

Tutorial

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Scene Settings

Start Lightwave with a clear scene (200 frames)

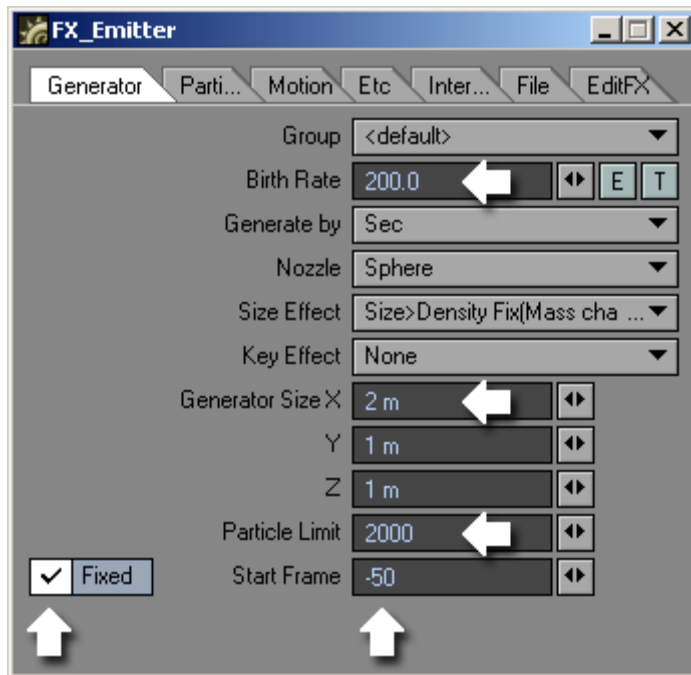
Change the camera-position/rotation:

X: 11m | Y: 15,5m | Z: -31,5m
H: -39,20 | P: 40,60 | B: 0

FX Emitter Settings

Create a particle emitter and set it positions:

Frame 0: Y: 500mm
Frame 200: Z:-30m



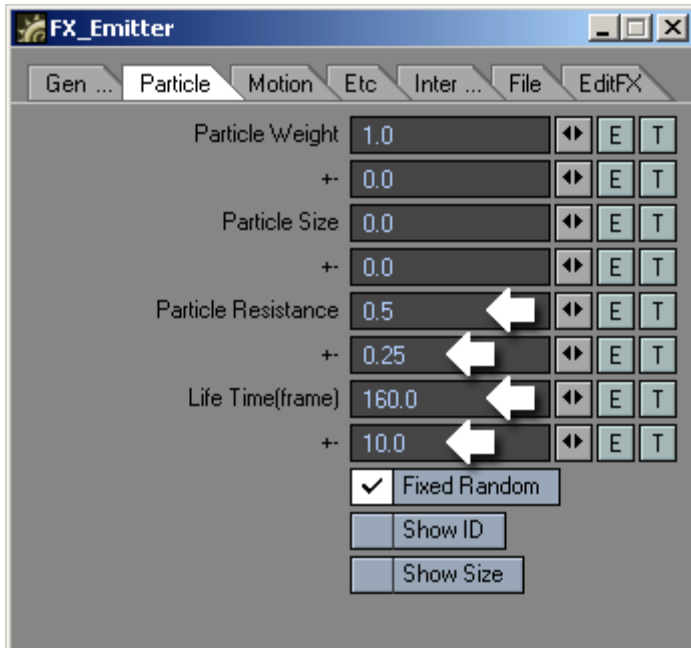
Generator-Tab:

Birth rate: 200.0

Particle Limit: 2000

Generator Size X: 2m

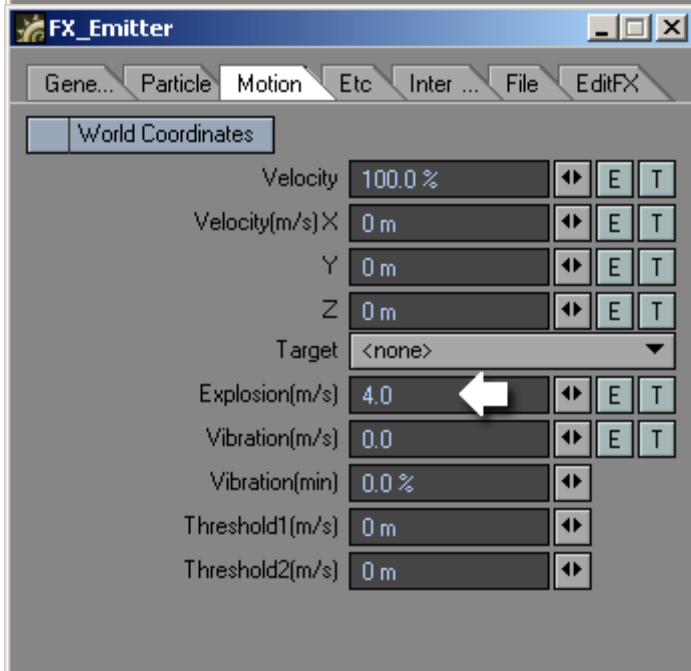
Start Frame: -50 (Fixed)



