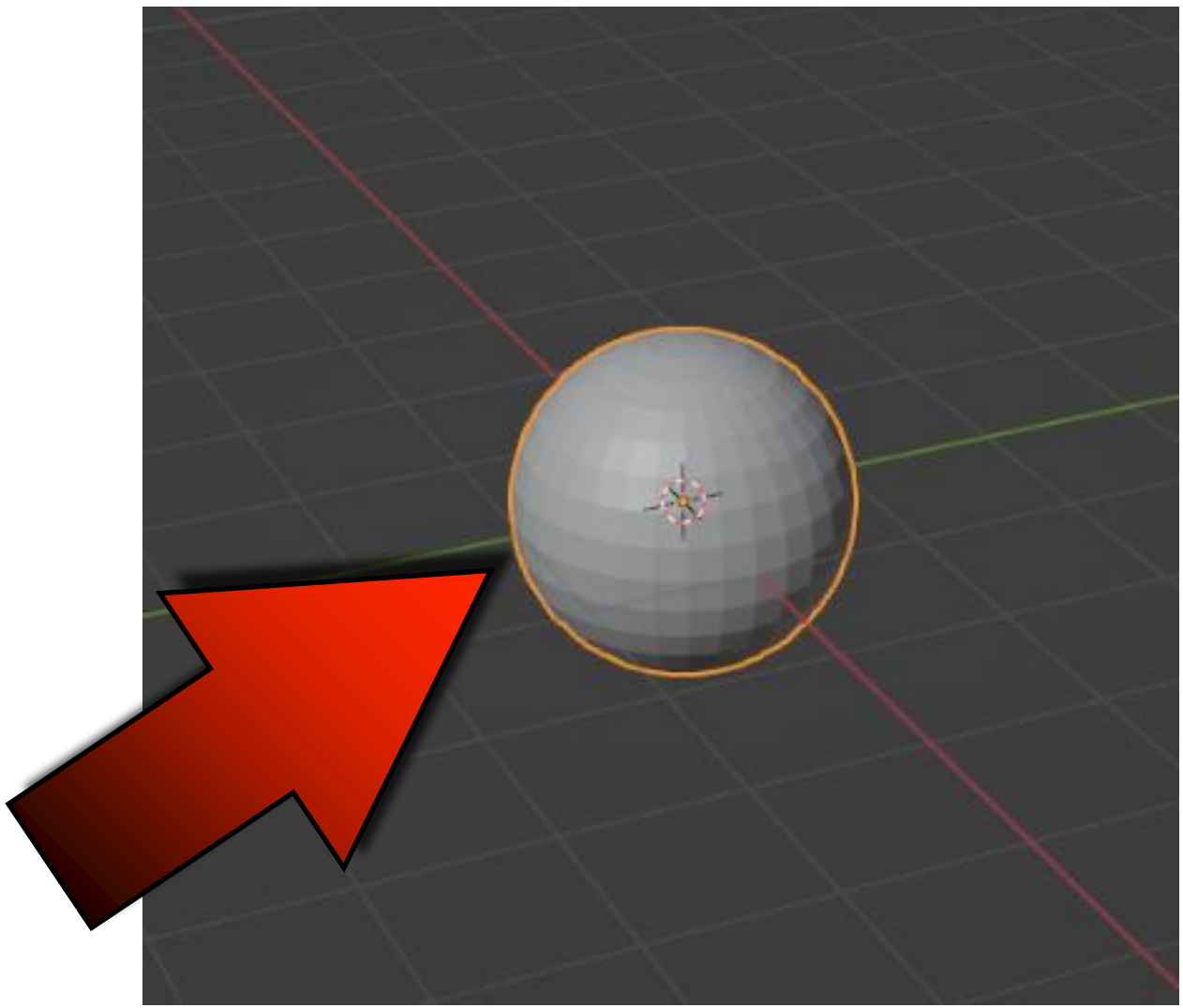
POWER OF AR AND VR

SMOKE-FIRE

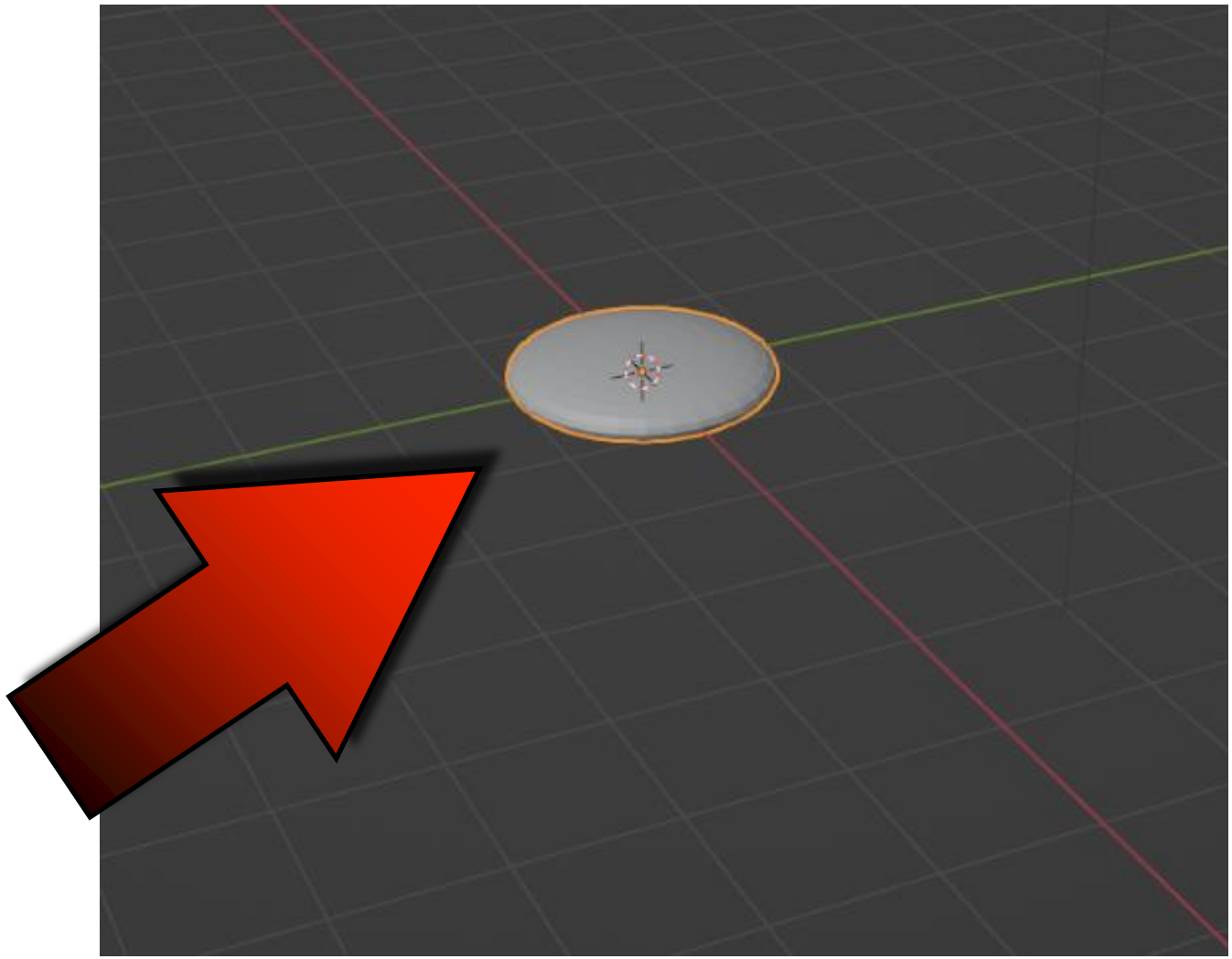
Co-funded by
the European Union

JACEK KAWAŁEK

INSERT SPHERE

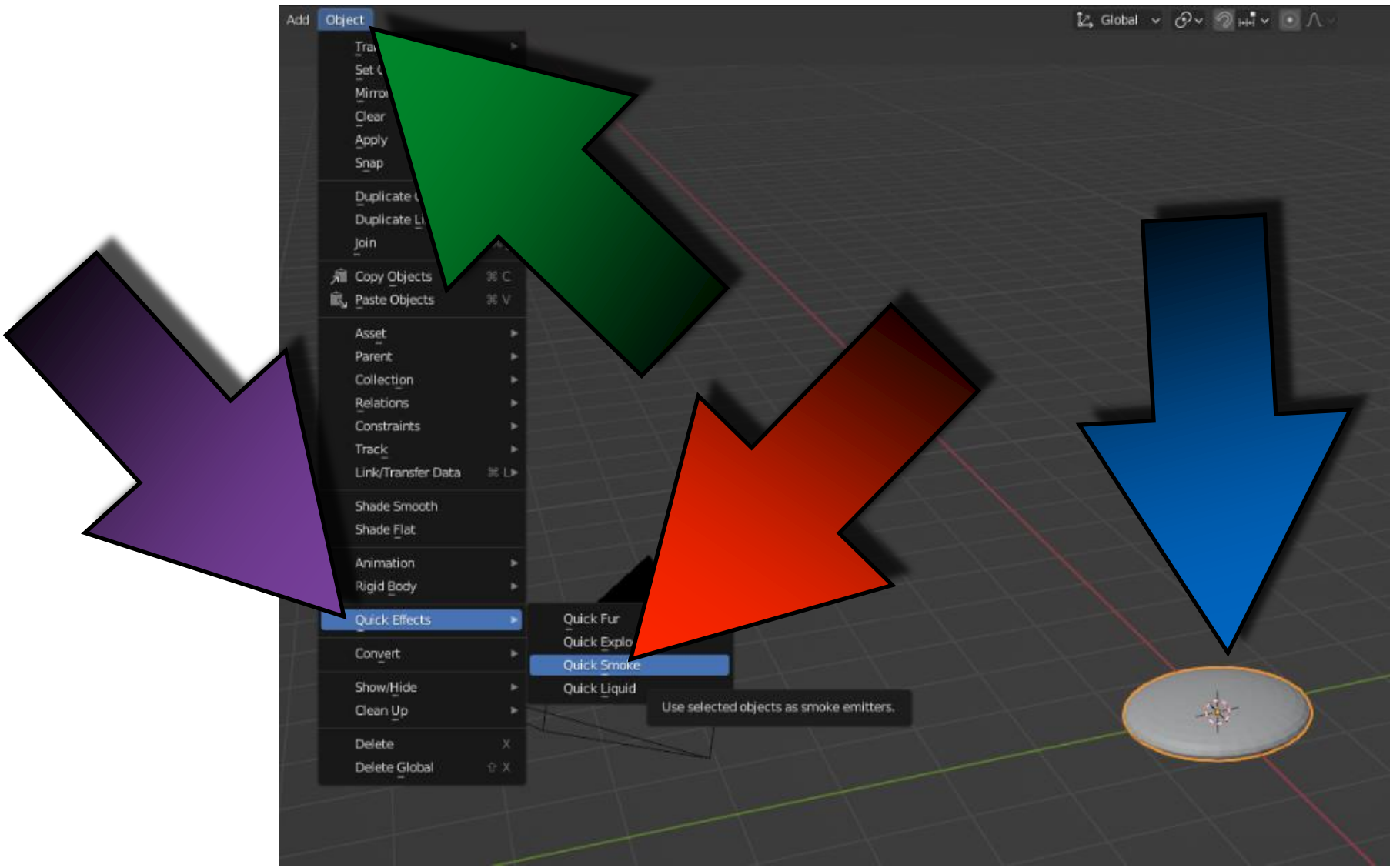


SCALE Z-AXIS



Co-funded by the European Union

ADD QUICK SMOKE

