Realflow Melting Tutorial

Sven und Björn Pfister
Geminus 3D GbR
Sonnenstr. 4
97753 Karlstadt - Karlburg

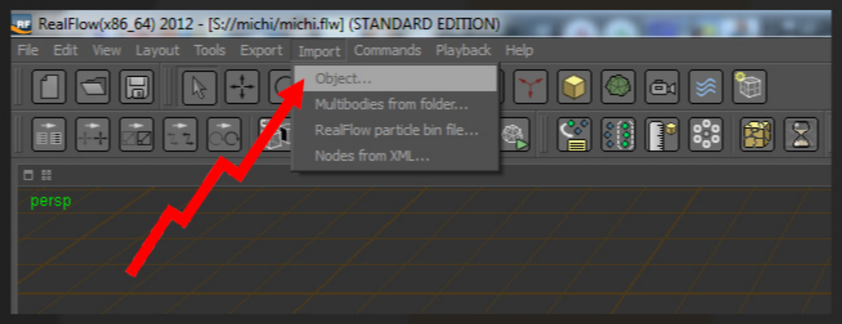
Tel.: +49(0) 9353 / 98 53 16
Mobil: 01 60 / 4 30 51 43
E-Mail: webmaster@geminus3d.com
Web: www.geminus3d.com

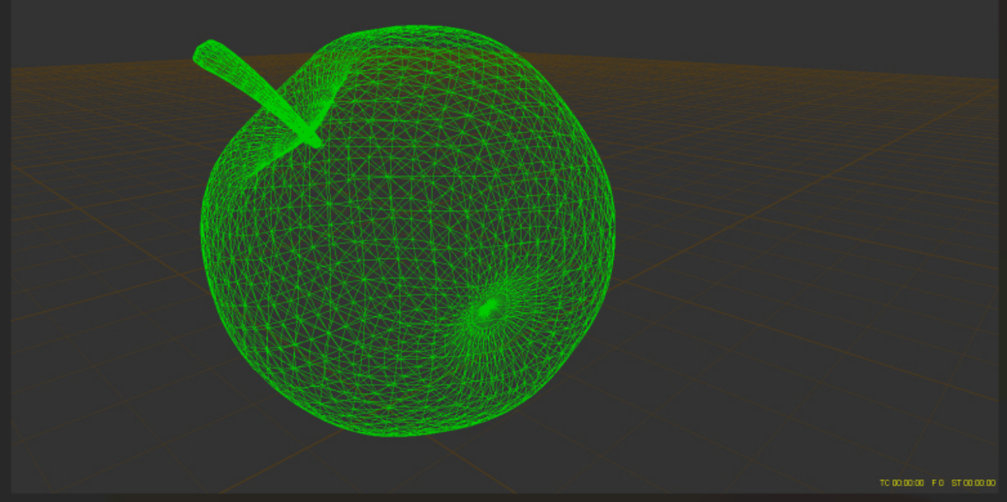
Description:

Here my 2nd Realflow Tutorial about melting an apple.
There is no scripting needed and the tutorial should also work with
Realflow 4 & 5.

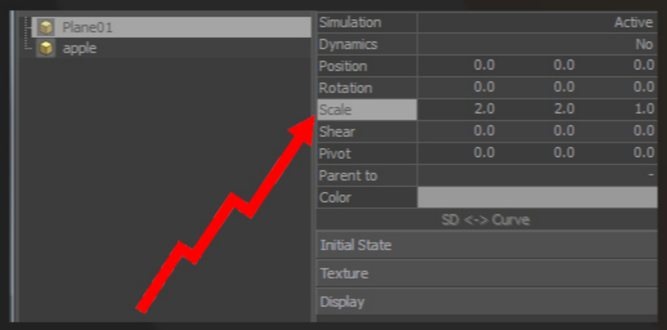
Go to the media-section of www.geminus3d.com/flash/flash.html and download the obj of the apple i used or create one on your own. You can also download
the complete scene on our homepage, if you want to analyze the scene.
Let`s get started:

1. First we import the obj of the apple.

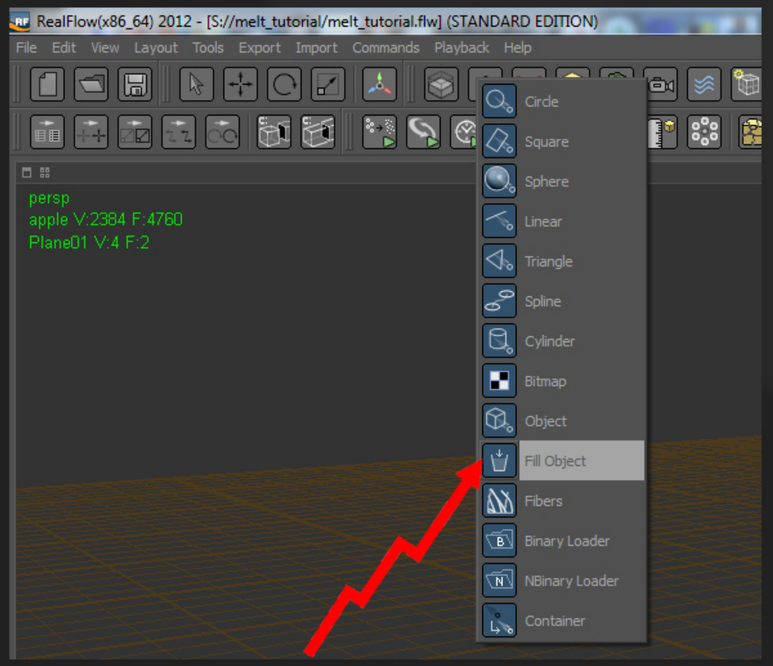




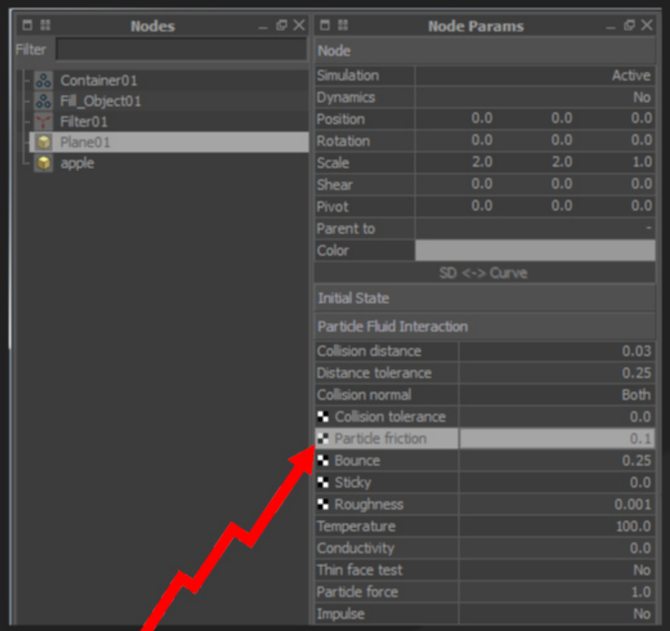
2. Add a plane and scale it up to 2.0 in the x- and y-axis.



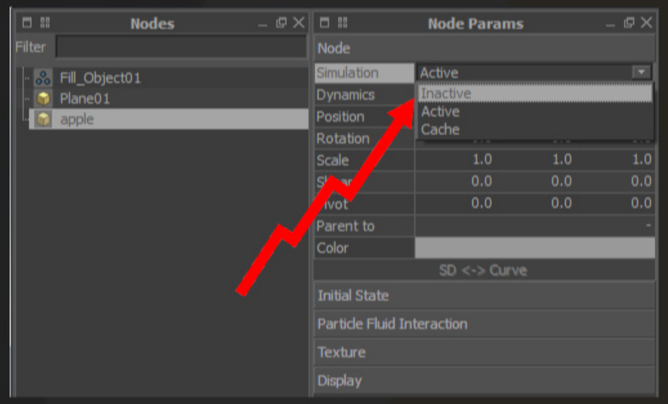
3. Create a Fill Object Emitter and set it`s resolution to 2.0. In the Fill Object Tab select the apple-object and set the Fill Volume to Yes.