Particle-Tab

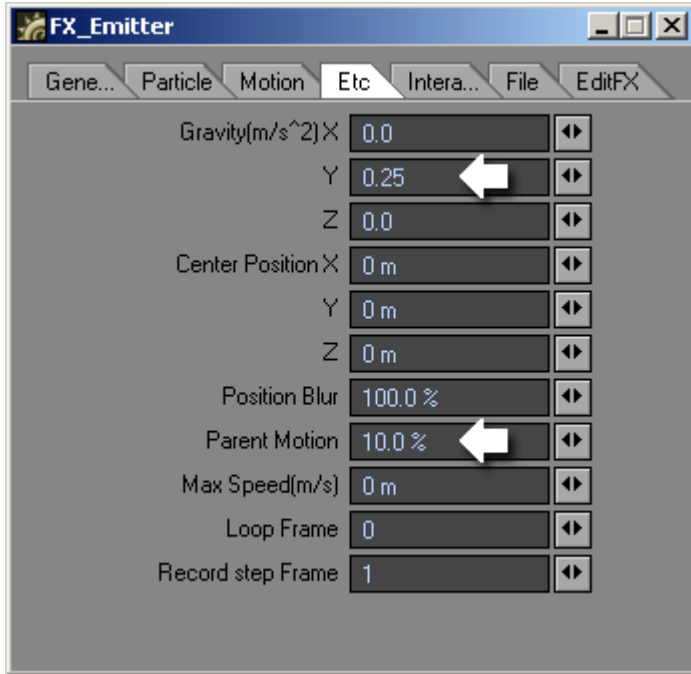
Particle Resistance: 0.5 +- 0.25

Life Time: 160 +- 10



Motion-Tab

Explosion: 4.0