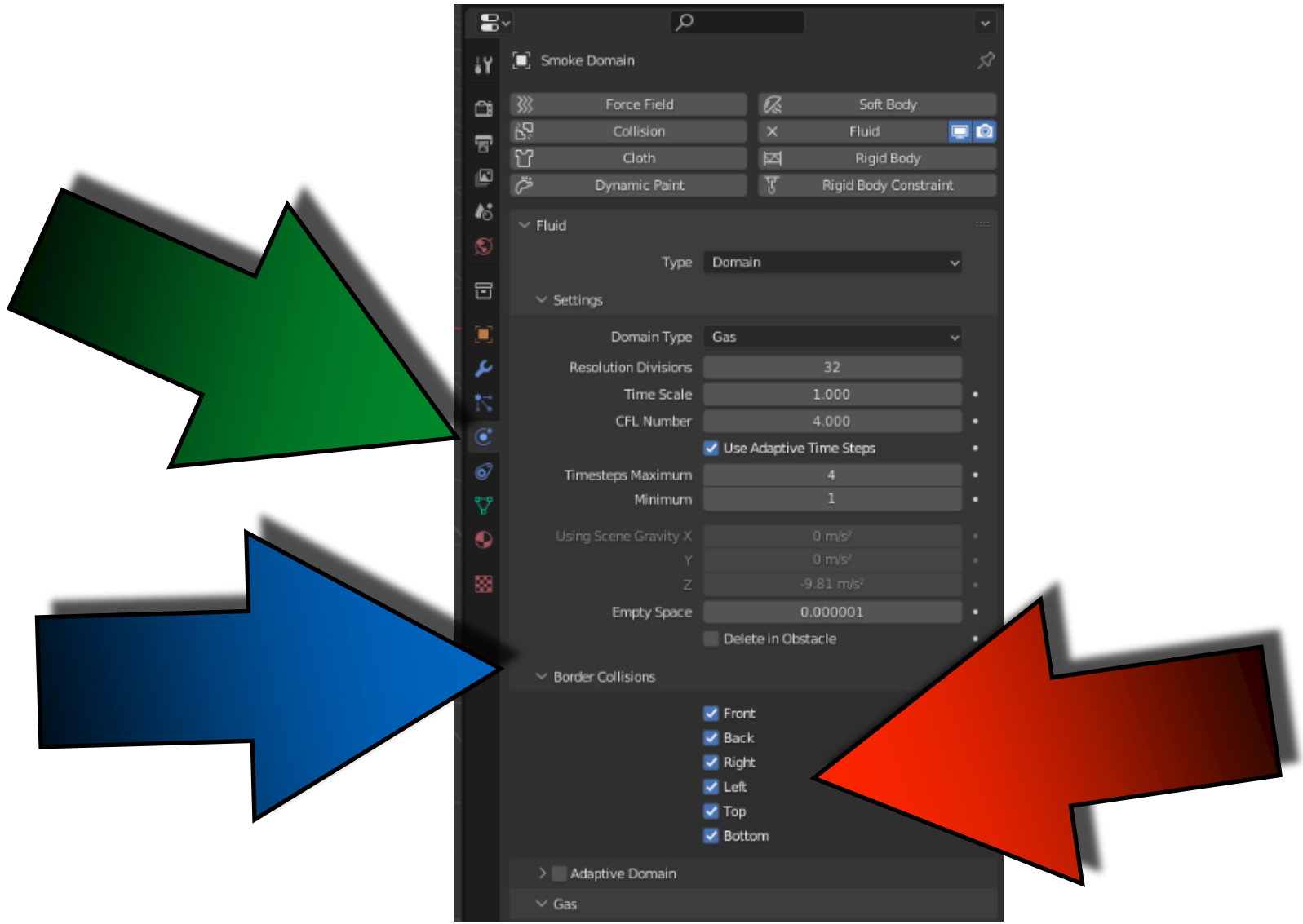


PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/U27DcccRpII

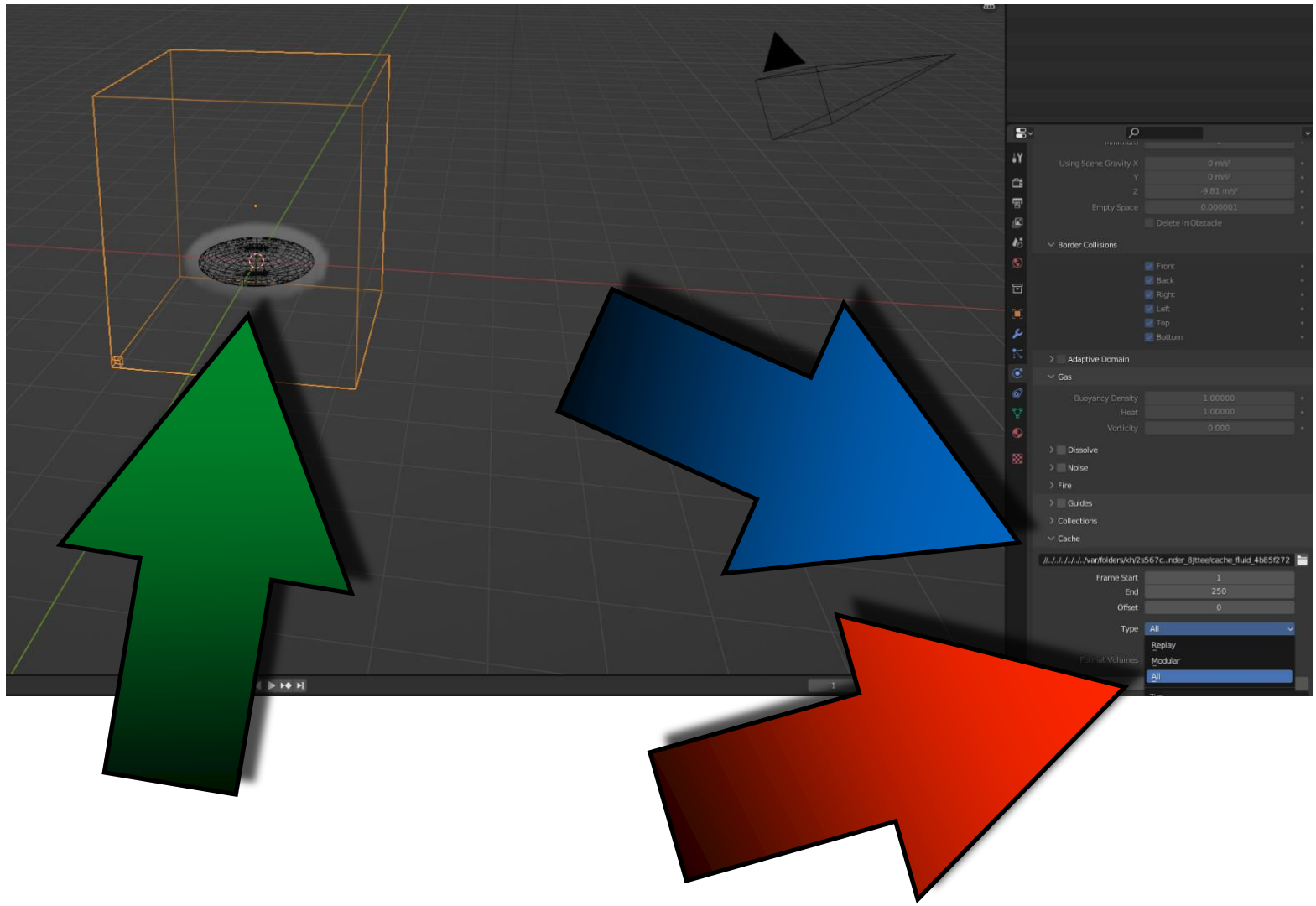
SET UP A BORDER COLLISION



Co-funded by the European Union

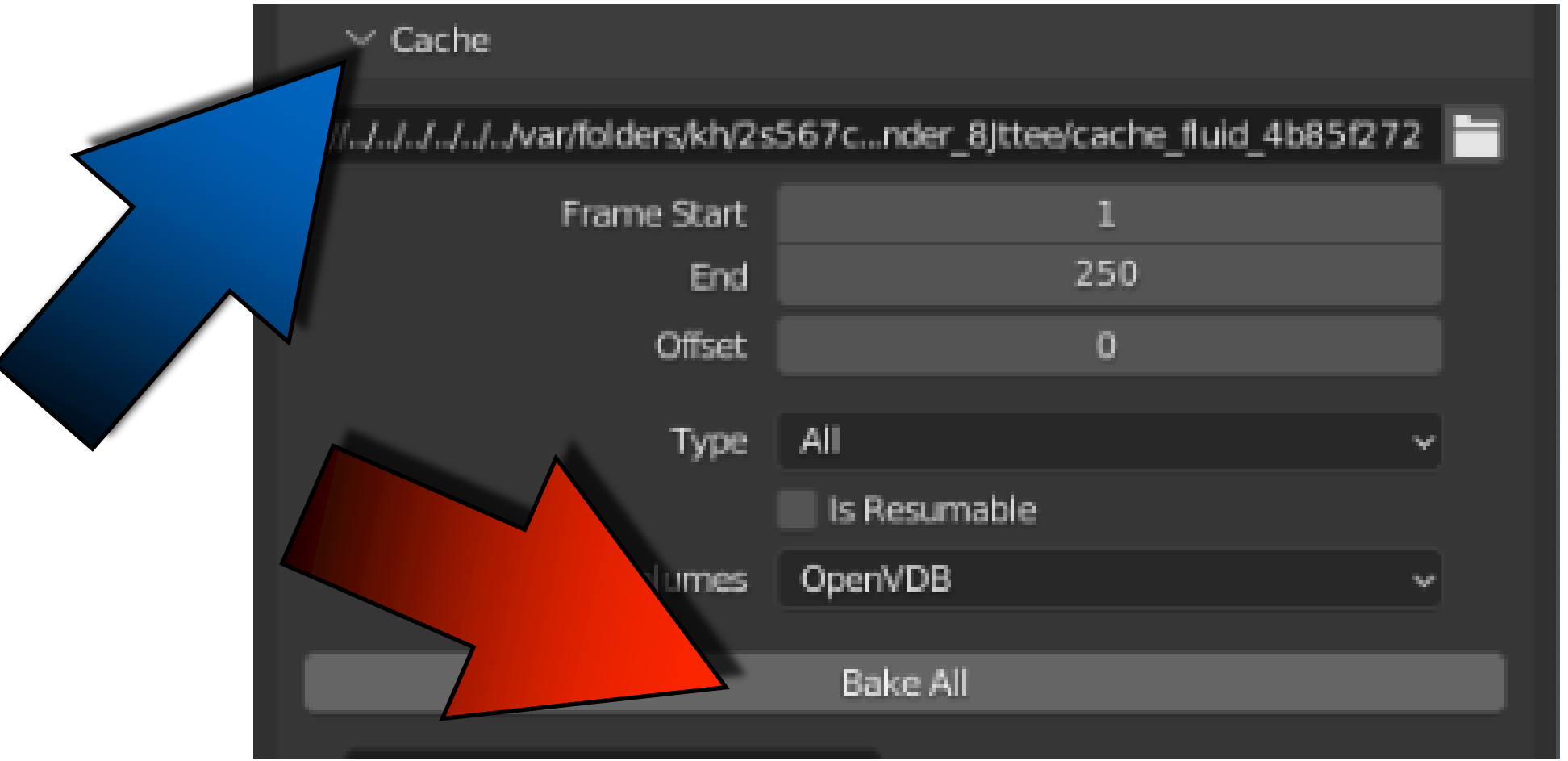
POWER OF AR AND VR

TO REFRESH ANIMATION
