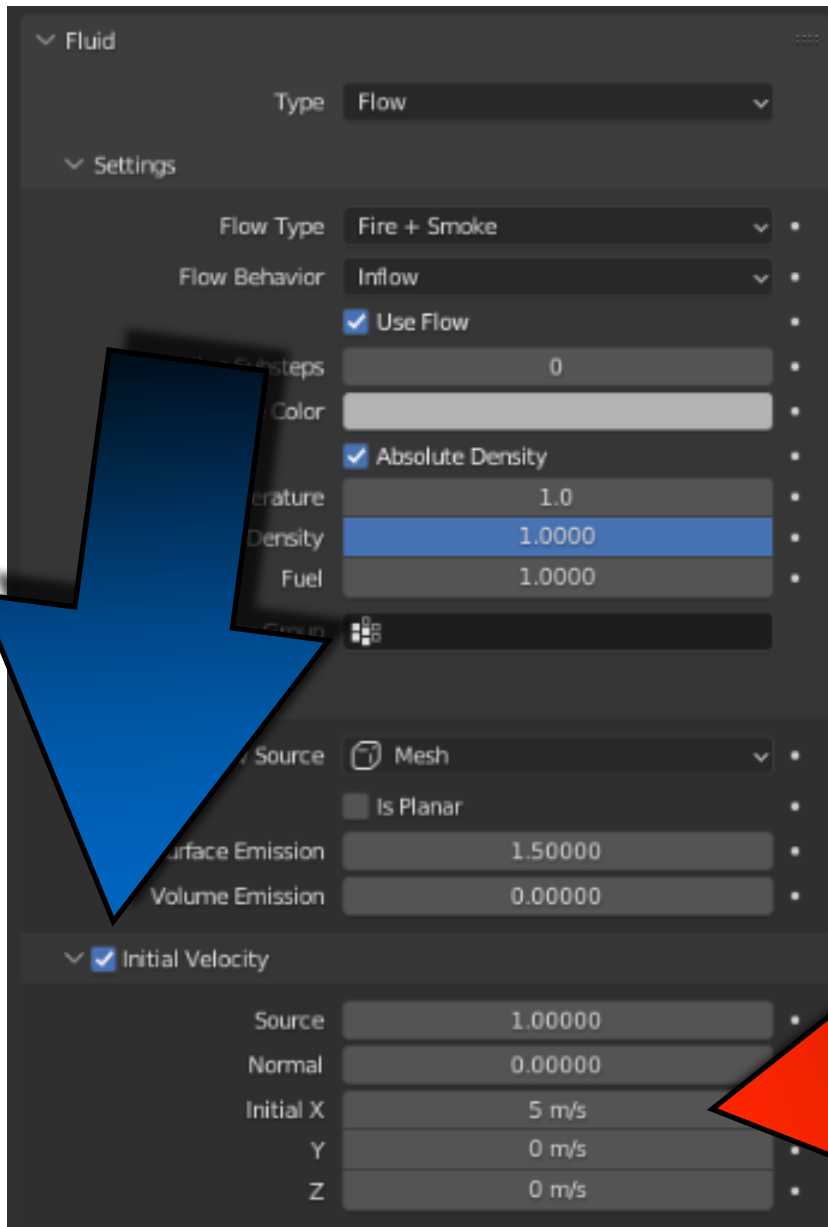
**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



[https://youtu.be/33Wn192\\_DAw](https://youtu.be/33Wn192_DAw)