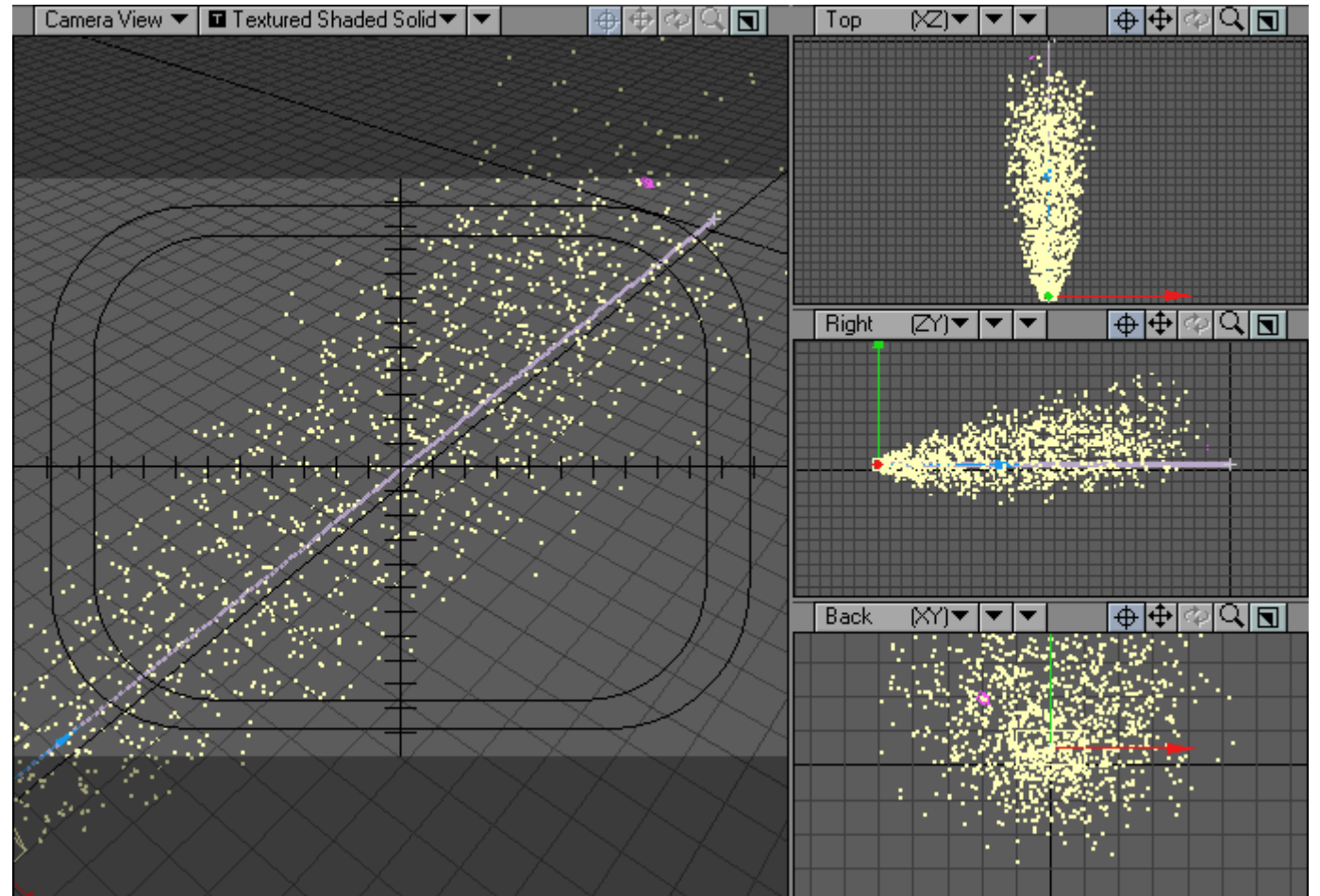


Etc-Tab

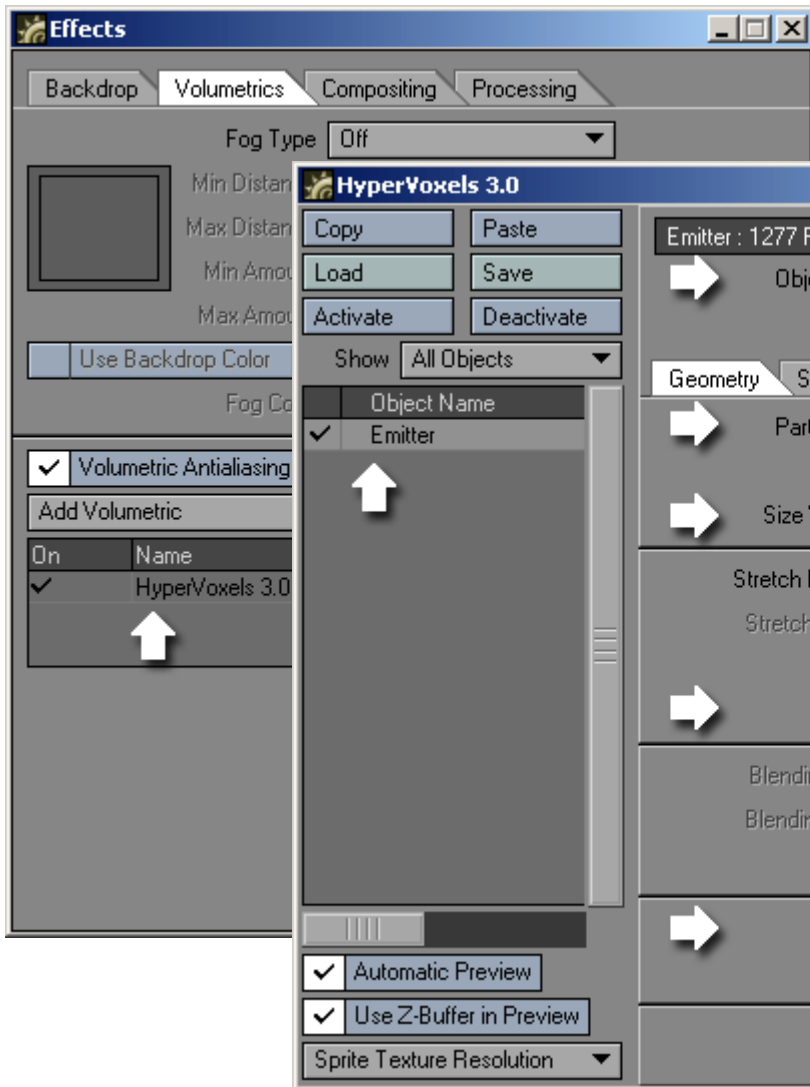
Gravity Y: 0.25

Parent Motion: 10%

Dustcloud at frame 200:



Volumetrics Settings



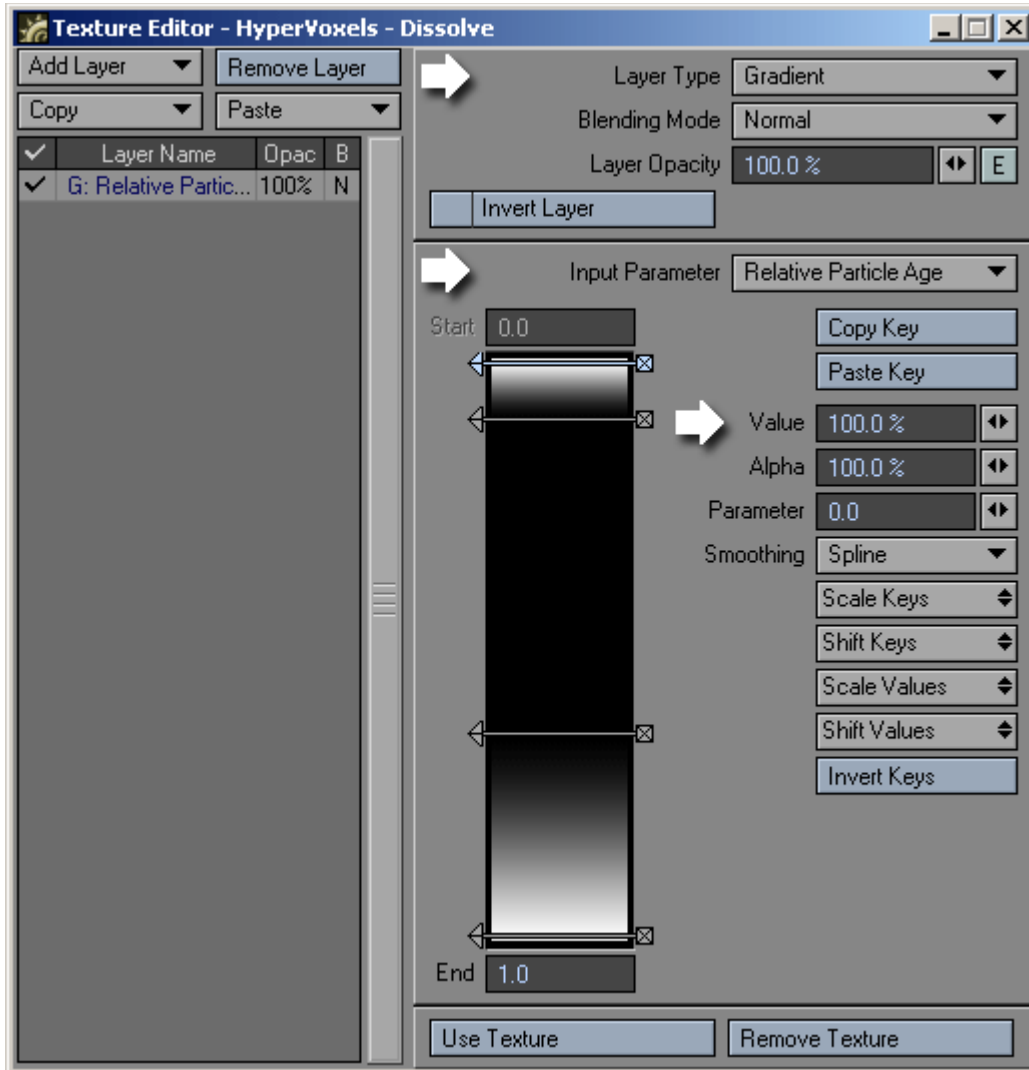
Add HyperVoxels under the Volumetrics-Tab (^F6) and open it with doubleclick.

Open the viper window (F7) to see a realtime preview .

Activate the emitter-object (doubleclick).

Objekt Type: Sprite
 Dissolve: Texture Editor (T)
 Particle Size: 750 mm + (T)
 Size Variation.: 222%