ENTER CACHE AND CHOOSE ALL



SMOKE-FIRE

NEXT CLICK ON BAKE ALL



DO IT AFTER EVERY ANIMATION CHANGE

PRESS THE SPACEBAR AND SEE THE ANIMATION

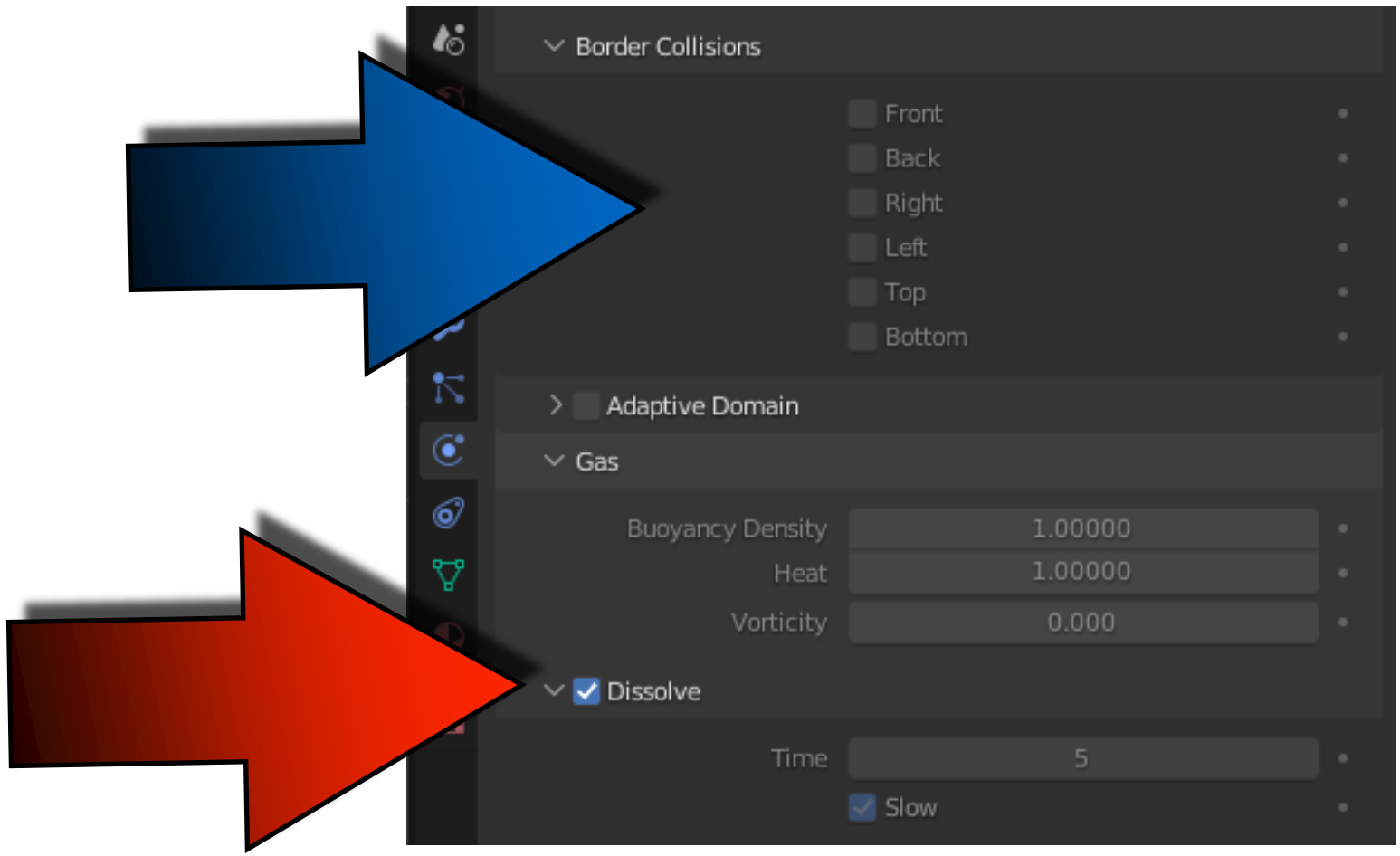
YouTube

ANIMATION WITH EVERYTHING ON BORDER COLLISION

https://youtu.be/-qM8pHWOyEc

TURN OFF BORDER COLLISION