**SMOKE-FIRE**

**ENTER  
INITIAL VELOCITY  
AND CHANGE  
THE INITIAL  
FOR X-AXIS ON 5**





# POWER OF AR AND VR



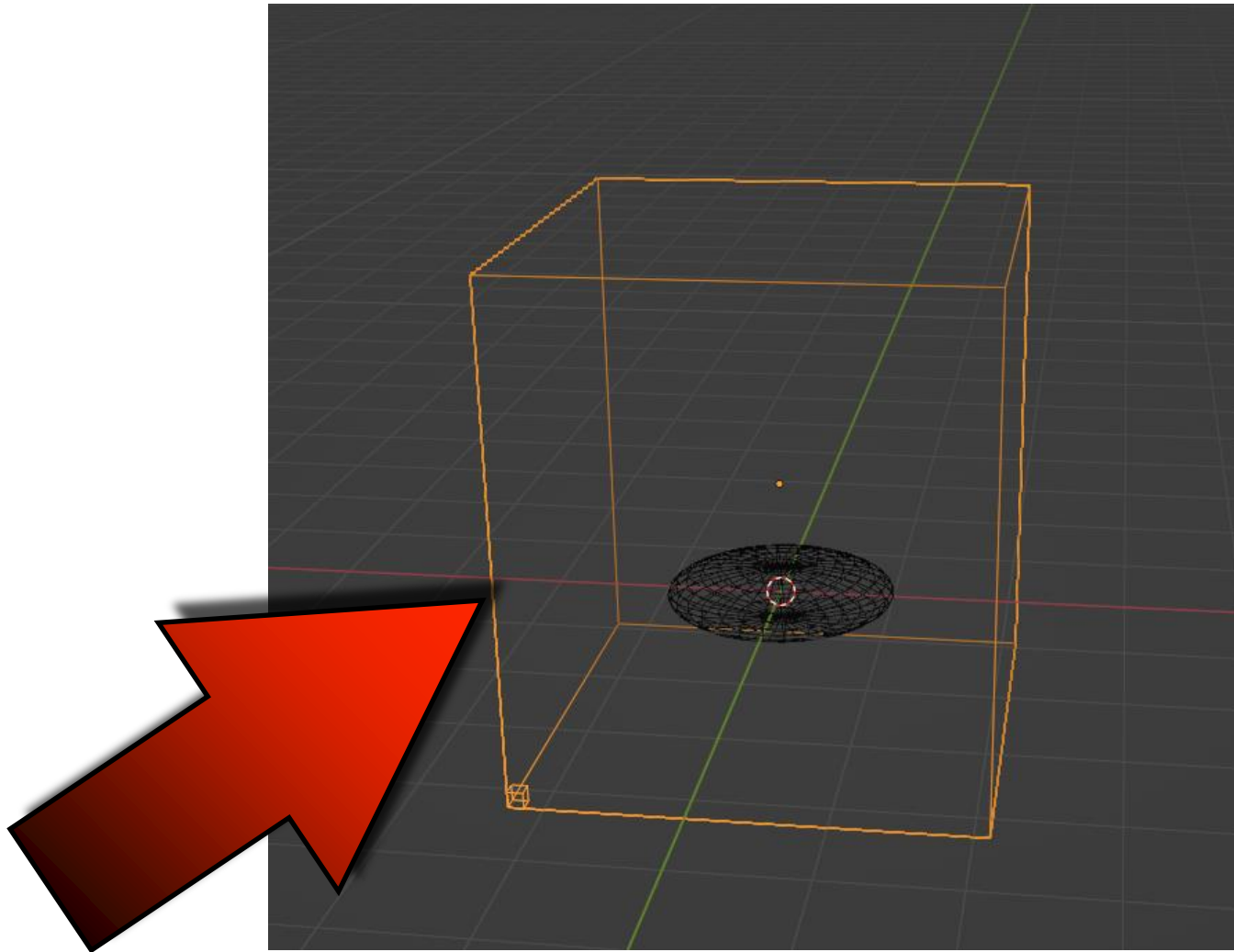
**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/fybSaQHKchg>

