

Chapter 12- Modifiers

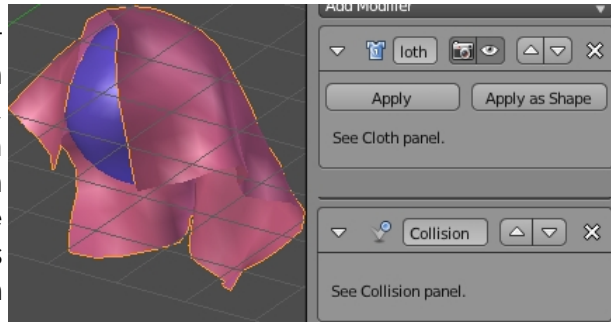
Simulate Modifiers

The *Simulate* modifiers work with Blender's physics engine in order to create animations dealing with particles (fire, explosions, strands), cloth, fluids, soft-bodies, smoke, forces and collisions. When applying most of these modifiers, you will need to go to the *Physics and Particles* panel to adjust the settings. All of these factors are discussed in later chapters, but here is what you can find in this modifier stack:



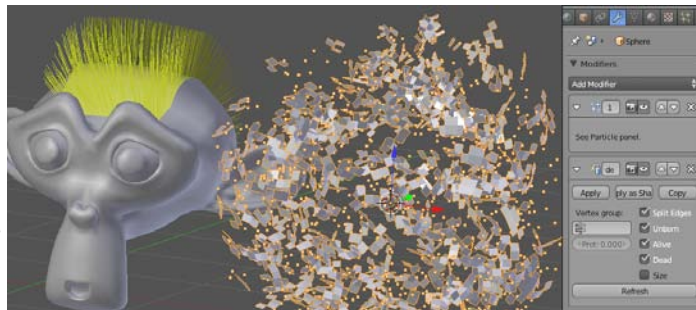
Cloth and Collision

The Cloth modifier can make a mesh act like fabric. The more vertices your mesh contains will make it appear more realistic, but at a cost of render time. The Collision modifier allows other objects to react with the cloth (also works with particles). The example shown uses a subdivided plane as the fabric and the sphere as the collision obstacle.



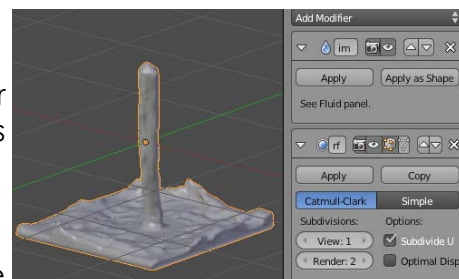
Particle and Explode

Particle systems are used to simulate many animation effects and discussed in their own chapter. Particles can simulate explosions, sparks, fire, smoke, grass, hair, and fireworks. After adding a particle modifier, you can then add the explode modifier to "explode" the mesh along with the effect.



Fluid Simulation

The fluid simulations have seen improvements over previous versions. You can create inflow or fluid masses that splash and react.



Soft Body

The Soft Body modifier existed before Blender had the Cloth modifier and was used to simulate cloth effects. Soft bodies can be used for fabric effects and "Jello" jiggle effects. You can control the elasticity between vertices.

Smoke

The Smoke modifier is new for Blender 2.5. It can be used to create realistic smoke effects in your scene.