TURN ON DISSOLVE

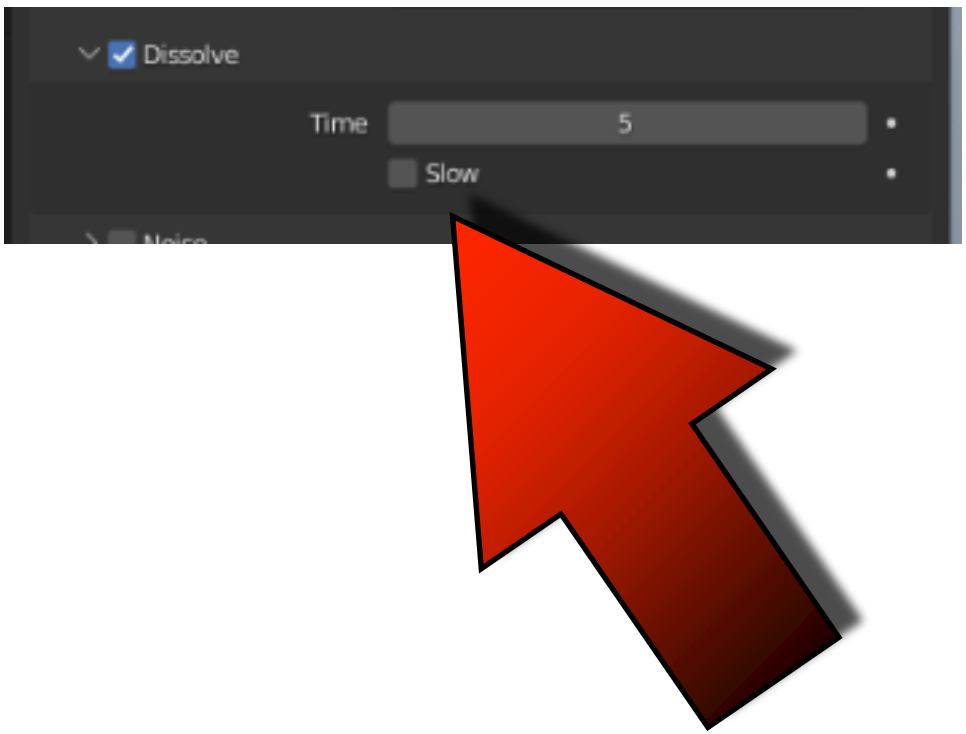


PRESS THE SPACEBAR AND SEE THE ANIMATION

YouTube

https://youtu.be/KXYPT-KW66w

TURN OFF SLOW

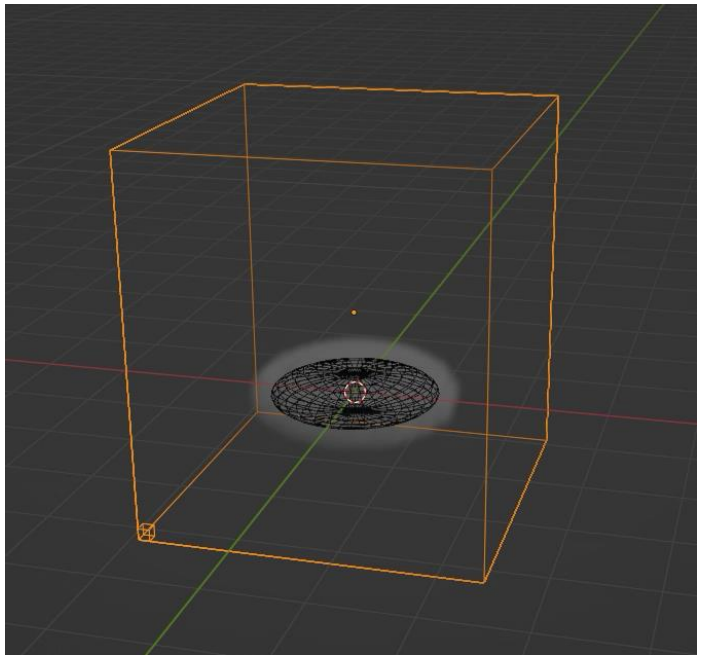


PRESS THE SPACEBAR AND SEE THE ANIMATION

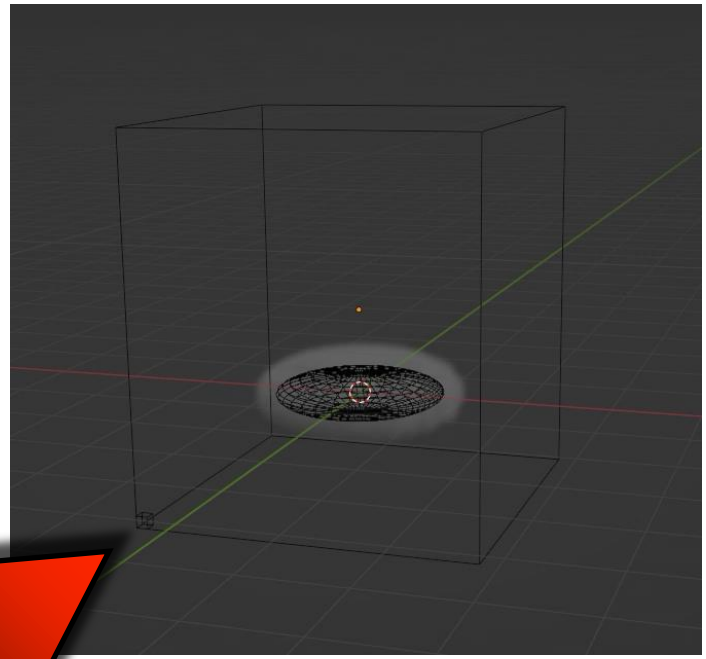