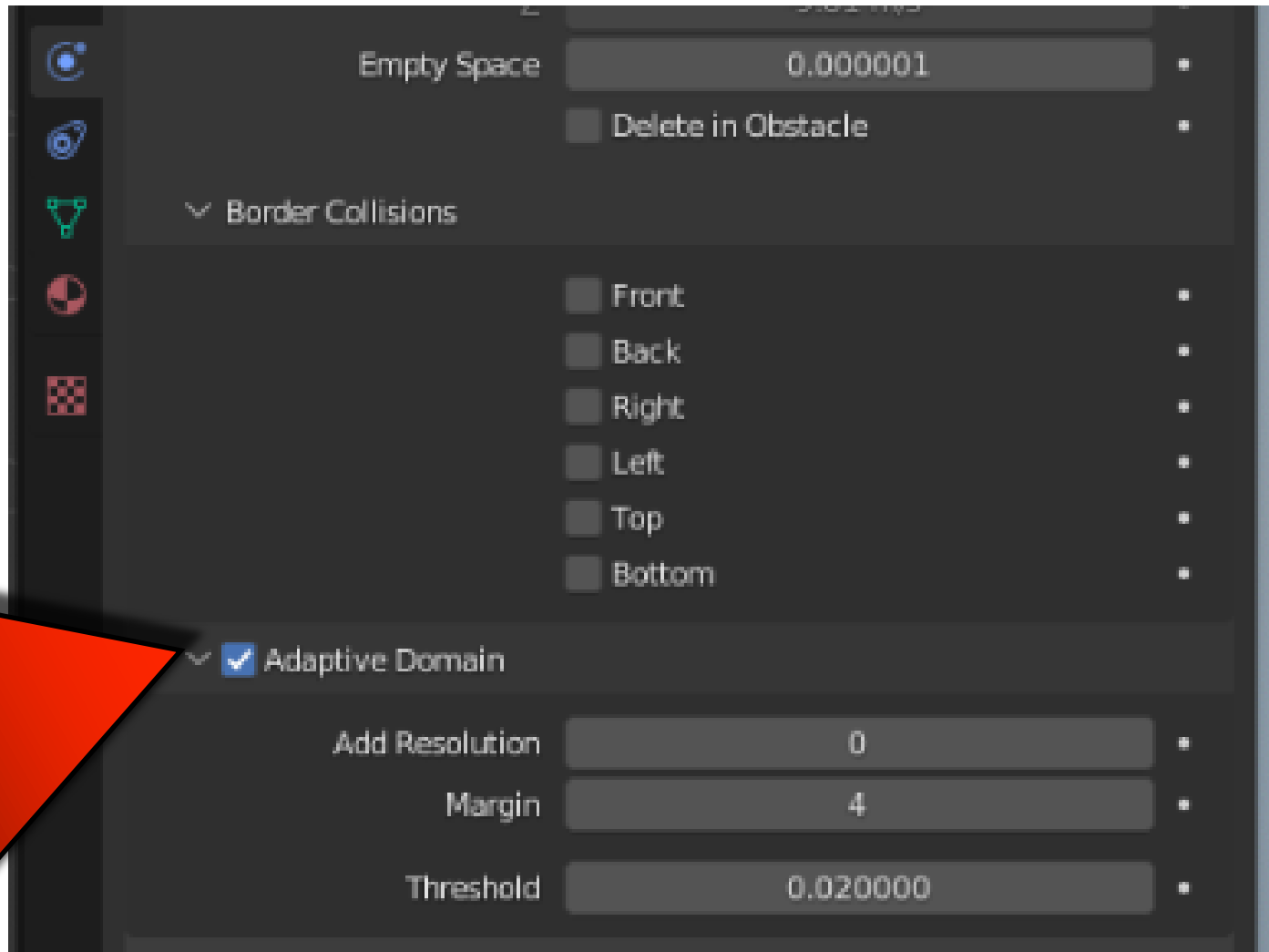
**SMOKE-FIRE**

# SELECT DOMAIN



**SMOKE-FIRE**

# SELECT **ADAPTIVE DOMAIN**





# POWER