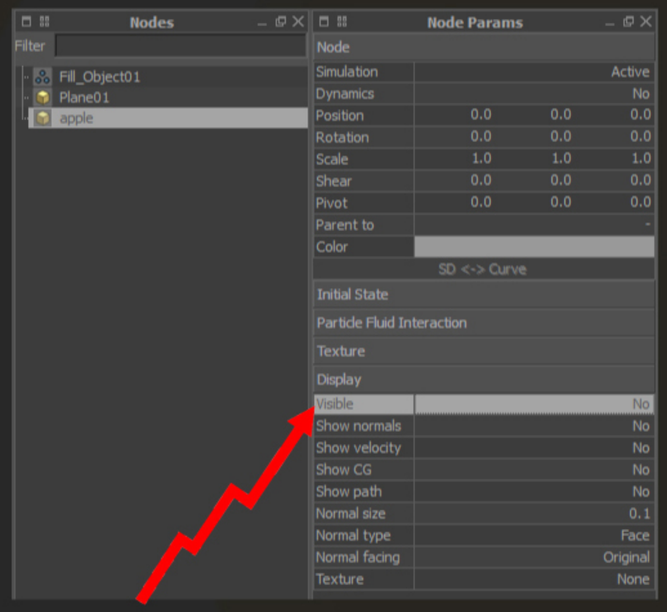


4. Select the plane and set the particle friction to 0.1

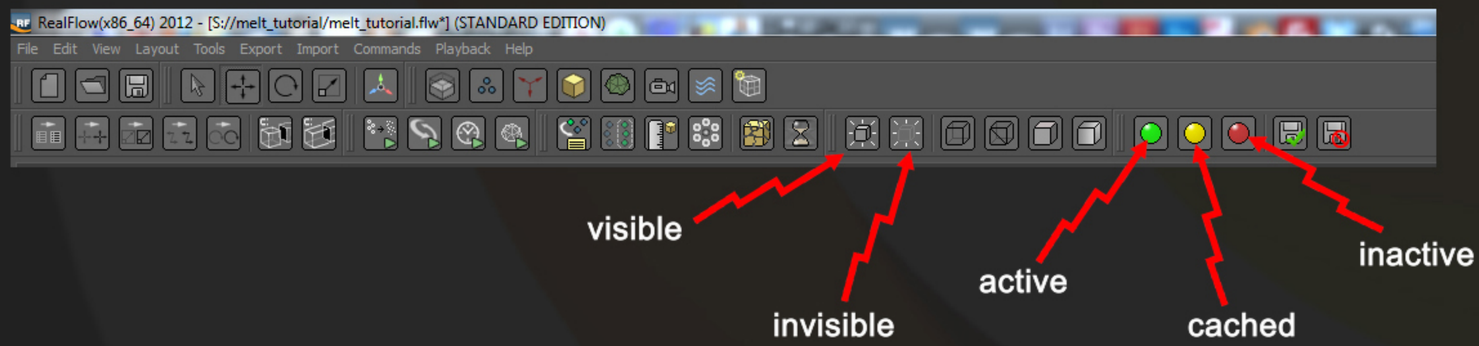


5. Select the apple-object and set it inactive to exclude it from simulation.
We can also set it invisible (Display tab).

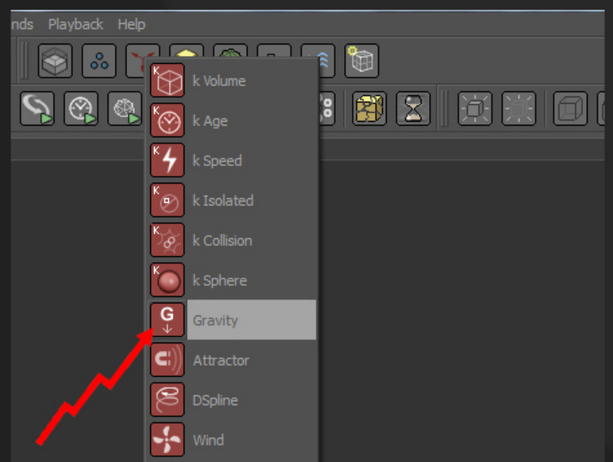




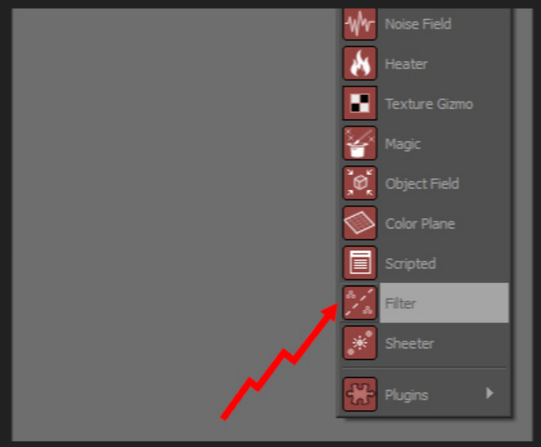
Tip: In Realflow 2012 you have new buttons for setting the states to active, inactive,cached, visible and invisible.