https://youtu.be/0LnvigWpxtg

DISSOLVE - SLOW TURN ON

TIME 5



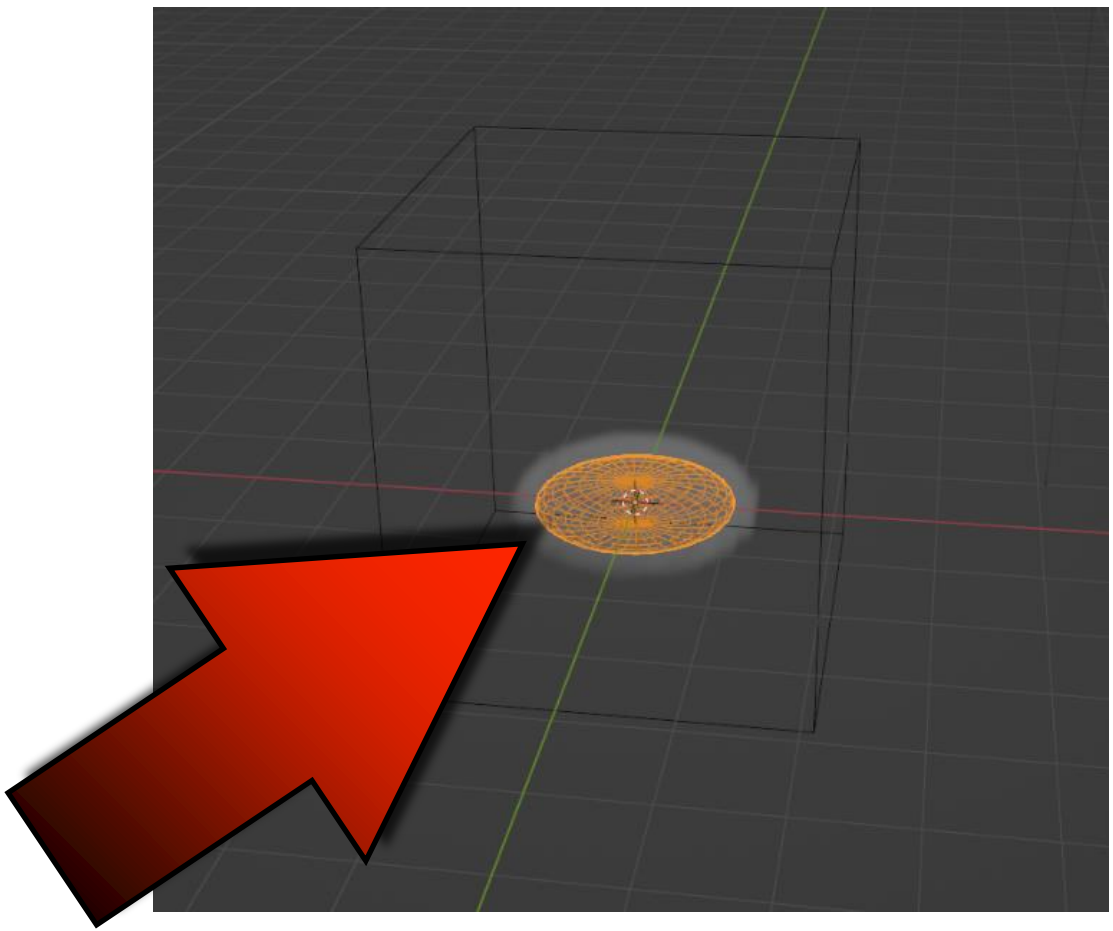
TIME 100



PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtu.be/uQav56vDB1M

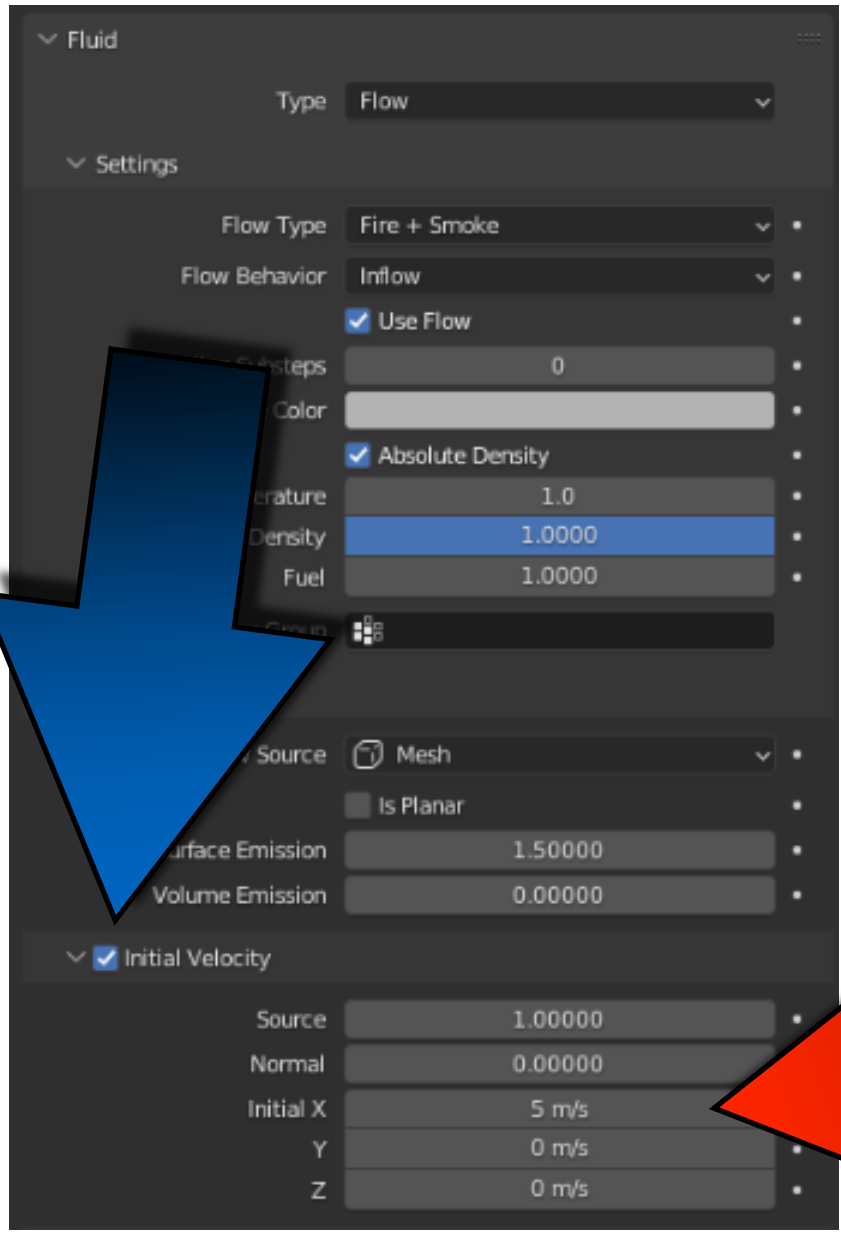
SELECT SPHERE



CHOOSE FIRE+SMOKE FOR FLOW TYPE

PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtu.be/33Wn192_DAw

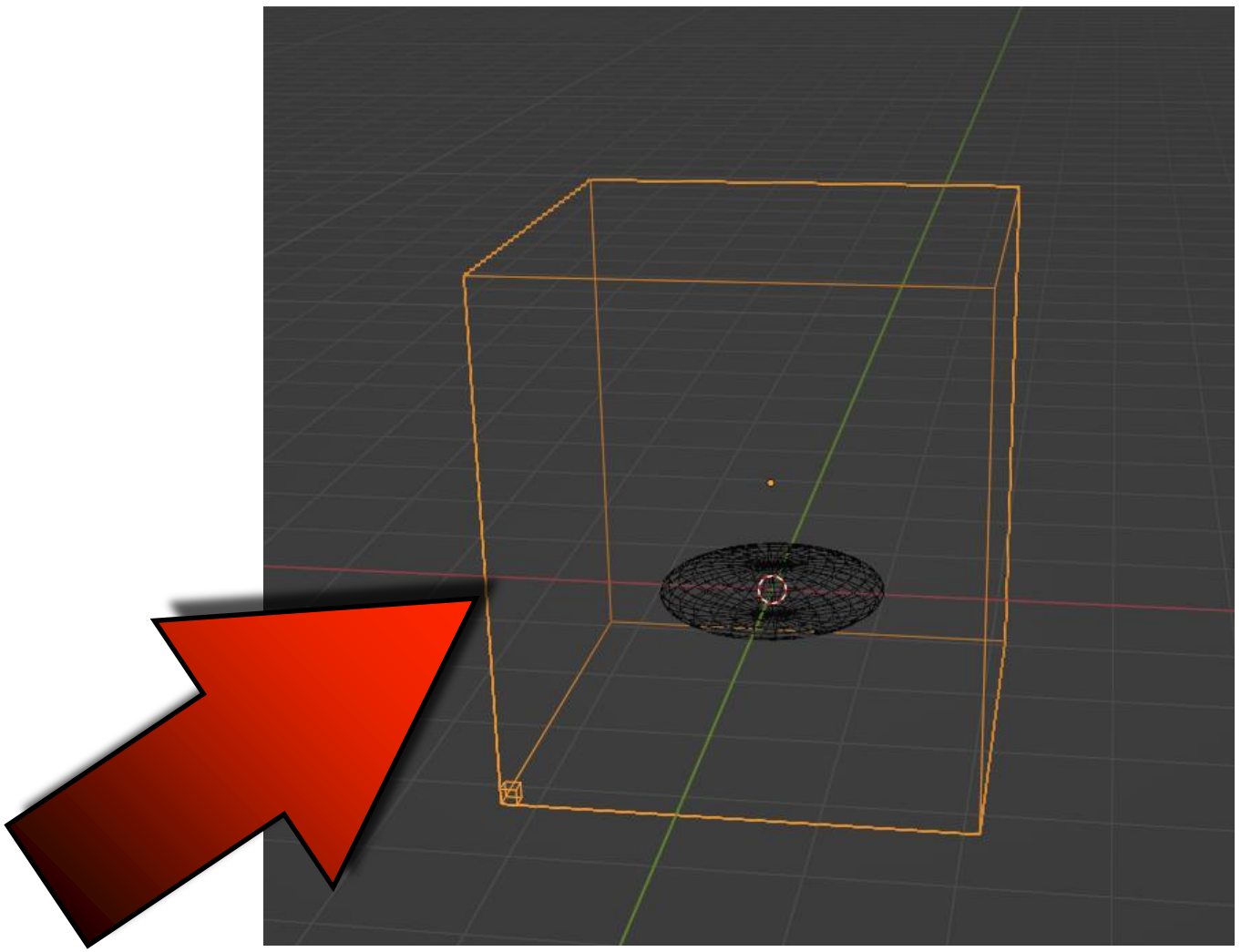


ENTER INITIAL VELOCITY AND CHANGE THE INITIAL FOR X-AXIS ON 5

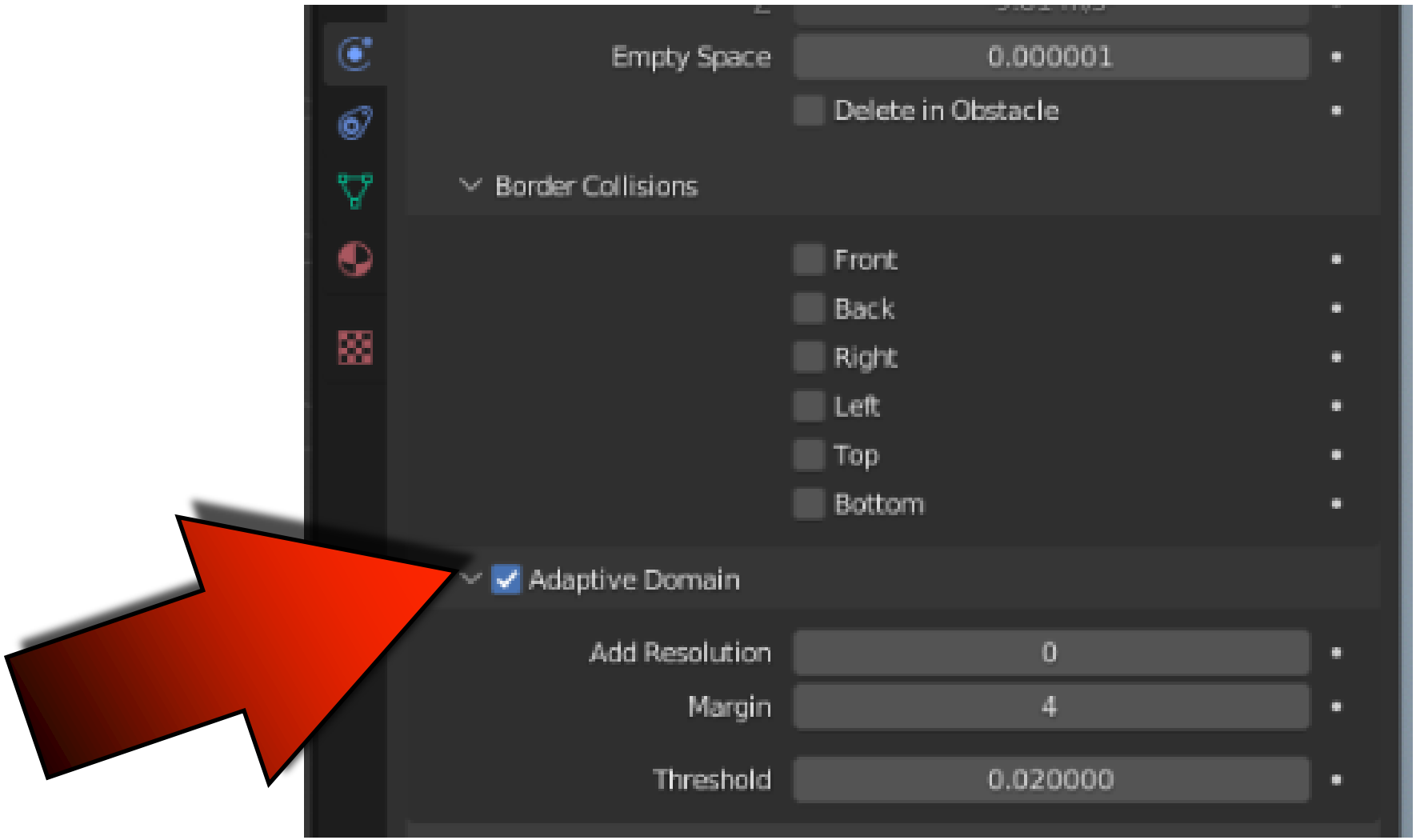
PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtu.be/fybSaQHKchg

