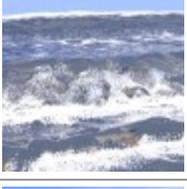
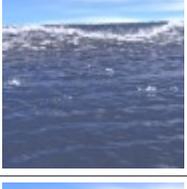


FLUIDOS PRESETS: WAVES

By
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Description:

This package includes seven Fluidos presets:

	Waves Long shore MR Scene 1	Domain size: 45 X 5 X 30 m A long shore, medium resolution simulation. The running consumes about 300 MB of RAM.
	Waves Long shore MR Scene 2	Domain size: 45 X 5 X 30 m A long shore, medium resolution simulation. The running consumes about 300 MB of RAM.
	Waves Long shore MR Scene 3	Domain size: 45 X 5 X 30 m A long shore, medium resolution simulation. The running consumes about 300 MB of RAM.
	Waves Short shore MR Scene 1	Domain size: 15 X 5 X 25 m A short shore, medium resolution simulation. The running consumes about 250 MB of RAM.
	Waves Short shore MR Scene 2	Domain size: 15 X 5 X 25 m A short shore, medium resolution simulation. The running consumes about 250 MB of RAM.
	Waves Short shore HR Scene 1	Domain size: 15 X 5 X 25 m A short shore, very high resolution simulation. The running is slow and consumes about 1.5 GB of RAM.
	Waves Short shore HR Scene 2	Domain size: 15 X 5 X 25 m A short shore, very high resolution simulation. The running is slow and consumes about 1.5 GB of RAM.

How to use the preset scenes:

1. Load the scene.
2. Inside the *Fluidos Scene* group, locate the *Fluidos Domain*, the *Fluidos Mesher_water* and the *Fluidos Mesher-whitewater*.
3. Select a suitable *Baked files folder* for the Domain. Select the same for the Meshers, by using the respective combo box to browse the folder. Don't copy the Domain properties to the Meshers, because these were slightly displaced in regards to the Domain for a better water body appearance.
4. Add all the additional objects you wish to be in the scene. If you want any of them to interact with the fluid, parent it to the *Fluidos Domain*.
5. If you want only the initial frame, run now the simulation, enabling the *Start from preset* button (all the scenes point to their corresponding .state file by default).
6. Enable the *Meshers*.

For more than one frame:

1. Before running the simulation, set the desired *Number of frames* in the *Domain* properties.
2. For each *Mesher*, set the *Completion* property to 100 % at the last desired frame.
3. Run the simulation and then enable the *Meshers*.

How to use the presets with any premade or third party scene:

1. Load the main scene (i.e. the premade or third party).
2. Merge the *Fluidos* preset scene.
3. Move the *Fluidos Scene* group to the intended location in the main scene.
4. You can delete the *Sun* light of the *Fluidos* preset if you want.
5. Go on as in *How to use preset scenes*.

The presets could be mixed just like other main scenes in many situations with good results. Also, the presets could be combined parenting objects of the main scene including close-mesh terrains. If you prefer, you can substitute the shore terrain of *Fluidos* presets for a terrain of your choice (if the new terrain is open-mesh, use *Fluidos Companion*, *Hexagon*, *Carrara* or any other suitable software).

Some tips:

- If needed, increase or decrease the main scene instead of the *Fluidos* preset scene.
- For any of the *Fluidos* preset, you can change any property of the *Domain* or the objects parented. The only exception are the *Cell size* and the *Size X, Y and Z* of the *Domain*. However, by default, the fluid masses will be ignored when running presets. To activate any *Fluid mass* object, enable *Allows initial fluid masses* in *Main settings* of *Domain*.

- If you want to increase the height of the waves, move upwards the *Fluidos Force-1* or decrease the gravity force (*Force Y* in Domain). Next, run a simulation with at least 30 frames.
- The whitewater (foam, spray and bubbles) could be resized changing *Particles size* in *Fluidos Mesher-whitewater*. The size is animatable. Resizing creates an effect of more or less turbulence. For close-up shots is better to reduce the particle size.
- If you want more turbulence-generated whitewater particles, increase a little bit the *Turbulence particle emission rate* property of the *Domain*.
- This package includes an alternative material for whitewater.
- You can change the water shader to any you wish by applying this to the *Fluidos Mesher-water*.
- The presets are, by default, for IRAY rendering. But if you wish to do 3Delight rendering, apply the included 3Delight materials to the shore and the *Fluidos Mesher-water*. For *Fluidos Mesher-whitewater*, FLUIDOS for Daz Studio includes a suitable shader for 3Delight scenes.