OF AR AND VR



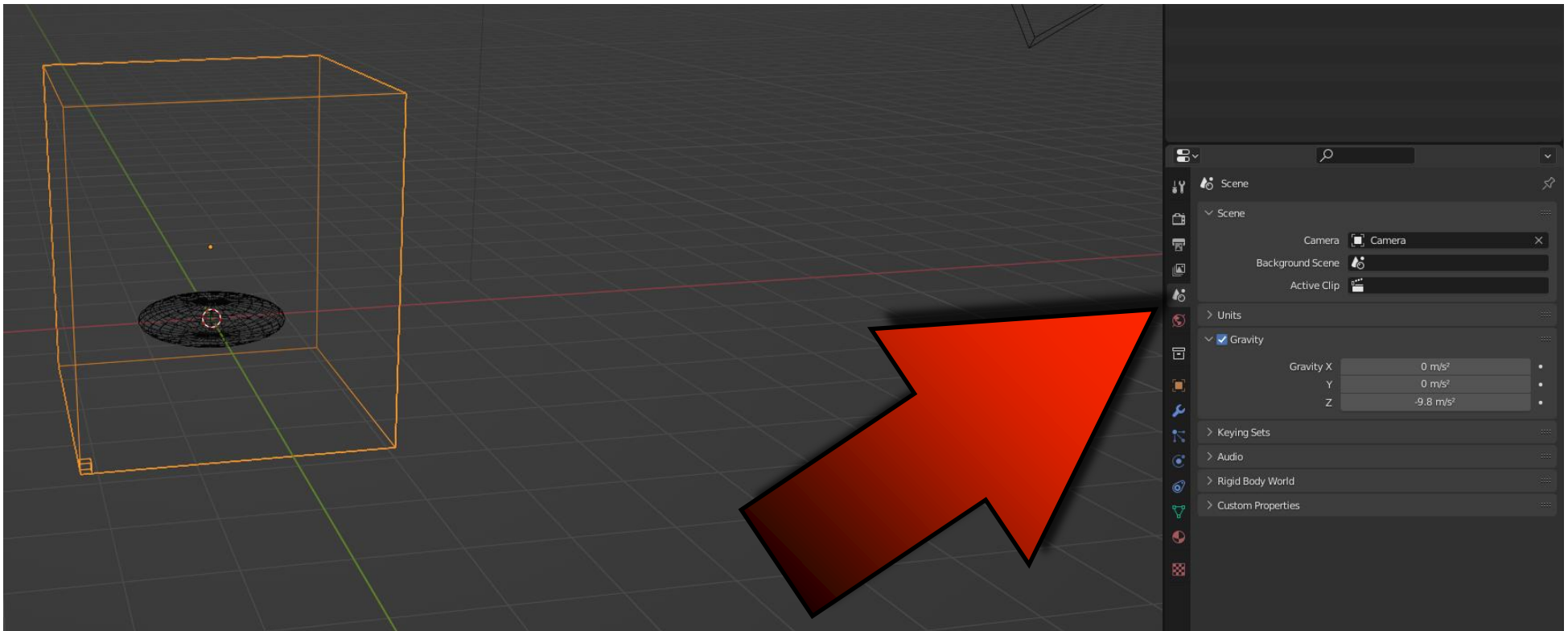
**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/D5WONR4LyuQ>