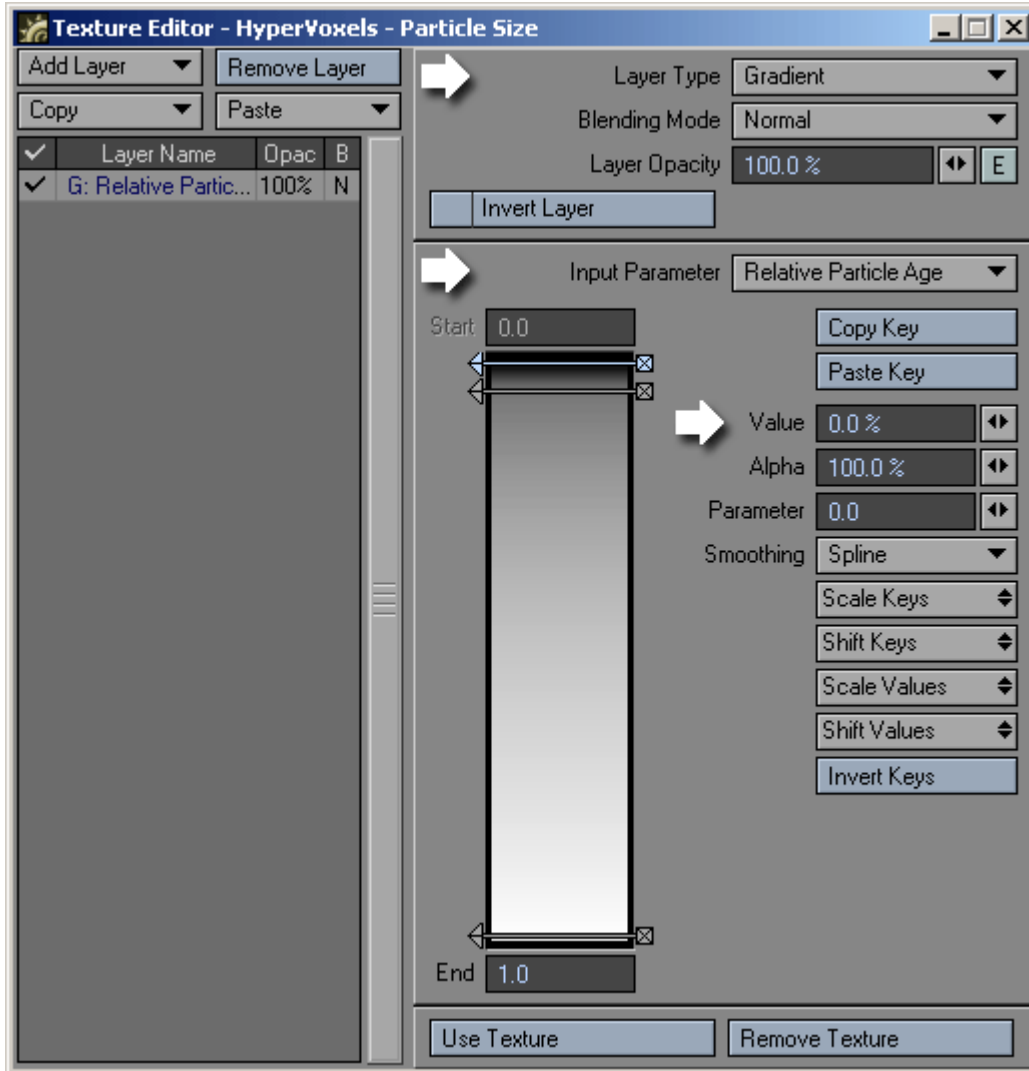
Align To Path: deactivate
 Show Particles: activate



Dissolve Texture Editor

Layer Type: Gradient
 Input Parameter Relative Particle Age

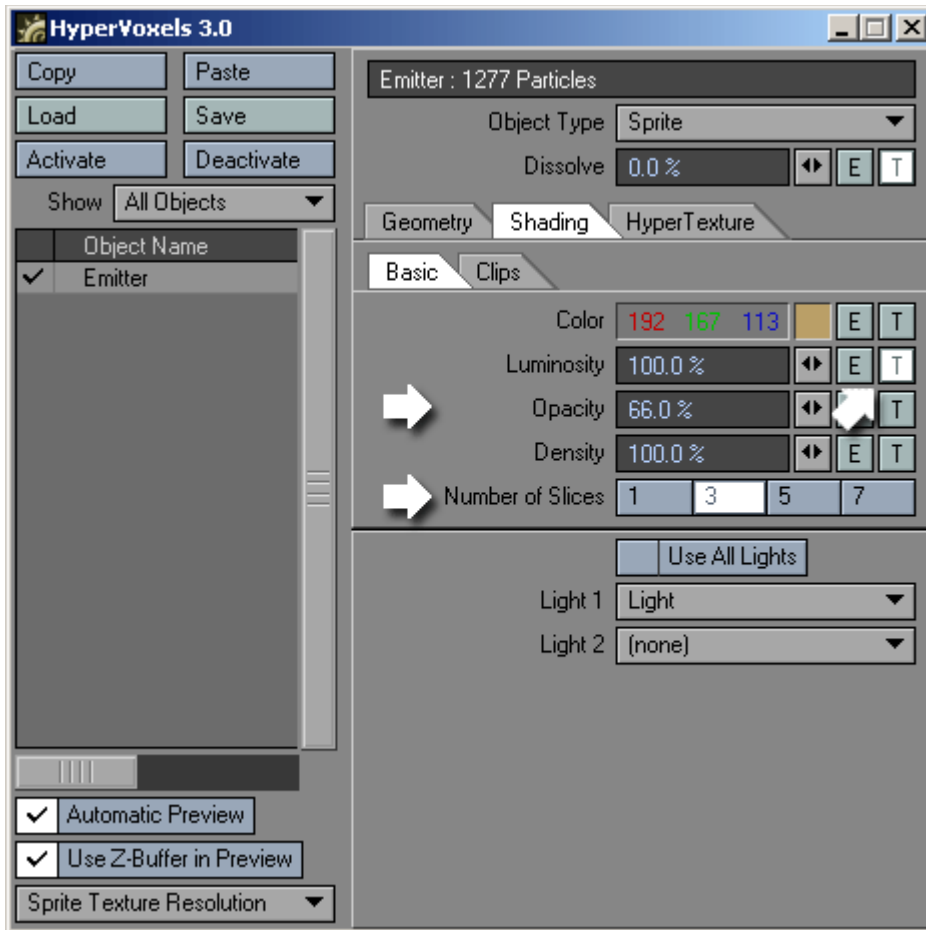
Parameter	Value
0	100%
0.1	0%
0.65	0%
1.0	100%



