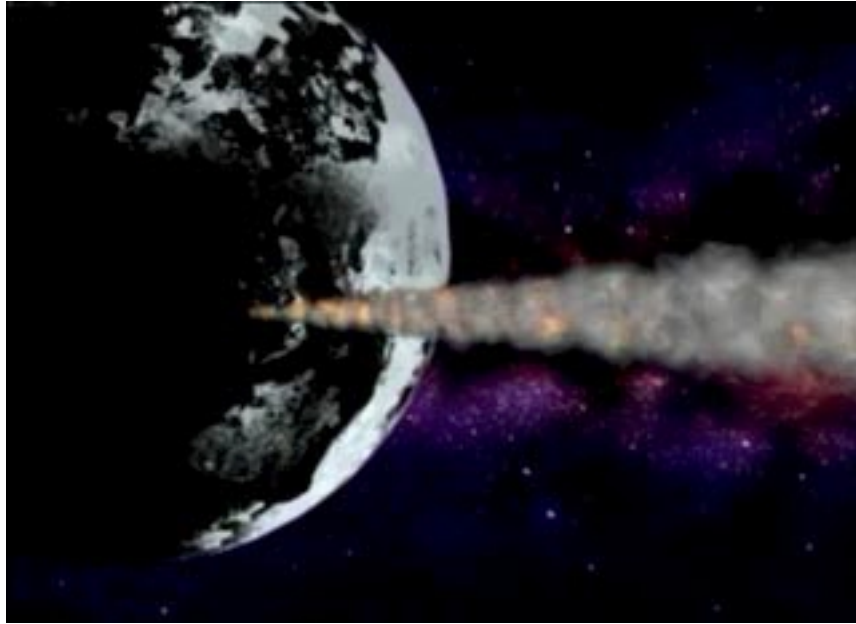


Meteor_PRO

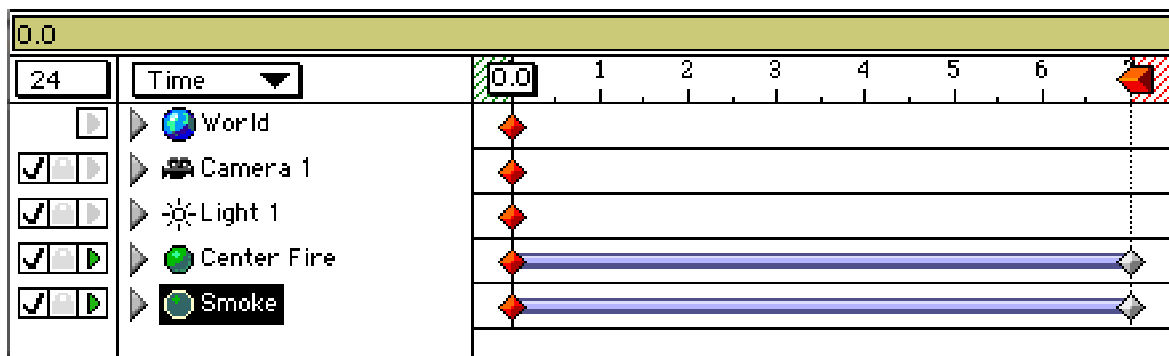
PowerParticles Pro Smoke

You will need:
PowerParticles Pro v2.0
AG_Mondo Cloud Shader

This tutorial will show how to set up a smoke trail.



Let me start by showing how the project window will end up looking:



Note that the Center Fire object and the Smoke object are both instances of PowerParticles Pro. I started by making the center fire, animating it over time, then duplicating it to make the Smoke object because I didn't want to setup the keyframes twice.

Let's start with the Center Fire object:

Import PowerParticles Pro into your project, at time = 0 set the Info dialog as follows:

Position Key: <input type="text" value="Implicit"/> ▾ X: <input type="text" value="30.0"/> Y: <input type="text" value="0.0"/> Z: <input type="text" value="-681.081"/>	Center Key: <input type="text" value="Implicit"/> ▾ X: <input type="text" value="0.0"/> Y: <input type="text" value="0.0"/> Z: <input type="text" value="0.0"/>
Rotation X: <input type="text" value="-90.0"/> Y: <input type="text" value="-13.0"/> Z: <input type="text" value="0.0"/>	Scale X: <input type="text" value="1.0"/> Y: <input type="text" value="1.0"/> Z: <input type="text" value="1.0"/>

