

FLUIDOS PRESETS: The Spring

By
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Description:

This package includes three Fluidos scenes in two versions each one: for Iray and 3Delight.

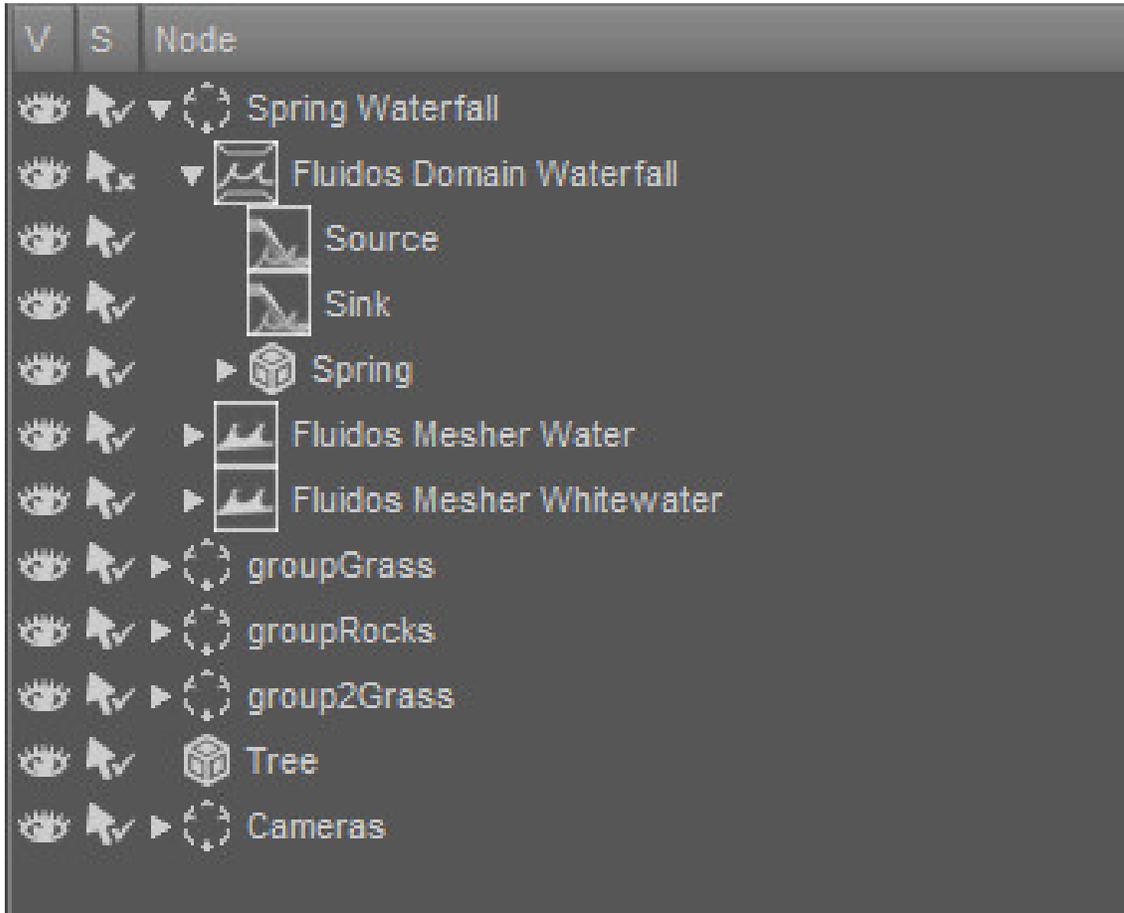
	Waterfalls – Spring Scene Iray	Scene size about: 29 X 11 X 39 m Domain size: 8.0 X 7.0 X 25.3 m Preset file (.state): Spring
	Waterfalls – Spring Scene 3DL	Scene size about: 29 X 11 X 39 m Domain size: 8.0 X 7.0 X 25.3 m Preset file (.state): Spring

The running of Spring Scene consumes about 600 – 700 MB of RAM

The Spring Scene geometry consumes about 650 MB

How to use the preset scenes:

1. Load the scene.
2. You'll find the *Domain* and *Meshers*, as in the following image:



3. The Domain points to its corresponding .state file, and points to a default *Baked files folder*. You don't need to select a new folder, but you can do it if you prefer to.
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* you wish.
5. If you want only the initial frame, run now the simulation, enable the **Start from preset** button
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 in the *Domain* 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 *String Waterfall group* to the intended location in the main scene.
4. 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 more closed-mesh terrains.

Some tips:

- If needed, increase or decrease your main scene instead of the *Fluidos* preset scene, because the simulation is sensitive to scale. You can resize the meshers after simulation as well (set OFF their *Lock Scale* property or resize the correspondent subgroup)
- For any of the *Fluidos* preset, you can change any property of the *Domain* or the objects parented. The only exceptions are the *Cell size* and the *Size X, Y and Z* of the *Domain* (if you change these and select *Start from preset*, the simulation will fail). 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 more whitewater particles, increase the *Max number of diffuse particles*; but if you want fewer particles (more than zero), then disable the *Include diffuse particles*, run a frame (set 0 in *Number of frames*) and re-enable the *diffuse particles* with the desired *Max number*, set the *Number of frames* you want, and run the simulation as *Continue saved state*.
- For more precise or slower simulation, increase the *Frames per second* (*Main Settings*)
- You can change the shaders to any you wish by applying them to the corresponding meshers.
- For close up scenes, consider reducing the diffuse particles size in the whitewater mesher. For animations, remember that the diffuse particles size is an animatable property.