SELECT DOMAIN



SELECT ADAPTIVE DOMAIN

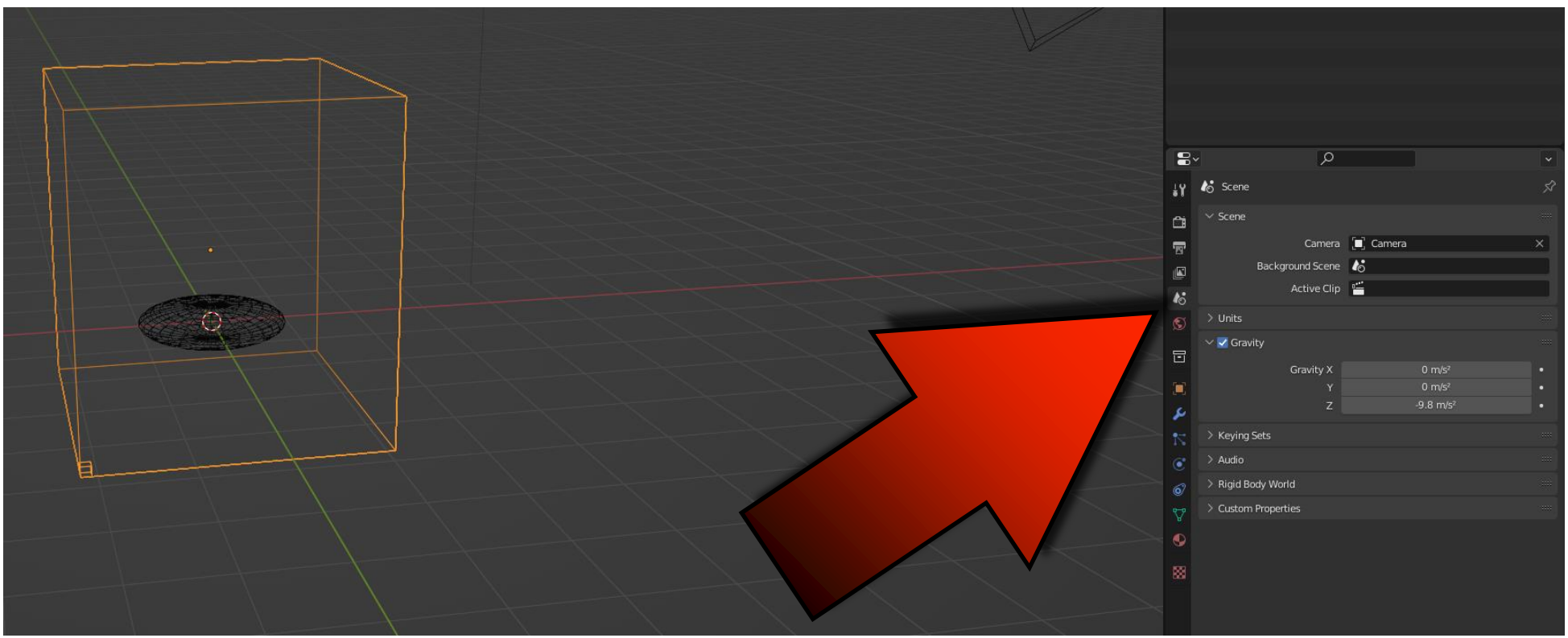


PRESS THE SPACEBAR AND SEE THE ANIMATION

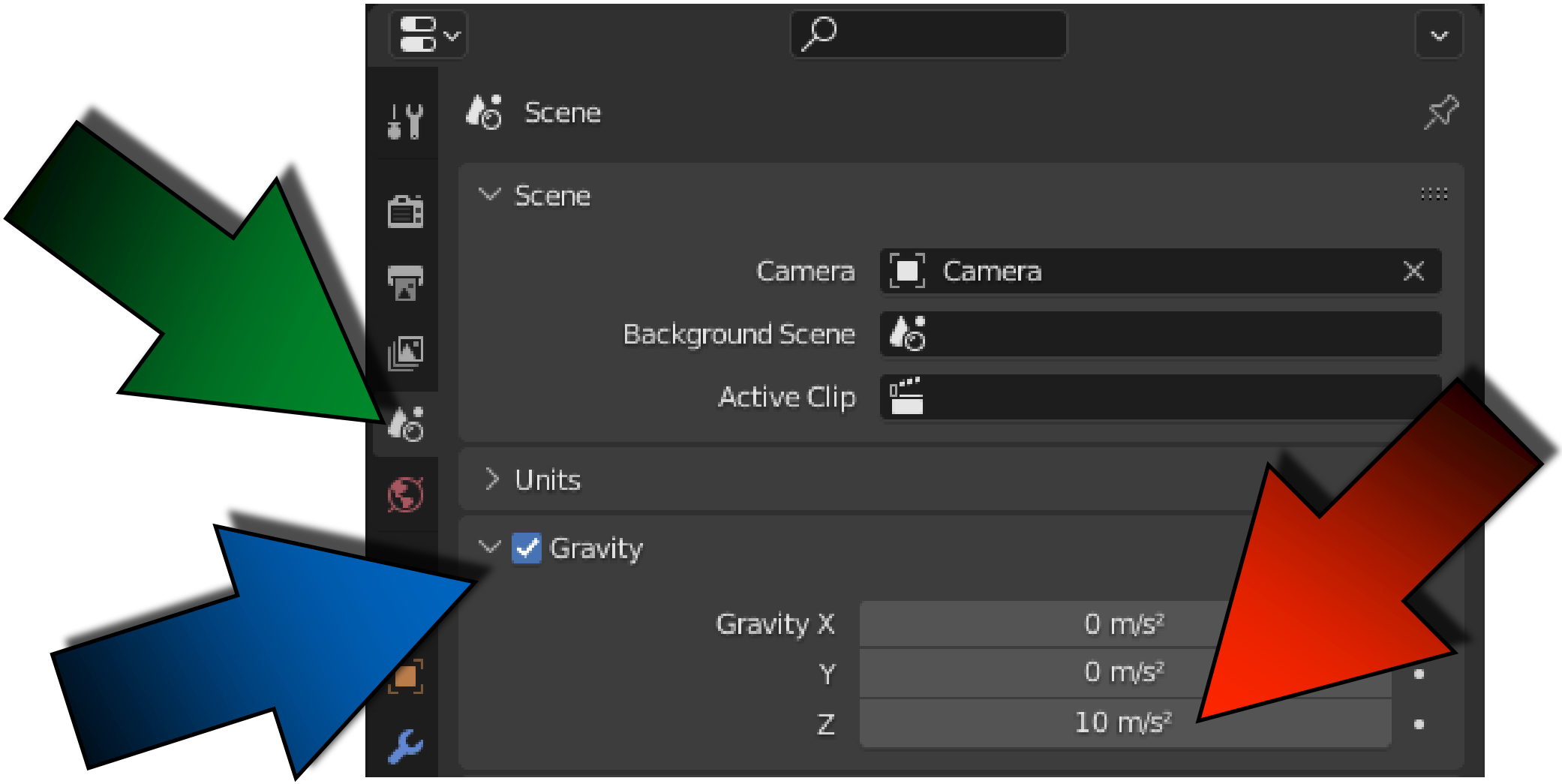
YouTube

https://youtu.be/D5WONR4LyuQ

GO TO
SCENE PROPERTIES



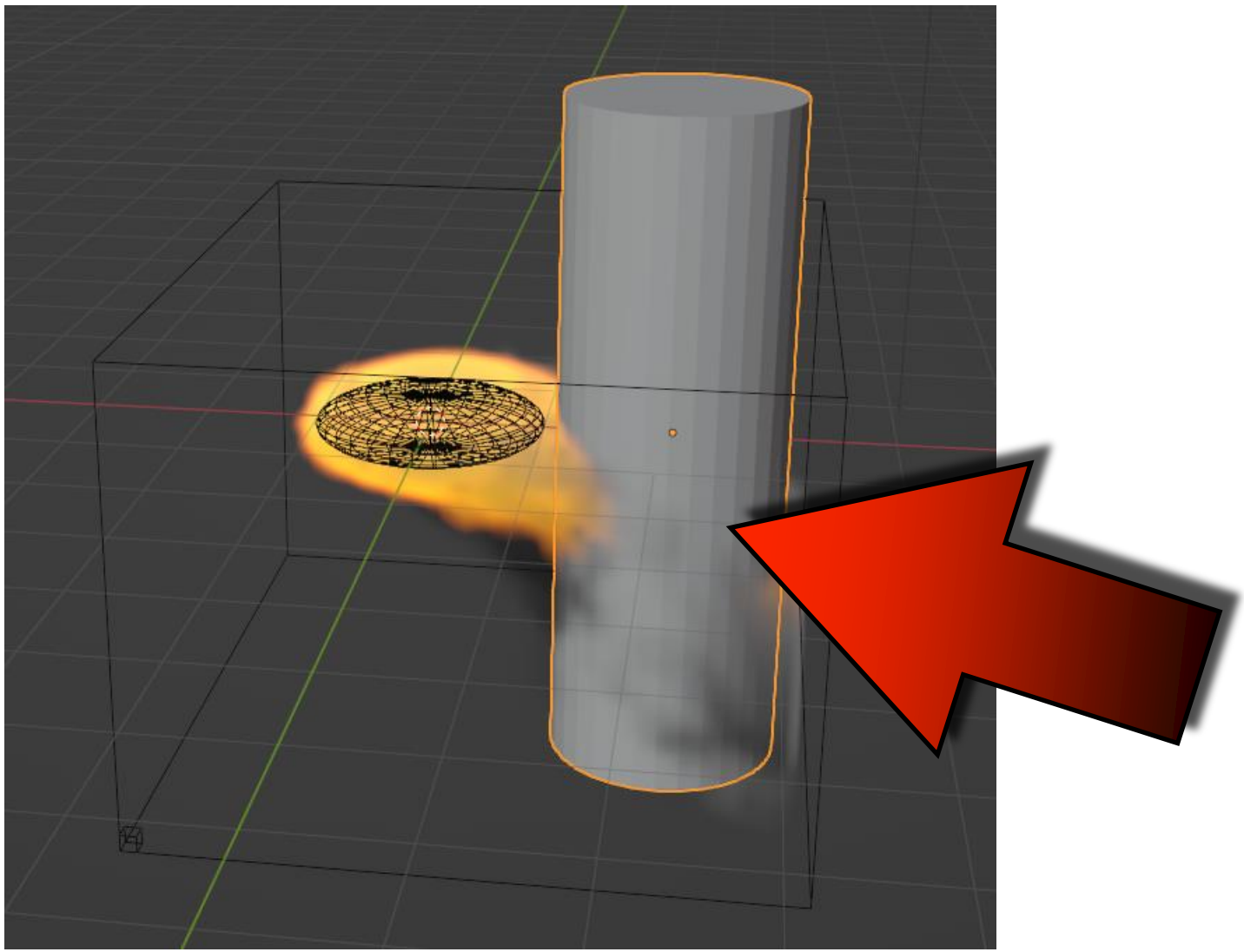
SET GRAVITY FOR Z-AXIS TO 10



PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtu.be/nKj2JJ-dA3E

INSERT CYLINDER



