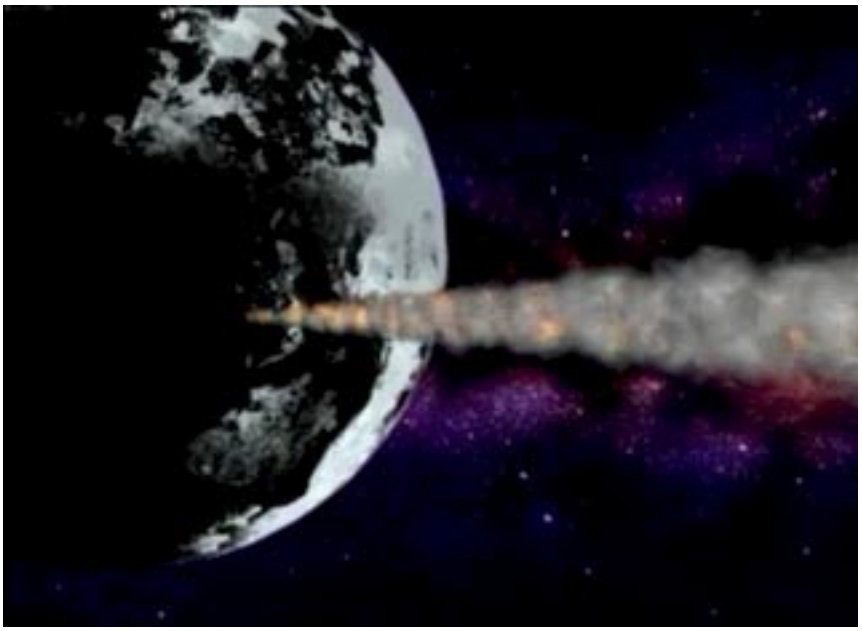
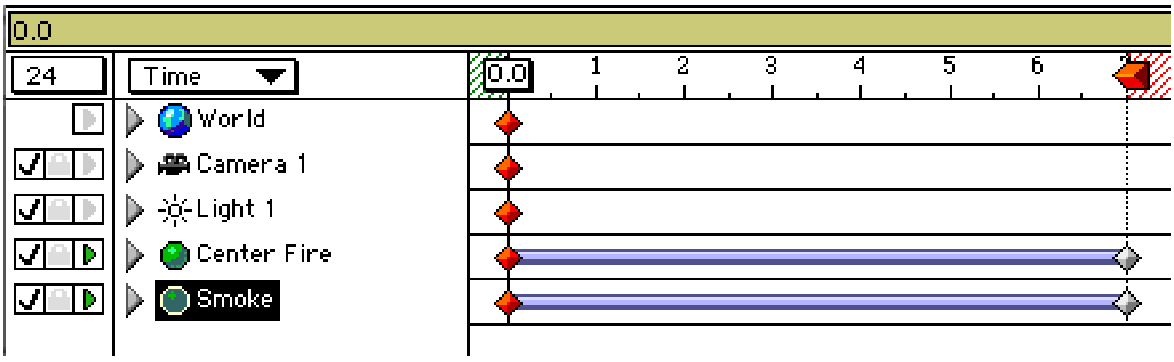
Meteor_PRO
PowerParticles Pro Smoke

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

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



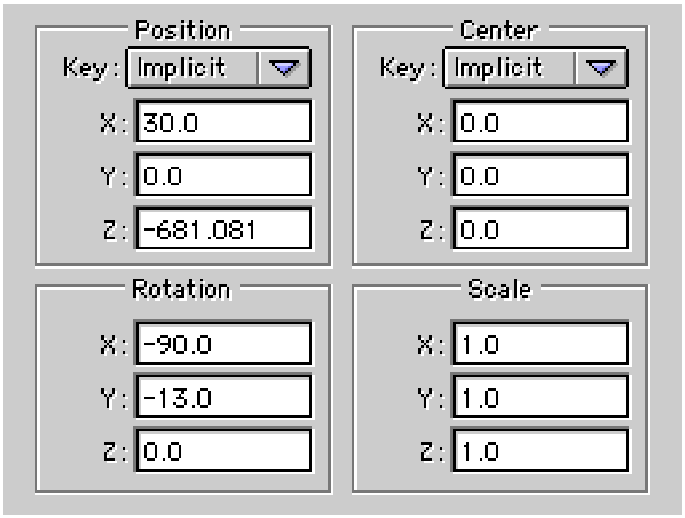
Let me start by showing how the project window will end up looking:



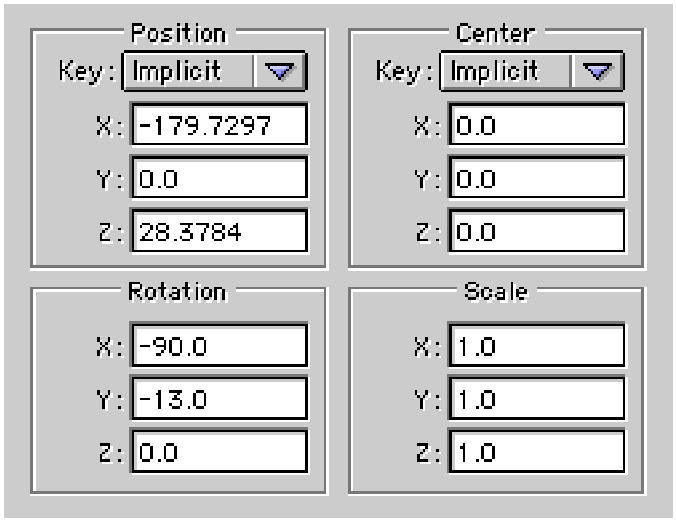
Note that the Center Fire object and the Smoke object are both instances of PowerParticles Pro. I started by making the center fire, animating it over time, then duplicating it to make the Smoke object because I didn't want to setup the keyframes twice.

Let’s start with the Center Fire object:

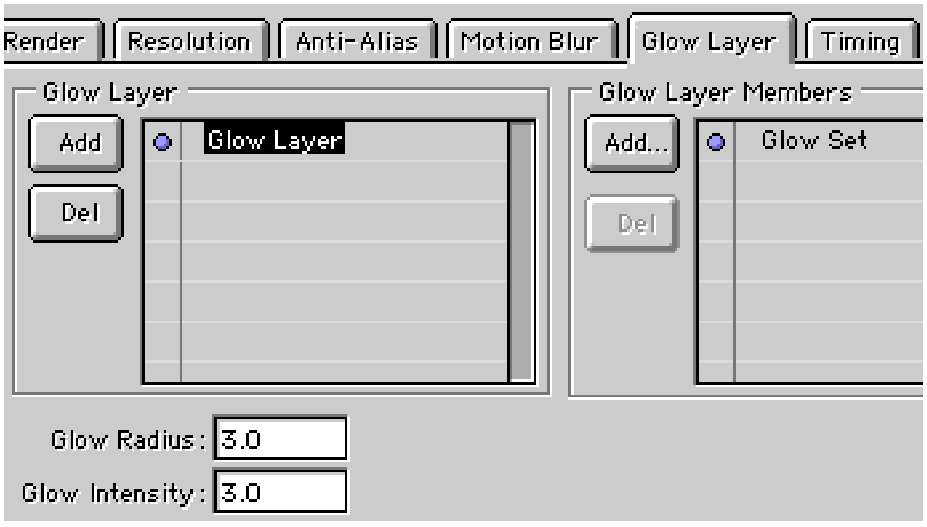
Import PowerParticles Pro into your project, at time = 0 set the Info dialog as follows:

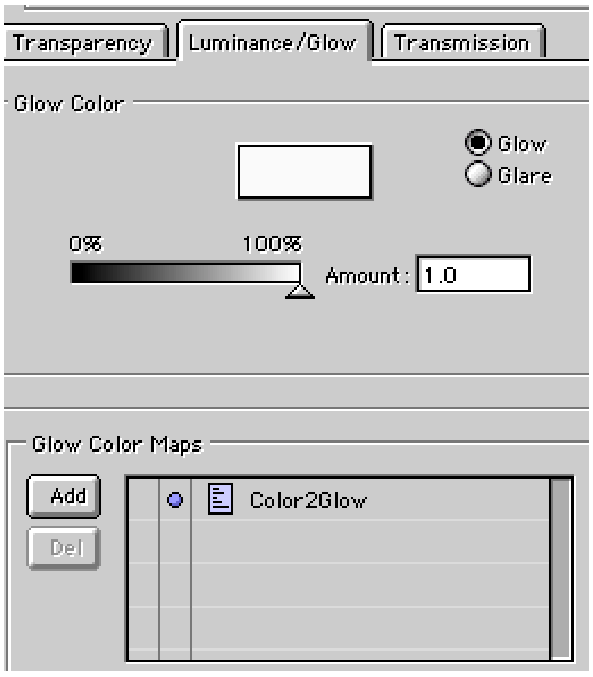


Set a new keyframe at time = 7, Set the info dialog as follows:

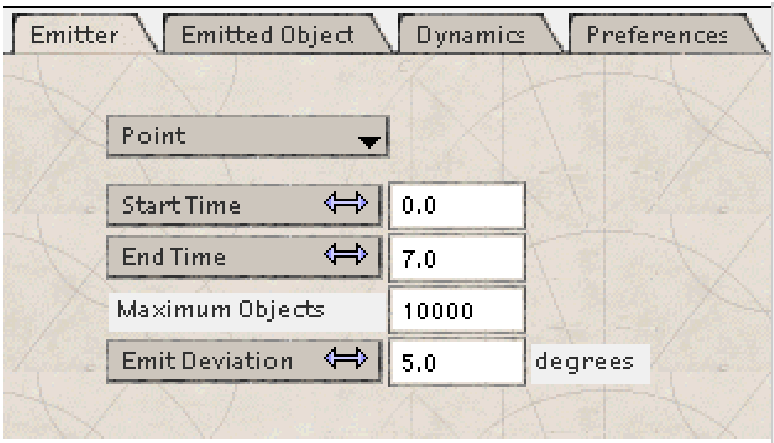


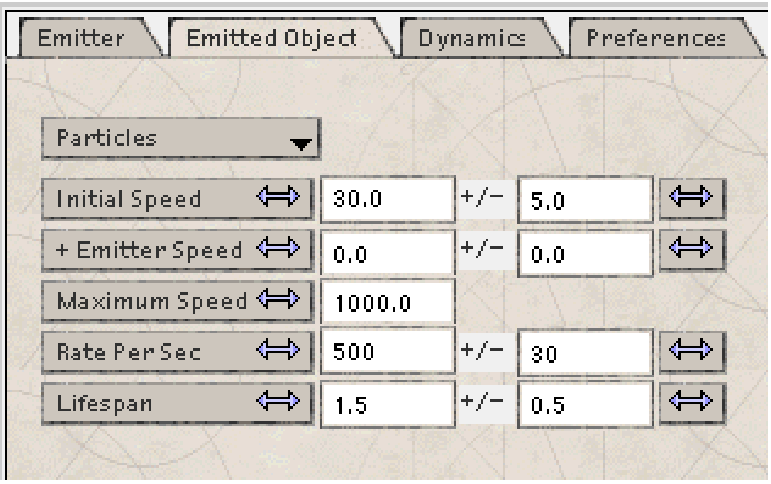
Now let’s move on to setting up the Emitter for the fire. This emitter should be set up as a glow object and here are the values I used:

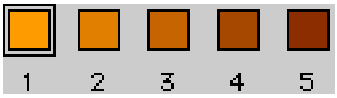




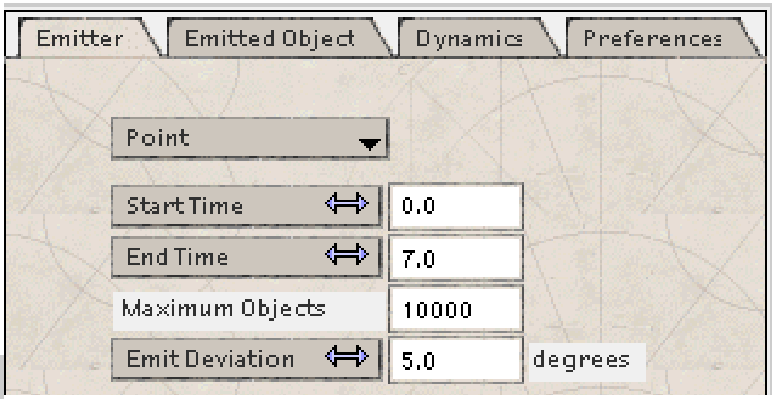
Below are the Plug-in Tabs with the values needed:

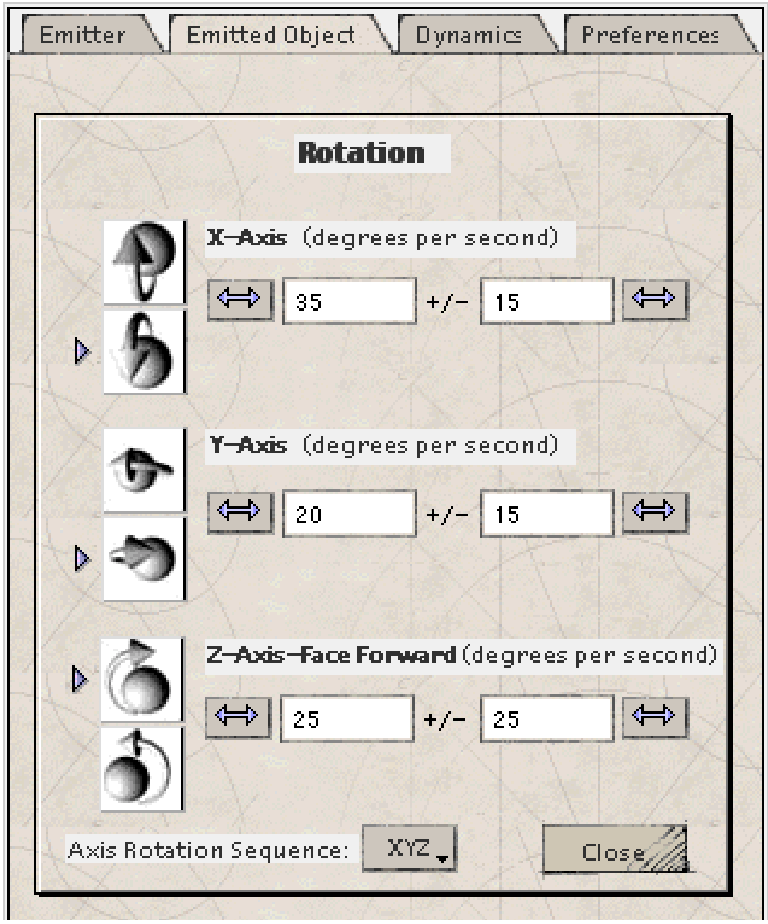


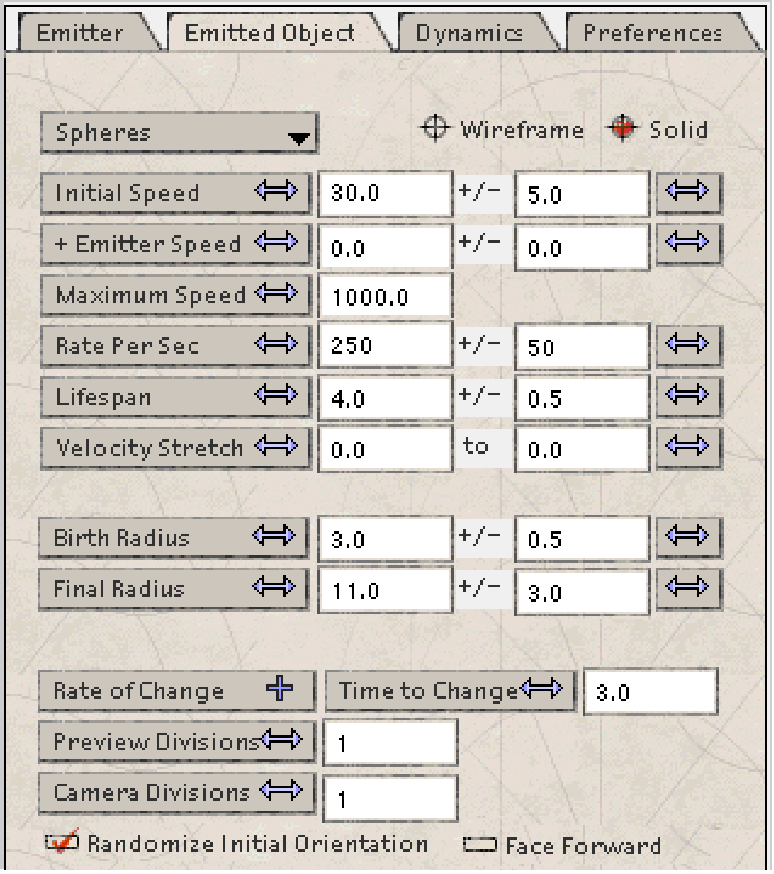


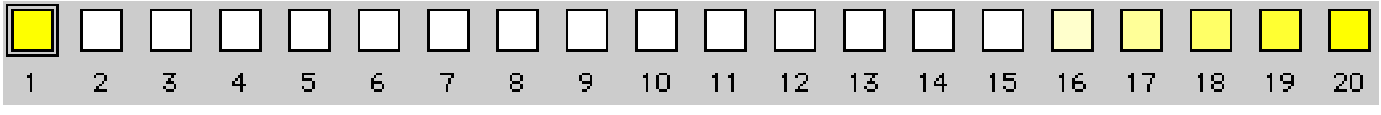


Next you'll need to Duplicate the Fire Emitter in the project window and change the name to Smoke. Below are the Plug-in Tabs with the relevant values:









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