**SMOKE-FIRE**

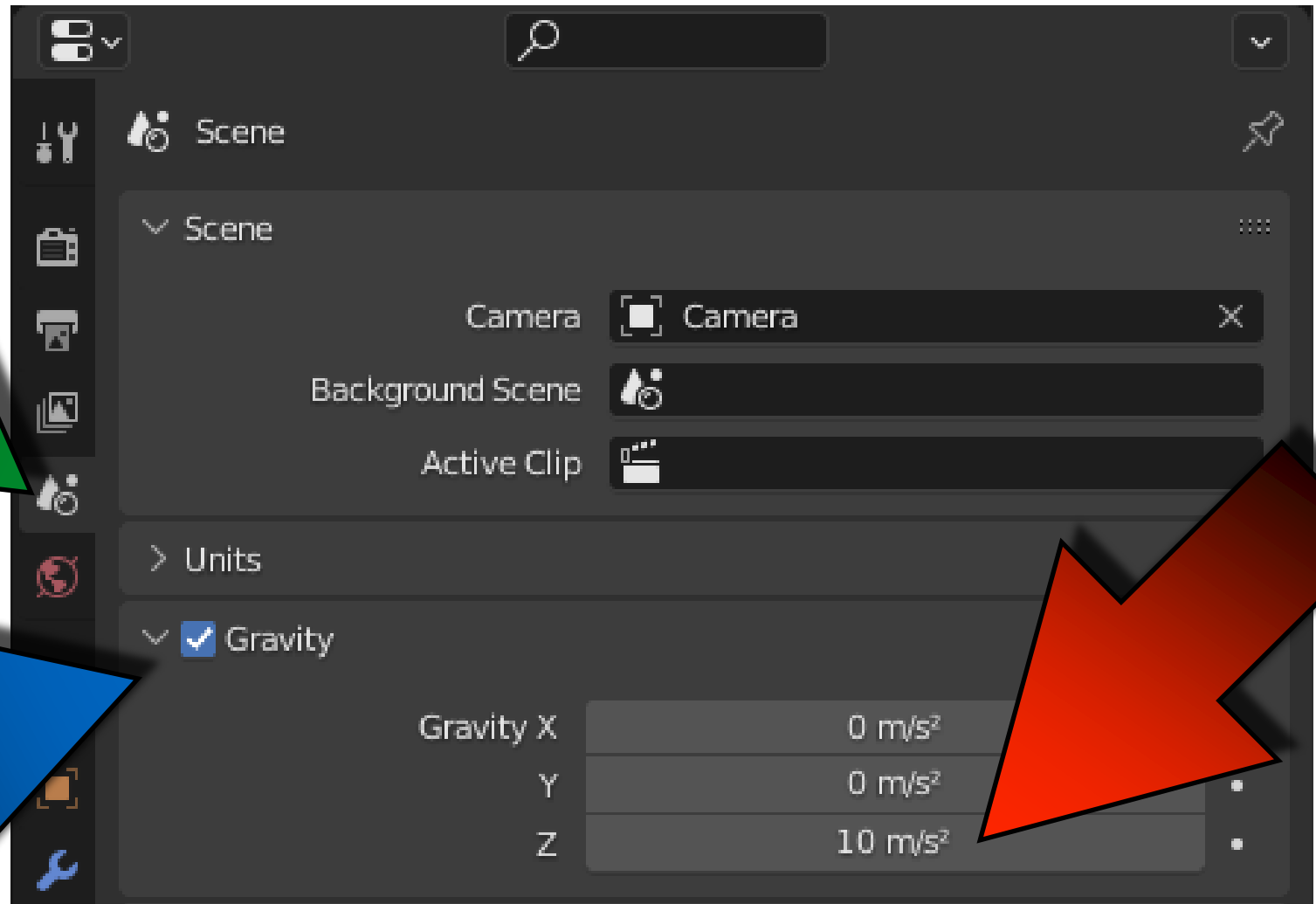
# GO TO SCENE PROPERTIES



## SMOKE-FIRE



## SET GRAVITY FOR Z-AXIS TO 10



The screenshot shows a software interface with a dark theme. On the left is a vertical sidebar with various icons. The main area is titled 'Scene' and contains several settings:

- Scene (expanded)
- Camera: Camera
- Background Scene
- Active Clip
- Units
- Gravity (checked)

Axis	Value
Gravity X	0 m/s <sup>2</sup>
Y	0 m/s <sup>2</sup>
Z	10 m/s <sup>2</sup>



