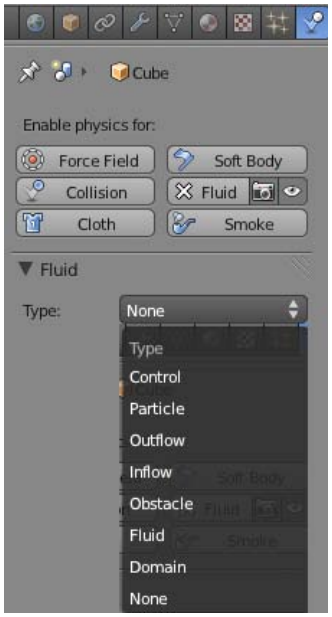
Creating Fluid Effects

Blender fluids have received a lot of attention in version 2.5. You have the possibility of creating realistic fluid effects with these basic setting.

With an object selected and *Fluids* enabled in the *Physics* panel, you can set it as one of the following fluid object types (*by order of importance*):

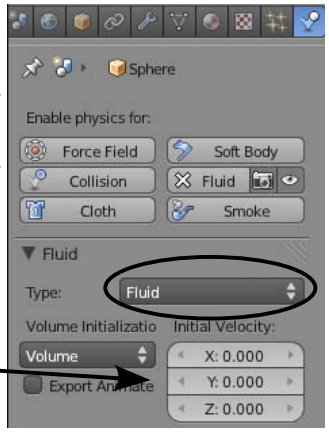


Domain: Needed to contain all fluid physics. All fluid simulations must occur within the domain.
Fluid: An actual object that represents the volume of the fluid.
Obstacle: An object that the water can react with.
Inflow: An object that acts like water flowing into the scene (like a faucet. Used in place of the Fluid.
Outflow: An object that acts as a drain.
Particle: Allows fluids to works as particles. More work in this are coming in future releases.
Control: Adds additional control over fluid effects.

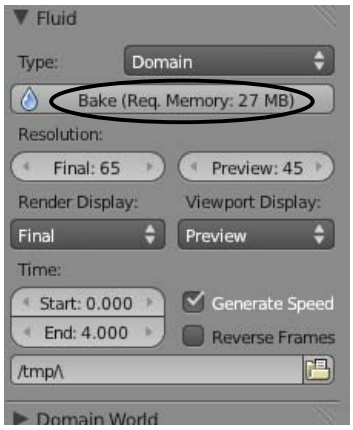
We will be discussing the basics in this chapter. For more details, see the Blender documentation at www.blender.org.

A Simple Splash:

Our fist example will just contain a *Domain* and a *Fluid*. The scene shown contains just a *Cube*, scaled up about twice it's original size, as the *Domain* and a *Sphere* that will represent the *Fluid*. The larger the sphere, the more fluid the scene will contain. It is important the the sphere is completely inside the cube.



With the *sphere* selected, make it be the *Fluid* in the simulation. You will see a few options including the ability to give it an initial velocity, rather than just dropping due to gravity.



Now select the *cube* and make it the *Domain*. Remember that the domain contains the simulation and controls the baking of the simulation. Don't be concerned if the cube turns into a small blob due to previously cached baking. This will correct itself when you hit Bake. You can control render quality and time length in the domain. You can even specify a specific folder to save the baking into so it can be referenced later. Also, after baking, the cube is now represented by the starting fluid.

When everything is set, hit the "Bake" button and wait.