Particle Size Texture Editor

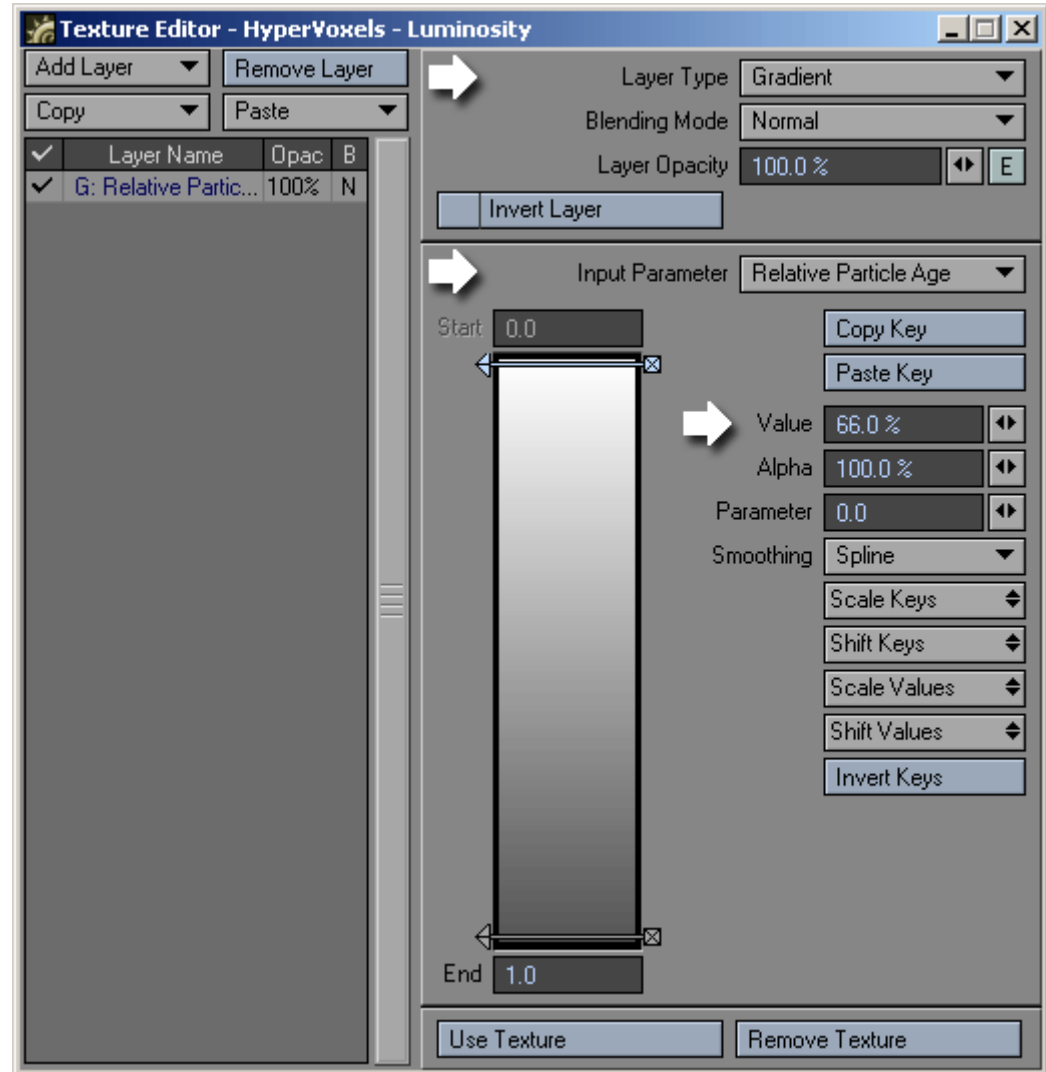
Layer Type: Gradient
 Input Parameter Relative Particle Age