# POWER OF AR AND VR



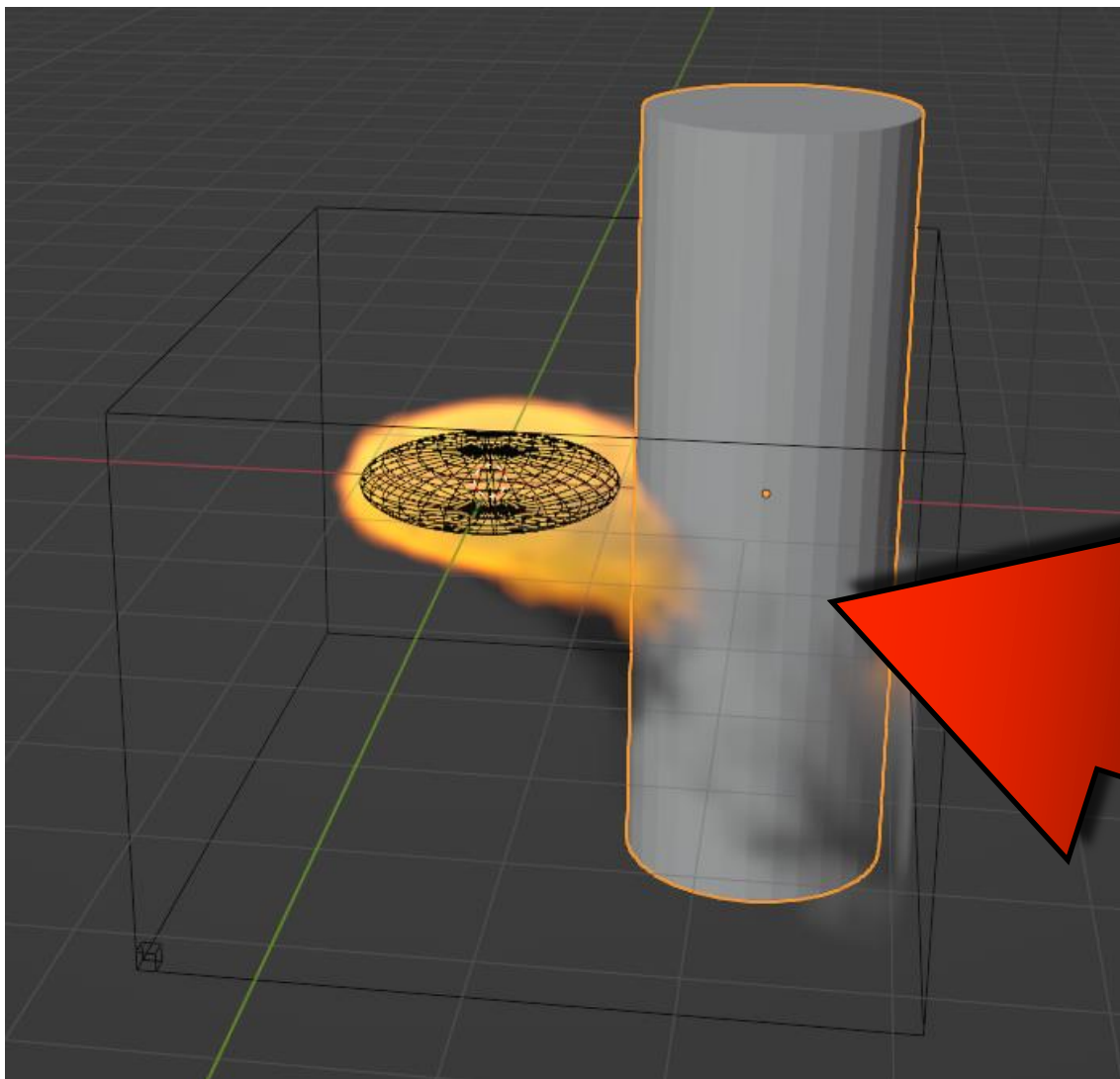
**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/nKj2JJ-dA3E>

**SMOKE-FIRE**

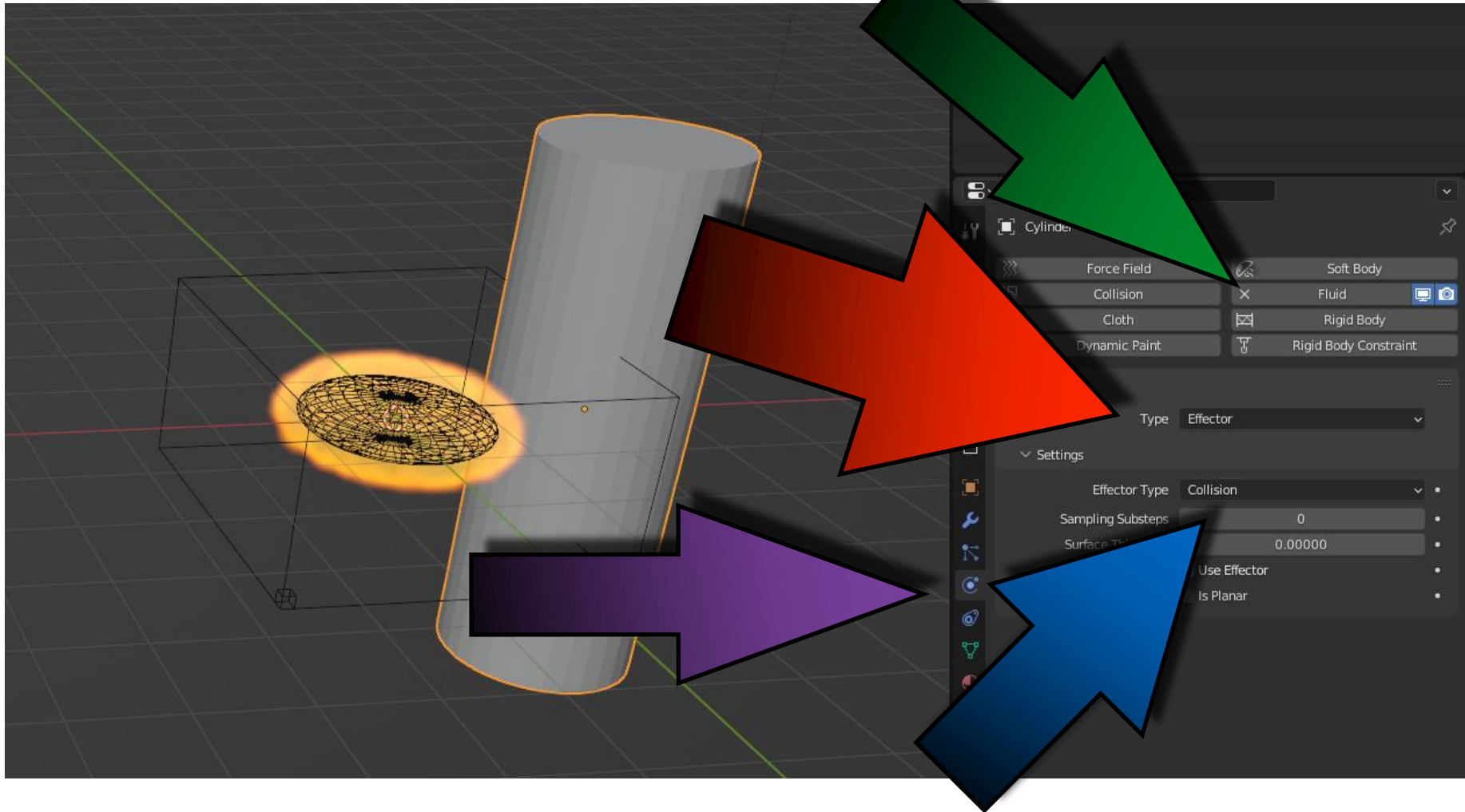
# INSERT CYLINDER



## SMOKE-FIRE

# POWER OF AR AND VR

## SET THE PARAMETERS **EFFECTOR** AND **EFFECTOR TYPE** AS ON THE SCREEN



## SMOKE-FIRE

**PRESS THE SPACEBAR  
AND SEE THE ANIMATION**



<https://youtu.be/KDaGd83Ux6w>

# THIS WAY YOU CAN MAKE A SIMULATION OF SUCH A FIRE



## SMOKE-FIRE

**POWER OF AR AND VR**

**THANK YOU FOR  
YOUR ATTENTION**



**Co-funded by  
the European Union**



2024-1-PL01-KA220-VET-000243150

**JACEK KAWAŁEK**