



phoenix For
fluid dynamics 3ds Max

SP2 FEATURES AND IMPROVEMENTS



Phoenix FD is a powerful tool for fluid simulations. Aimed to meet the needs of VFX artists to simulate fire, smoke, explosions as well as liquids, foam and splashes, Phoenix FD has now become universal simulation software for every production house.

Phoenix FD for 3ds Max / Build 2.2 (April, 2014)

NEW FEATURES:

- (* Light cache for the point shader (the UI affects the old modes too).
- (* Ability for the splash particles to stick to each other and to behave similar to small pieces of liquid.
- (* Internal self illumination.
- (* Animation loop.
- (* Direct RGB channel access in the fire/smoke colors, instead export/import via texture.
- (* Settings archive, every simulation and rendering leaves a text file with the settings.
- (* PRT Exporter.
- (* F3D/VDB Support.
- (* Smoke dissipation.
- (* Liquid morphing tools (Attraction forces).
- (* Per Object Phoenix FD properties.
- (* Cap rendering mode (only the top water surface).

MODIFIED FEATURES:

- (* Change the transparency units to be per scene units instead per cell in order to keep the same appearance when increase the grid resolution.
- (* Ability to interrupt the sequence of saving gpu preview png's.
- (* Improved foam and splash birth.
- (* Changed the foam and splash birth to be scale independent
- (* Ability to modify the half life of the foam by individual particle properties (the grouped bubbles live longer, the bigger bubbles live shorter).

- (* The restore condition is changed, use the backup interval instead velocity export.
- (* Due to huge file sizes, not all the channels of the particles are exported automatically, you need to select them manually.
- (* PHXFoam UI control changed in order to allow separated rendering of the small particles (until now the only option was as fog).
- (* Some extra UI controls removed in the input panel in order to simplify the UI.
- (* UVW channel renamed to RGB channel.

BUGS FIXED:

- (* Fixed wrong normals of the liquid surface when ocean option is used.
- (* Pure particle resimulation changes the grid content.
- (* Additional lights positions and size is wrong if calculated after canceling a render.
- (* Photon map support for the point shader.
- (* Geometry mode renders the emissive part.
- (* Fixed incorrect velocity render element for the ocean extension, with motion blur and animated camera.
- (* A boat that follows curved path is simulated correctly, the water is attracted outward.
- (* Visible bunch of splash particles in the cell 0 0 0.
- (* Fixed point shader freezing if there are particles at very far distances.
- (* Fixed incorrect shading of the foam under water with non white fog color.
- (* Fixed forward transfer advection tending to produce boiling liquid.
- (* The viscosity resists the gravity.
- (* Fixed slice artifacts on the point shader when the density is high.