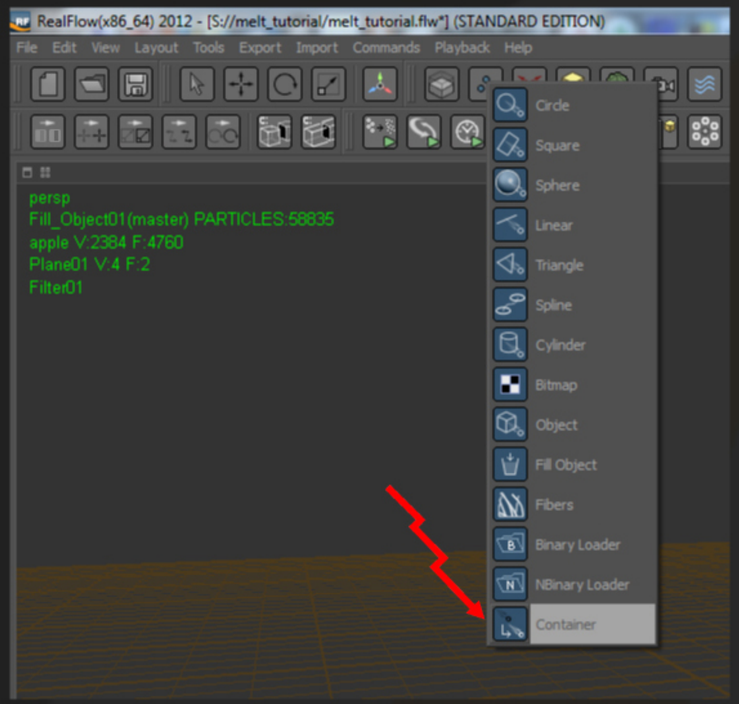
6. Add a gravity daemon.



7. Add a filter daemon

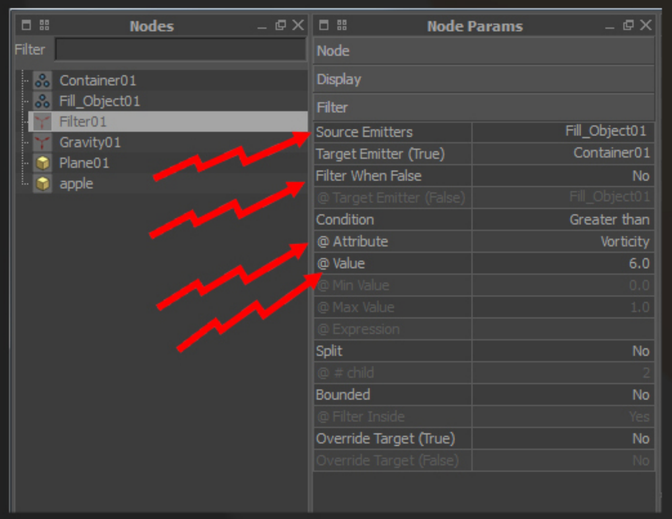


8. Add a container and set its resolution to 2.0 and the surface tension to 80.

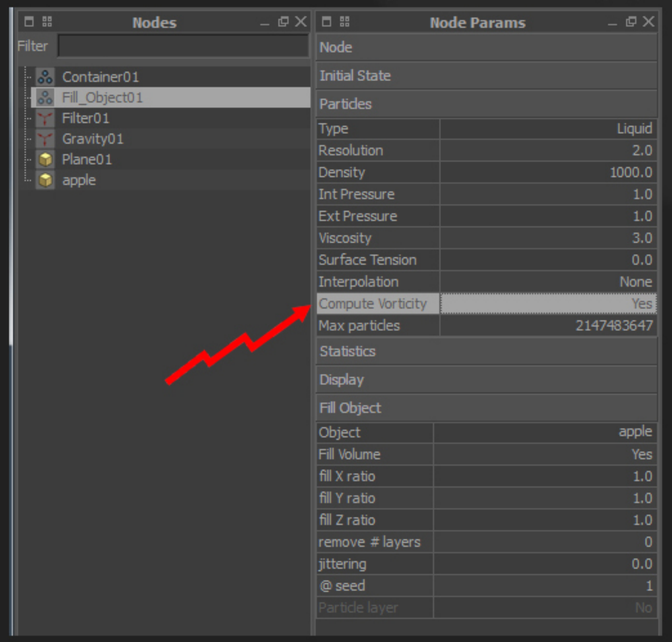


Tip: When working with filters and containers you always should set the same resolution for source- and target-emitter.