Set a new keyframe at time = 7, Set the info dialog as follows:

Position Key: <input type="text" value="Implicit"/> ▾ X: <input type="text" value="-179.7297"/> Y: <input type="text" value="0.0"/> Z: <input type="text" value="28.3784"/>	Center Key: <input type="text" value="Implicit"/> ▾ X: <input type="text" value="0.0"/> Y: <input type="text" value="0.0"/> Z: <input type="text" value="0.0"/>
Rotation X: <input type="text" value="-90.0"/> Y: <input type="text" value="-13.0"/> Z: <input type="text" value="0.0"/>	Scale X: <input type="text" value="1.0"/> Y: <input type="text" value="1.0"/> Z: <input type="text" value="1.0"/>

Now let's move on to setting up the Emitter for the fire.

This emitter should be set up as a glow object and here are the values I used:

Render	Resolution	Anti-Alias	Motion Blur	Glow Layer	Timing
Glow Layer Add Del ● Glow Layer		Glow Layer Members Add... Del ● Glow Set			
Glow Radius: <input type="text" value="3.0"/>		Glow Intensity: <input type="text" value="3.0"/>			

Transparency	Luminance/Glow	Transmission
Glow Color <input type="text" value="Color2Glow"/> <input checked="" type="radio"/> Glow <input type="radio"/> Glare 0% 100% Amount: <input type="text" value="1.0"/>		
Glow Color Maps Add Del ● Color2Glow		

Below are the Plug-in Tabs with the values needed:

Emitter | Emittted Object | Dynamics | Preferences

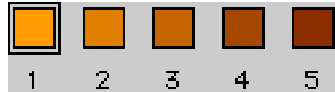
Point

Start Time \leftrightarrow 0.0

End Time \leftrightarrow 7.0

Maximum Objects 10000

Emit Deviation \leftrightarrow 5.0 degrees



Emitter | Emittted Object | Dynamics | Preferences

Particles

Initial Speed \leftrightarrow 30.0 +/- 5.0 \leftrightarrow

+ Emitter Speed \leftrightarrow 0.0 +/- 0.0 \leftrightarrow

Maximum Speed \leftrightarrow 1000.0

Rate Per Sec \leftrightarrow 500 +/- 30 \leftrightarrow

Lifespan \leftrightarrow 1.5 +/- 0.5 \leftrightarrow

Next you'll need to Duplicate the Fire Emitter in the project window and change the name to Smoke. Below are the Plug-in Tabs with the relevant values:

Emitter | Emittted Object | Dynamics | Preferences

Point

Start Time \leftrightarrow 0.0

End Time \leftrightarrow 7.0

Maximum Objects 10000

Emit Deviation \leftrightarrow 5.0 degrees

Emitter | Emittted Object | Dynamics | Preferences

Rotation

X-Axis (degrees per second)

\leftrightarrow 35 +/- 15 \leftrightarrow

Y-Axis (degrees per second)

\leftrightarrow 20 +/- 15 \leftrightarrow

Z-Axis-Face Forward (degrees per second)

\leftrightarrow 25 +/- 25 \leftrightarrow

Axis Rotation Sequence: XYZ

Close

Emitter | Emittted Object | Dynamics | Preferences

Spheres Wireframe Solid

Initial Speed \leftrightarrow 30.0 +/- 5.0 \leftrightarrow

+ Emitter Speed \leftrightarrow 0.0 +/- 0.0 \leftrightarrow

Maximum Speed \leftrightarrow 1000.0

Rate Per Sec \leftrightarrow 250 +/- 50 \leftrightarrow

Lifespan \leftrightarrow 4.0 +/- 0.5 \leftrightarrow

Velocity Stretch \leftrightarrow 0.0 to 0.0 \leftrightarrow

Birth Radius \leftrightarrow 3.0 +/- 0.5 \leftrightarrow

Final Radius \leftrightarrow 11.0 +/- 3.0 \leftrightarrow

Rate of Change + Time to Change \leftrightarrow 3.0

Preview Divisions \leftrightarrow 1

Camera Divisions \leftrightarrow 1

Randomize Initial Orientation Face Forward



Here are the Shader settings for Mondo_Cloud, Note the scaling of the shader corresponds to the initial size of the emitted spheres.

