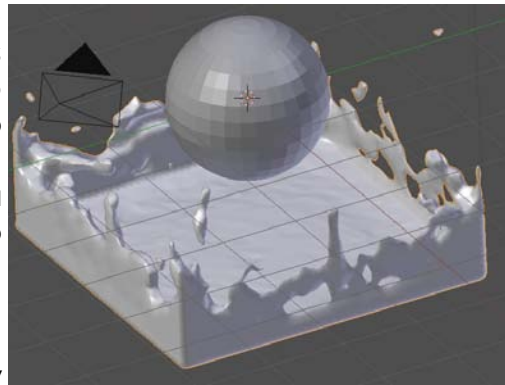


## Chapter 18- Object Physics

During the Bake, you will see a status bar at the top of the screen. You may also need to delete files from the */tmp\* folder where the bake is saved to get it to work properly. When finished, hit "Alt-A" to see your animation. To improve the appearance, hit "Smooth" in the *Tool Shelf* and apply a "Subdivision Surface" modifier. You can also experiment with the time setting in the Domain.

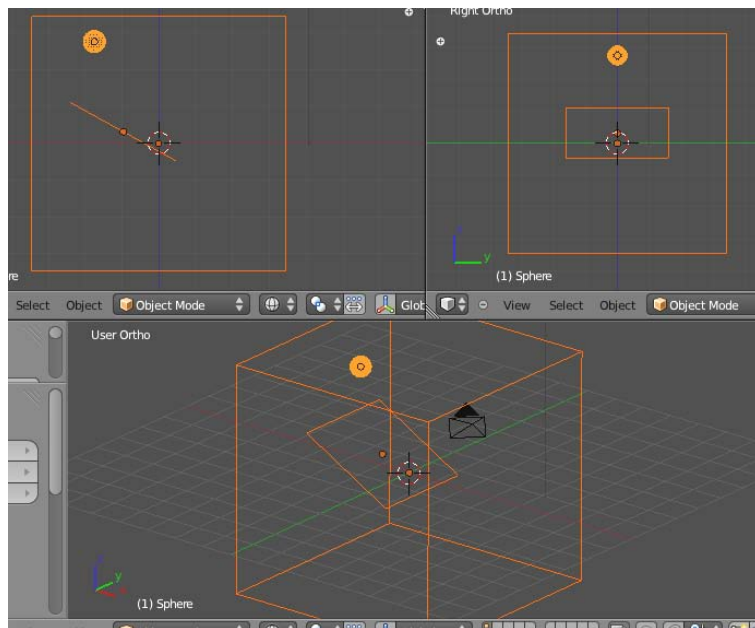
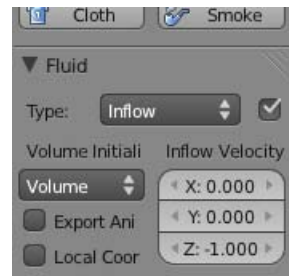
This time, we will create a scene that uses an *Obstacle* and an *Inflow* instead of a *Fluid*. Start by creating a Blender scene similar to the below. The cube has been scaled up about 3 times it's original size and used as the *Domain*, an angled plane to act as an *Obstacle*,



and a small sphere that will act as the *Inflow*. In the Physics panel, the 3 objects have been set up to reflect these items with special attention to the following:

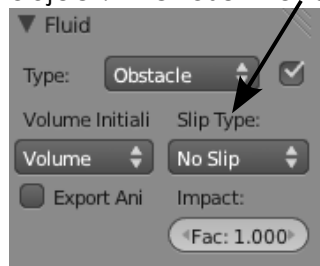
### Sphere- Inflow Object:

Give it an *Inflow Velocity* to make it flow into the scene. I used a Z of -1.000.



### Plane: Obstacle Object:

Experiment with the *Slip Type* for a desired effect. This adjust how much fluid slips on the object. I chose *No Slip*. Select the *Domain Cube* and *Bake* your animation. Remember to watch the status bar at the top of the screen. It may take a while to bake.



Animating fluids can be time consuming, but with practice and experimenting, you can achieve some nice result.