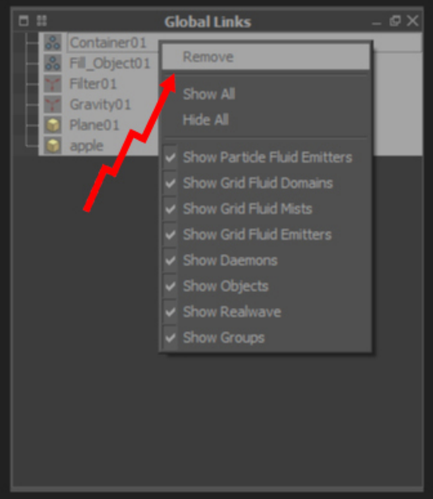
9. Select the Filter Daemon and set the source emitter to Fill_Object01 and the target emitter (true) to Container01. Set the attribute-tab to Vorticity and the value to 6.0. This means that if the vorticity of the Fill Object reaches a value of 6.0 the particles will be “transported” to the container.



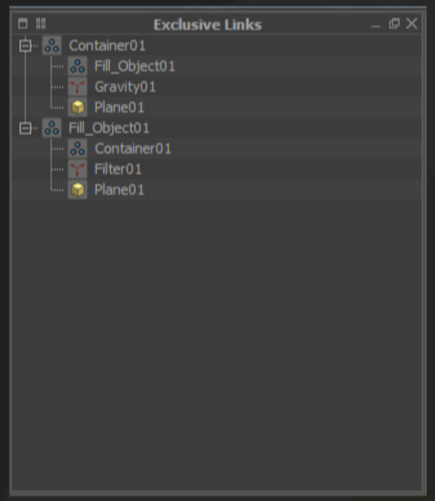
10. To read the Fill Objects Vorticity you have to select it and set “Compute Vorticity” to Yes.



11. Go to Global Links and delete all objects from the list.

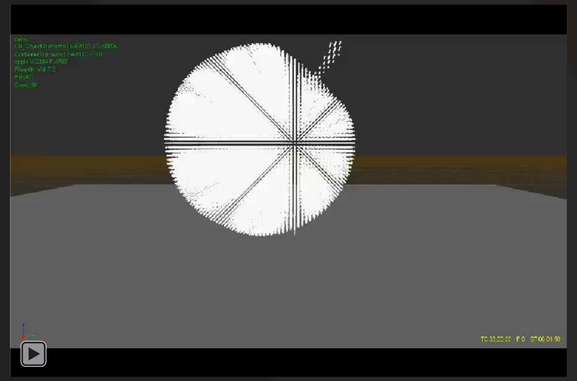


12. Go to Exclusive Links and set the Links like in the Graphic below.
With this settings only the container will be effected by the gravity-force.

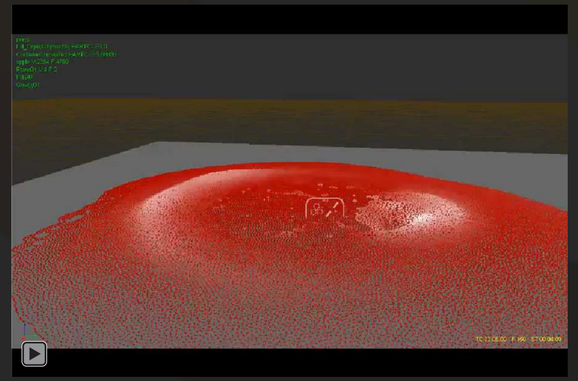


Tip: You will get different results, when you set different values for the filter value:
Examples:

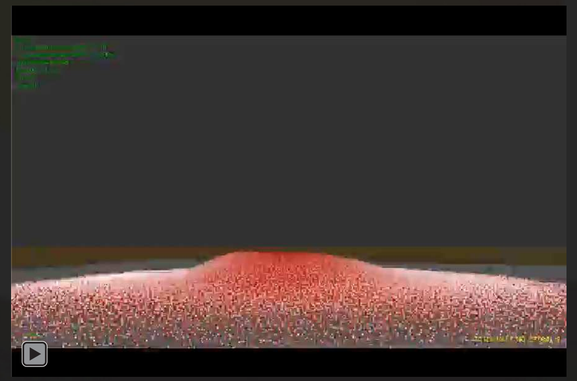
Click the screenshots for preview.



Value 6.0



Value 4.0



Value 2.0