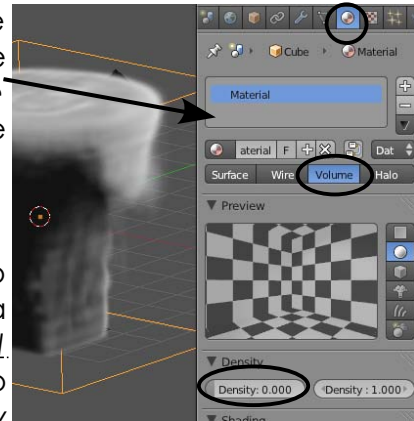
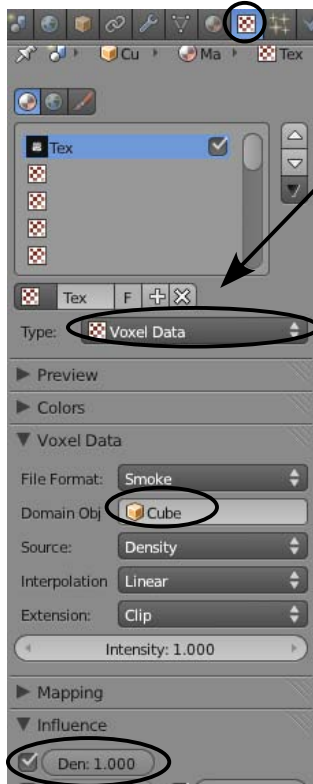


Chapter 18- Object Physics

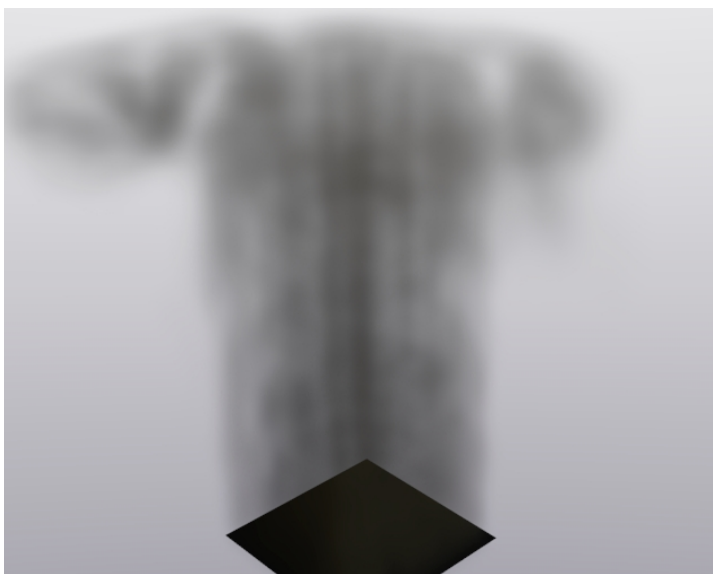
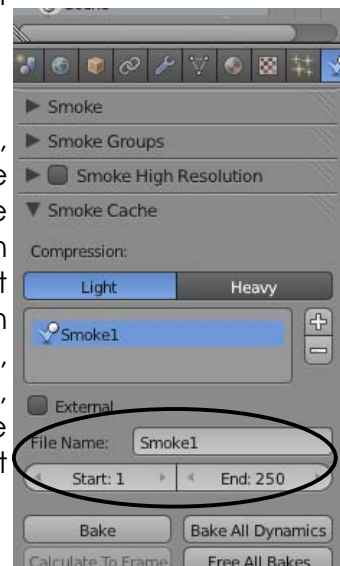
In order to get a nice render, we need to do some Material and Texture work on the Cube. With the cube selected, add a Material, set it to Volume (we're filling the cube- not putting the material on the surface), and set the Density to 0.000.



With the cube still selected, go to the Texture panel and add a texture. Change the Type to "Voxel Data", the Domain Object to "Cube" (this object), and Density under Influence checked and left at 1.000.



In order to animate your smoke scene, you need to Bake the data. With the cube still selected, go back to the physics panel and look at the settings in the Smoke Cache panel. You can set the frame start and end for the length and the File Name for the bake. Finally, hit "Bake" and let it run. When finished, you can create an animation using the same techniques we have in past chapters.



As with all other features we've covered, there are many other possible settings that can be experimented with. For example, particle settings can be adjusted in order to change density. You can also adjust the quality of the smoke resolution and field weights. Need a fire ball effect? Try child-parenting a sphere to your fire ball and use a smoke system for a nicer effect.