FLUIDOS PRESETS: THE BLENDER AND THE MIXER
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Description:

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

	Blender scene 1 Iray	Iray scene. Domain size: 26 X 32 X 28 cm Preset files (.state): presetBlender0
	Blender scene 2 Iray	Iray scene. Domain size: 26 X 40 X 50 cm Preset files (.state): presetBlender1
	Mixer scene Iray	Iray scene. Domain size: 26.7 X 17.6 X 27.7 cm Preset files (.state): presetMixer
	Blender scene 1 3DL	3Delight scene. Domain size: 26 X 32 X 28 cm Preset files (.state): presetBlender0
	Blender scene 2 3DL	3Delight scene. Domain size: 26 X 40 X 50 cm Preset files (.state): presetBlender1
	Mixer scene 3DL	3Delight scene. Domain size: 26.7 X 17.6 X 27.7 cm Preset files (.state): presetMixer

The cord in all scenes is poseable.

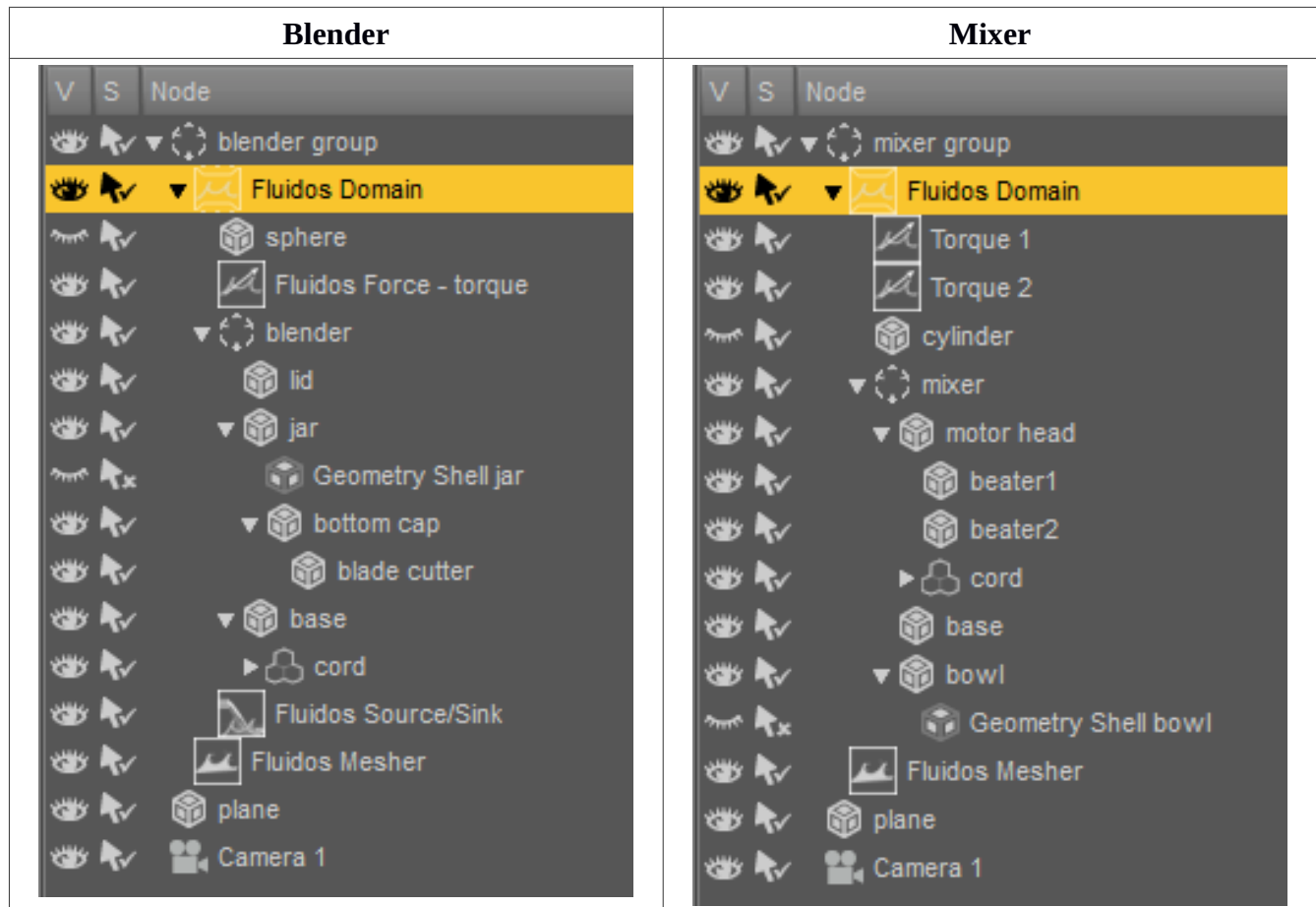The blender has morphs for the buttons.

The cutter in the blender and the beaters in the mixer are animated to rotate.

The blender and mixer parts are separable.

There are included six Iray shaders for fluids and six 3Delight ones.

How to use the preset scenes:

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

Blender	Mixer

3. Each Domain points to its corresponding .state file. Moreover, each one 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. Run now the simulation (the plugin will calculate 5 frames) and enable the ***Start from preset*** button.
6. Enable the *Mesher*. Go to frame 5 (frame 0 has an initial static fluid before the forces act over it)
7. Apply the shader you wish to the mesher.

For an animation:
1. Before running the simulation, increase the *Number of frames* in the *Domain* properties to the desired quantity. If it is larger than 30, extend the animation of the rotating parts (beaters or cutter) in the timeline.
2. For each *Mesher*, set the *Completion* property to 100 % at the last desired frame.

3. Run the simulation in the desired domains and then enable the appropriate *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. 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:

- Instead of using the presets, you can use the primitives included as initial *Fluid mass*, or you can put some objects (e.g. fruits) inside the blender or the mixer and mark them as *Fluid mass* in their *Object type* property. The plugin will take the geometry of the objects as a fluid; this way, the objects will be "blended".

- If needed, increase or decrease the scale of any additional object in the 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).

- 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*.

- You can change the fluid shader to anyone you wish by applying it to the corresponding meshers.