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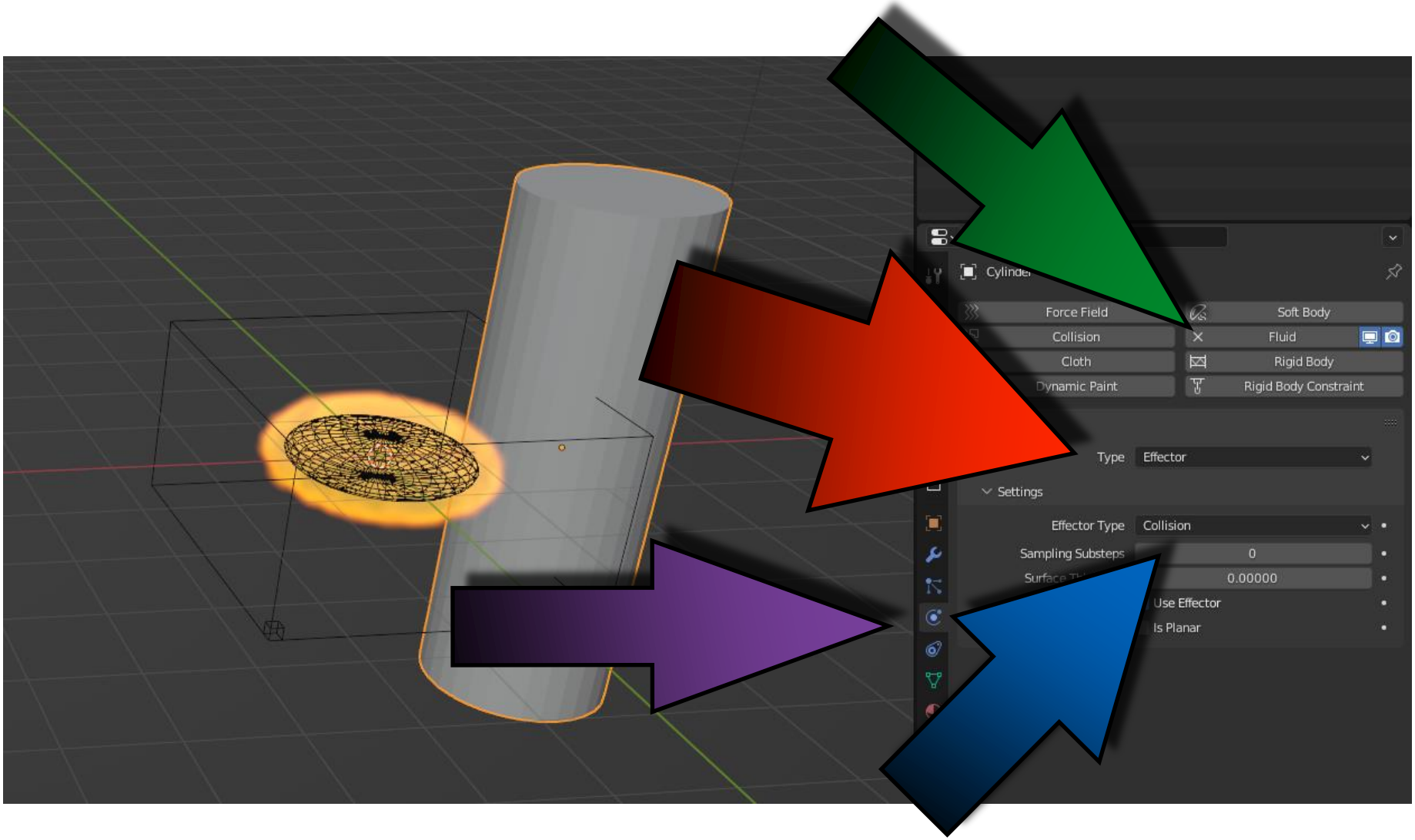
POWER OF AR AND VR

SET THE PARAMETERS EFFECTOR AND EFFECTOR TYPE AS ON THE SCREEN



PRESS THE SPACEBAR AND SEE THE ANIMATION

https://youtu.be/KDaGd83Ux6w

THIS WAY YOU CAN MAKE A SIMULATION OF SUCH A FIRE

THANK YOU FOR YOUR ATTENTION

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