Parameter	Value
0	0%
0.05	100%
1	200%

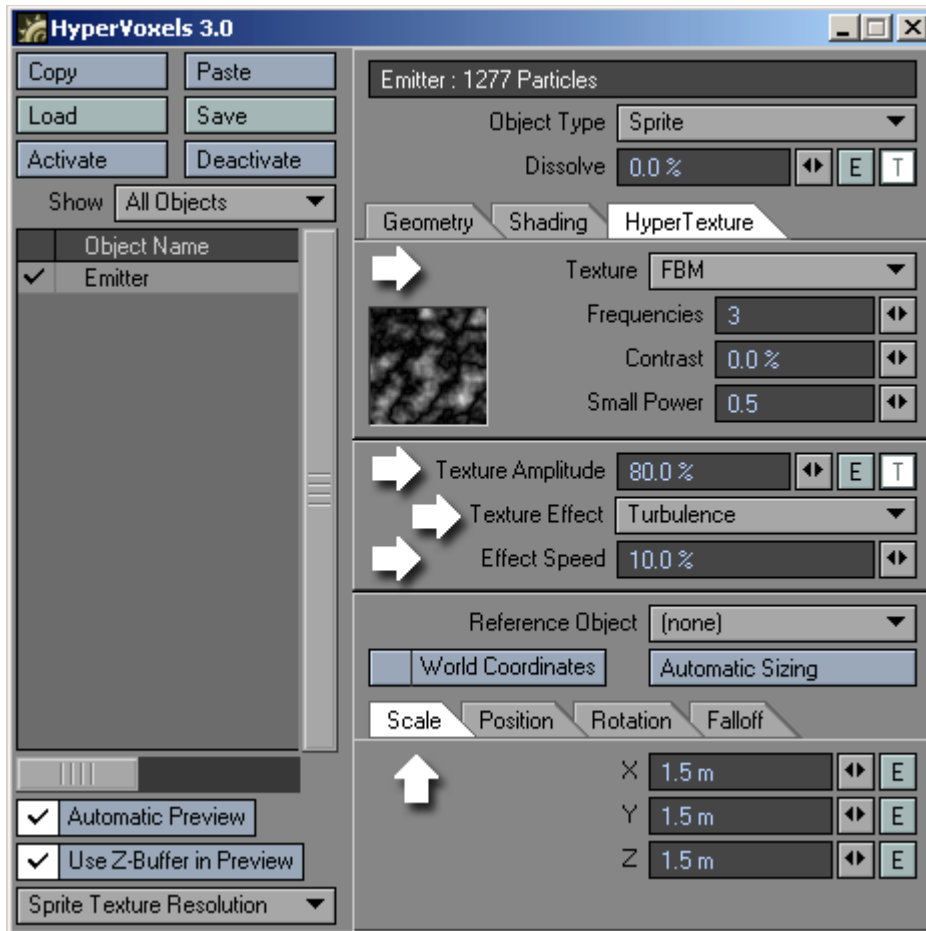


Shading-Tab:

Color 192 167 113
 Luminosity: Texture Editor (T)
 Opacity 66%
 Slices 3

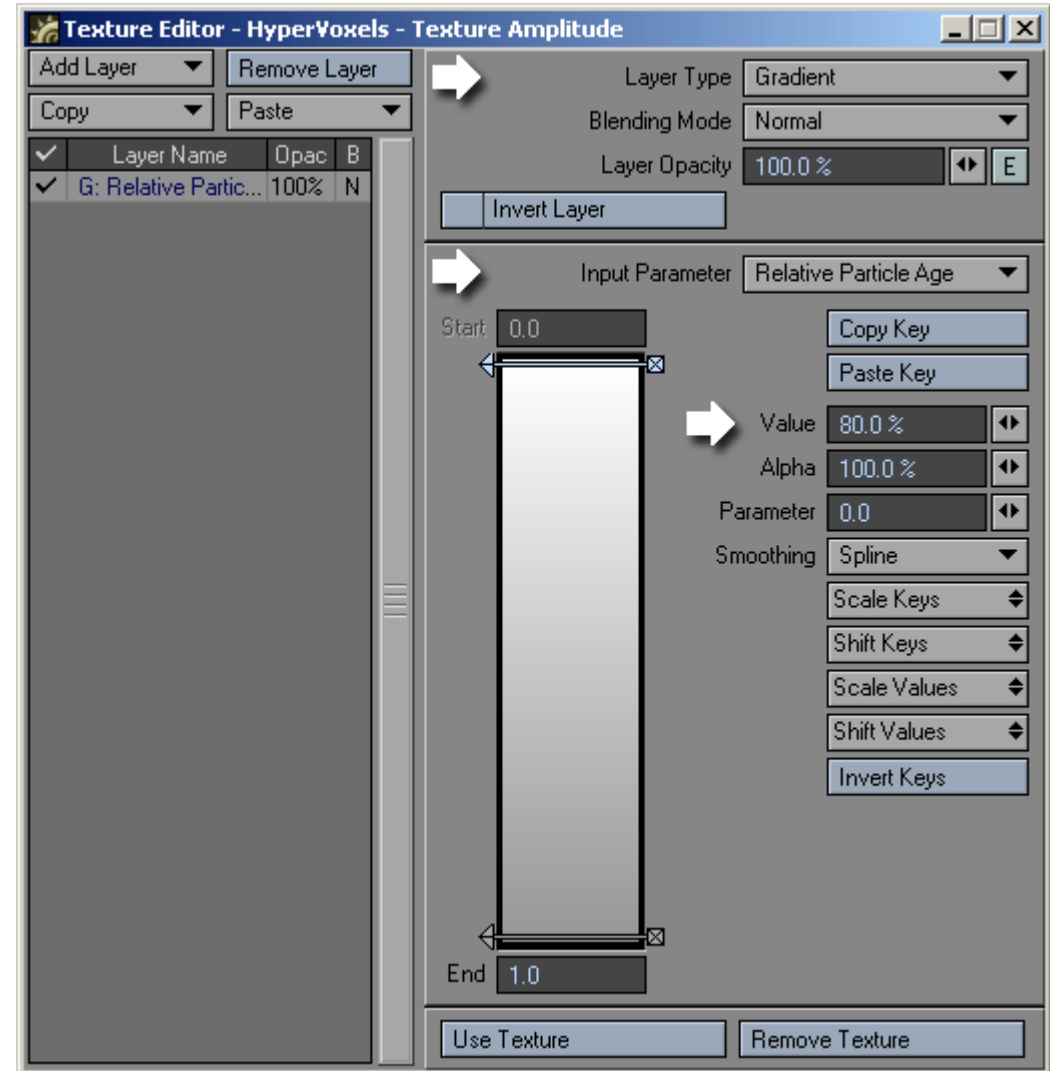


Parameter	Value
0	66%
1	25%



HyperTexture-Tab:

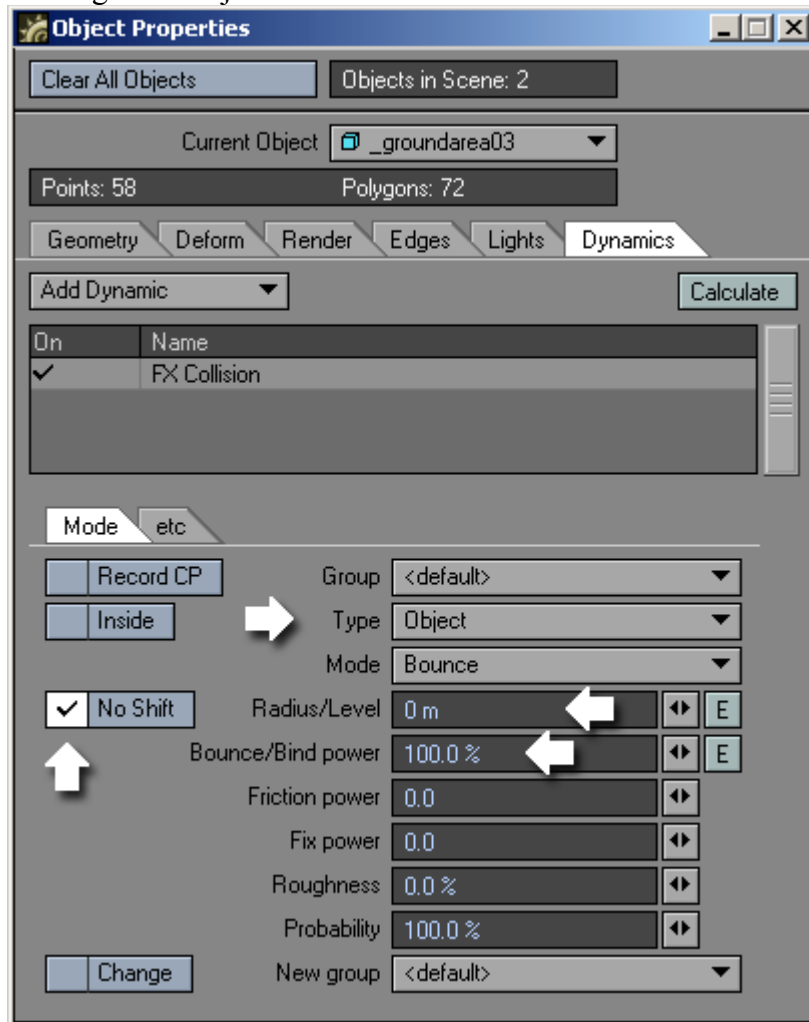
Texture FBM
 Texture Amplitude: Texture Editor (T)
 Texture Effect Turbulence
 Effect Speed 10%.
 Scale 1.5m



Parameter	Value
0	80%
1	50%

FX Collision Settings

Add a ground object with with FX Collision



Type: Object
No Shift: activate
Radius/Level: 0m
Bounce/Bind power: 100.0 %

You can now render the final scene:

