SNOKE-FIRE



Co-funded by the European Union



2024-1-PL01-KA220-VET-000243150

JACEK KAWAŁEK





INSERT SPHERE







SCALE Z-AXIS





POWER OF AR AND VR ADD QUICK SNOKE











PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/U27DcccRpII





SET UP A BORDER COLLISION

	<u>م</u>			~		
14	🔳 Smoke Domain			\$?		
	💥 Force Field	le la	Soft Body			
	ද්ධ Collision		Fluid	📼 🔯		
.8.	얍 Cloth		Rigid Body			
	꼊 Dynamic Paint	T	Rigid Body Constrai	nt		
16	se fildel					
	* riud					
	Type	Domain		~		
	\checkmark Settings					
	Domain Type	Gas		~		
4	Resolution Divisions		32			
	Time Scale		1.000	•		
	CFL Number		4.000	•		
		🗹 Use Adaptiv	e Time Steps	•		
© ∕	Timesteps Maximum			•		
♥	Minimum			•		
				•		
				•		
	Empty Space		0.000001			
		Delete in Ot	ostacle			
	✓ Border Collisions					
		V Front				
		Back				
		Z Right				
		🗹 Left				
		🛃 Тор				
		🛃 Bottom				
	> Adaptive Domain					
	∨ Gas					





TO REFRESH ANIMATION ENTER CACHE AND CHOOSE ALL







NEXT CLICK ON BAKE ALL

∨ Cache			
//JJJJJJvar/folders/k	ch/2s5	567cnder_8Jttee/cache_fluid_4b85f272	
Frame Sta	art	1	
E	End	250	
Offs	set	0	
Ту	/pe	All ~	
		Is Resumable	
	nes	OpenVDB ~	
		Bake All	

DO IT AFTER EVERY ANIMATION CHANGE





PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

ANIMATION WITH EVERYTHING ON BORDER COLLISION

https://youtu.be/-qM8pHWOyEc



Front Back Right	
Back Right	
Right	
Left	
Тор	
Bottom	
> Adaptive Domain	
Gas	
Buoyancy Density 1.00000	
♥ Heat 1.00000	
Vorticity 0.000	
V 🗹 Dissolve	
Time 5	
Slow	







PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/KXYPT-KW66w





TURN OFF SLOW







PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/0LnvigWpxtg





DISSOLVE - SLOW TURN ON TIME 5 TIME 100









PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/uQav56vDB1M





SELECT SPHERE







CHOOSE FIRE+SMOKE FOR FLOW TYPE







PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/33Wn192_DAw





✓ Fluid			
Type	Flow	~	
\checkmark Settings			
Flow Type	Fire + Smoke	•	INITI
Flow Behavior	Inflow	v •	
	🗹 Use Flow	•	AN
the extension of the steps	0	•	
Color		•	TH
	dbsolute Density	•	
erature	1.0	•	FOR
Density	1.0000	•	
Fuel	1.0000	•	
\sim	8		
Source	🗇 Mesh	 ✓ 	
	Is Planar	-	
urface Emission	1.50000	•	
Volume Emission	0.00000	•	4
🗸 🗹 Initial Velocity			
Source	1.00000		
Normal	0.00000		
Initial X	5 m/s	<	
Y	0 m/s		
Z	0 m/s	•	

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





PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/fybSaQHKchg





SELECT DOMAIN







SELECT ADAPTIVE DOMAIN

	£	5.01 1105	
۲	Empty Space	0.000001	•
67		Delete in Obstacle	·
~~	✓ Border Collisions		
•		Front	•
		Back	•
88		Right	•
		Left	•
		Тор	•
		Bottom	•
	🗸 🗹 Adaptive Domain		
	Add Resolution	0	
	Margin	4	
	Threshold	0.020000	•





PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/D5WONR4LyuQ





GO TO Scene properties







SET GRAVITY FOR Z-AXIS TO 10

		Q)	 Image: A set of the set of the
	Scene				Ś
	∨ Scene				::::
		Camera	🔲 Camera		×
	Ba	ackground Scene	6		
16		Active Clip	0 ***		
S	> Units				\checkmark
	🗸 🗹 Gravity				
		Gravity X		0 m/s²	
		Y		0 m/s²	·
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~		Z		10 m/s²	•





# PRESS THE SPACEBAR AND SEE THE ANIMATION

# **YouTube**

### https://youtu.be/nKj2JJ-dA3E



# POWER OF AR AND VR INSERT CYLINDER











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







# PRESS THE SPACEBAR AND SEE THE ANIMATION

# **YouTube**

### https://youtu.be/KDaGd83Ux6w





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



# THANK YOU FOR YOUR ATTENTION



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