

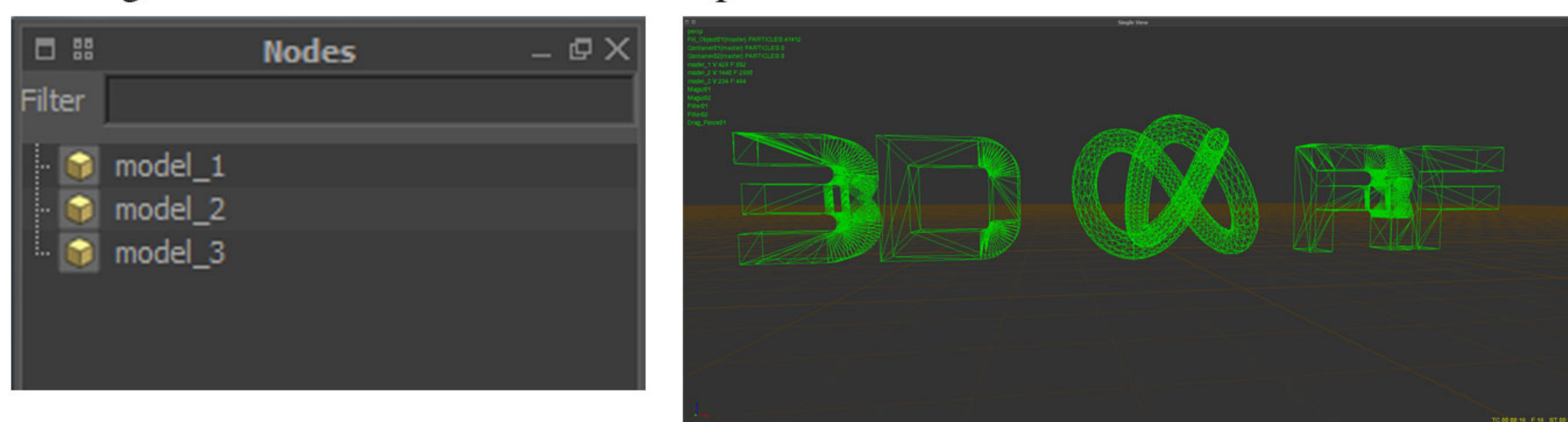
Magic Daemon Tutorial



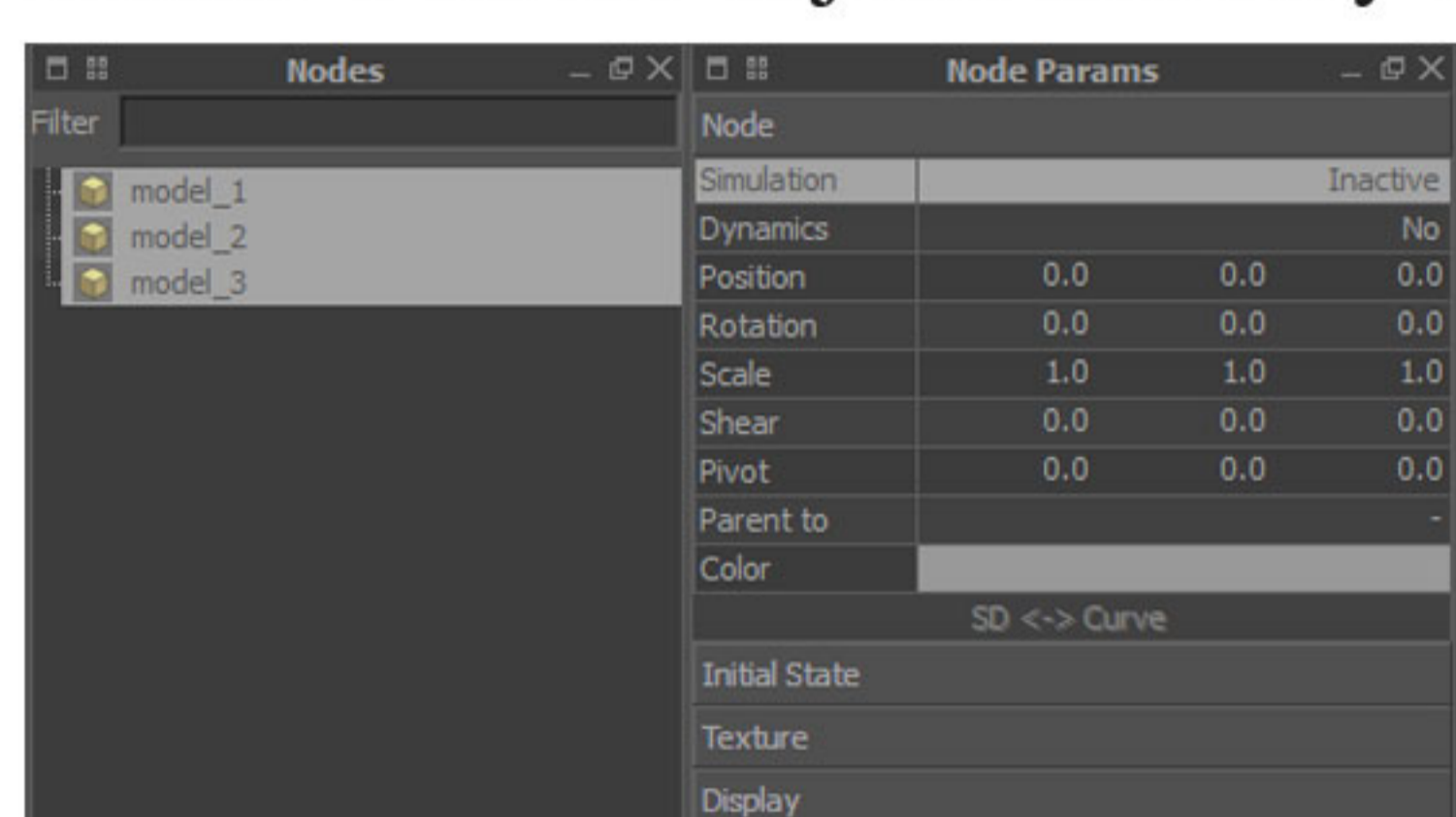
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This tutorial will show you the usage of the magic-daemon in conjunction with filters and containers in Realflo 2012. You can download the models i have used from our homepage: www.geminus3d.com or use your own ones.

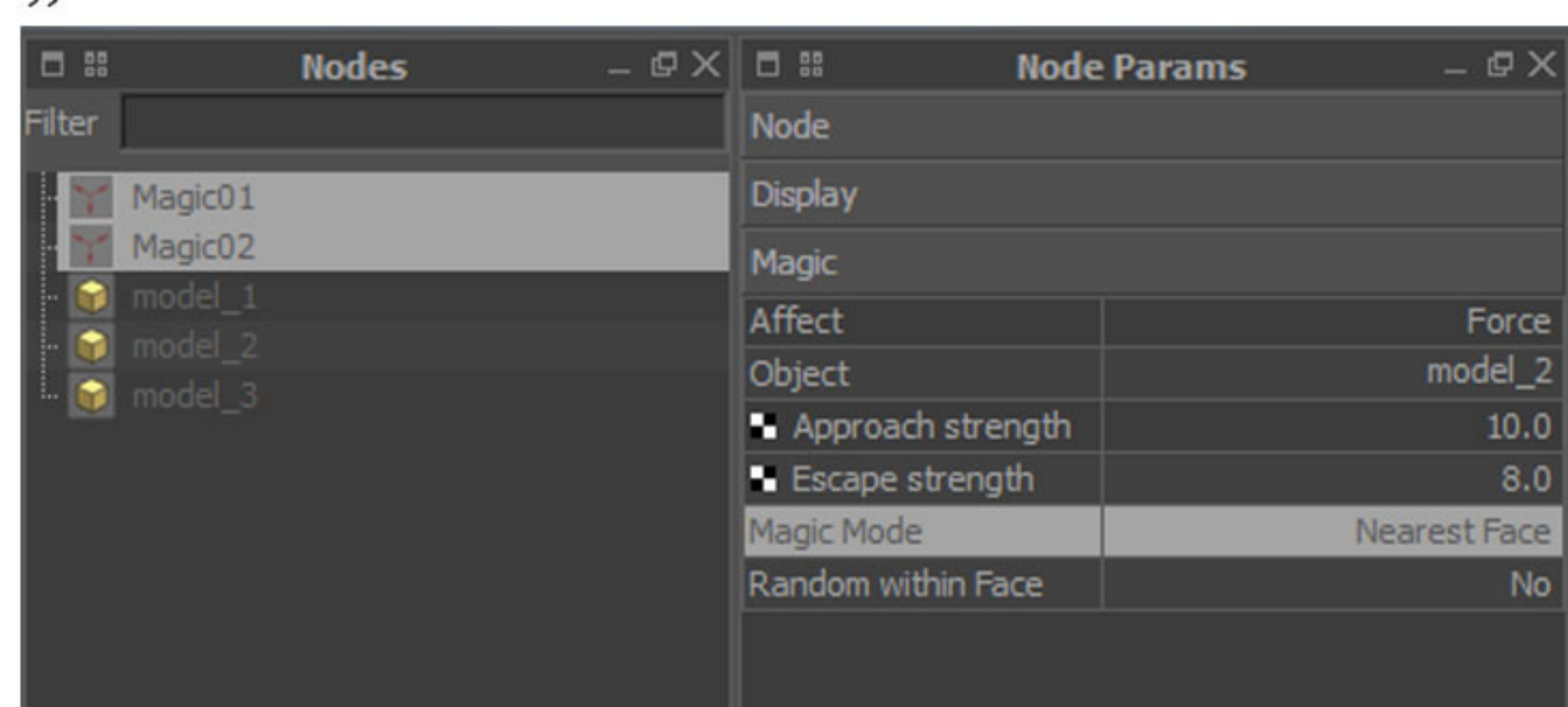
Let`s get started. First we have to import the 3d-models.



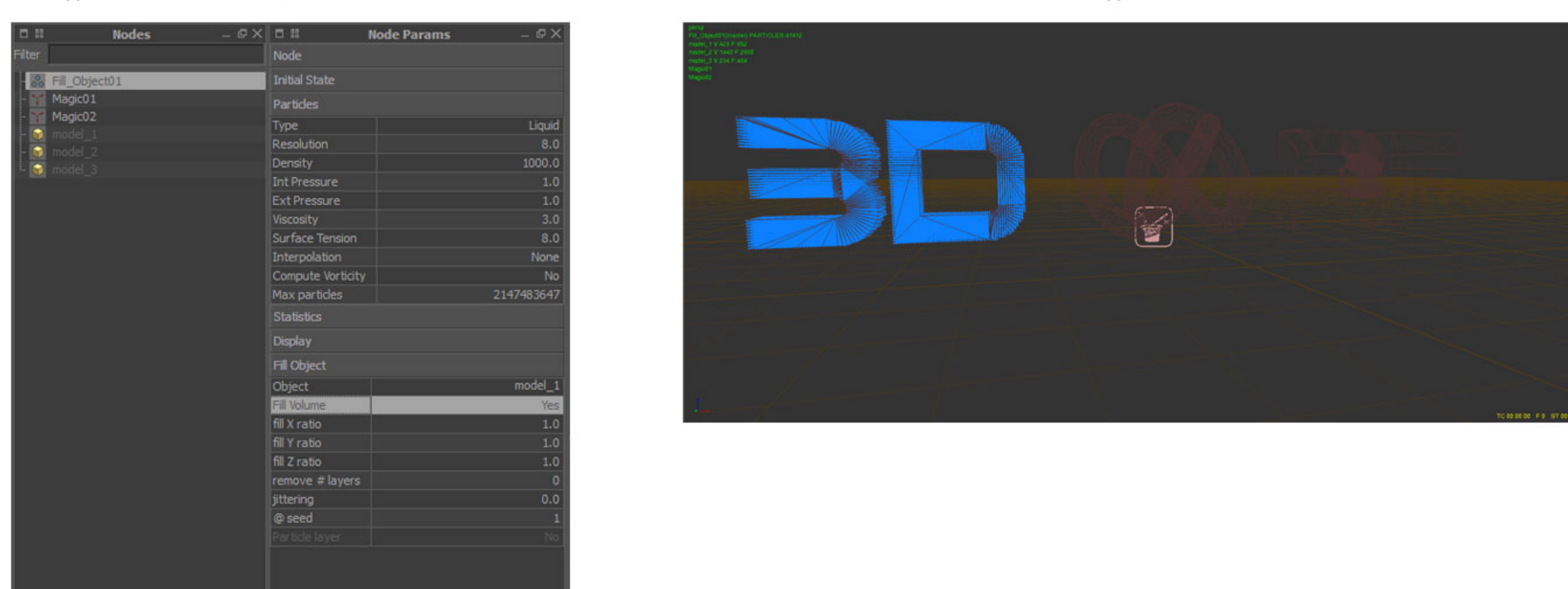
After importing the models you can set them inactive. We don`t want the particles to collide with the objects and only need them as a reference for the magic daemons.



Add 2 magic daemons to the scene and set the target objects to „model_2“ and „model_3“. Set Approach strength to 10.0, Escape strength to 8.0 and Magic Mode to „Nearest Faces“

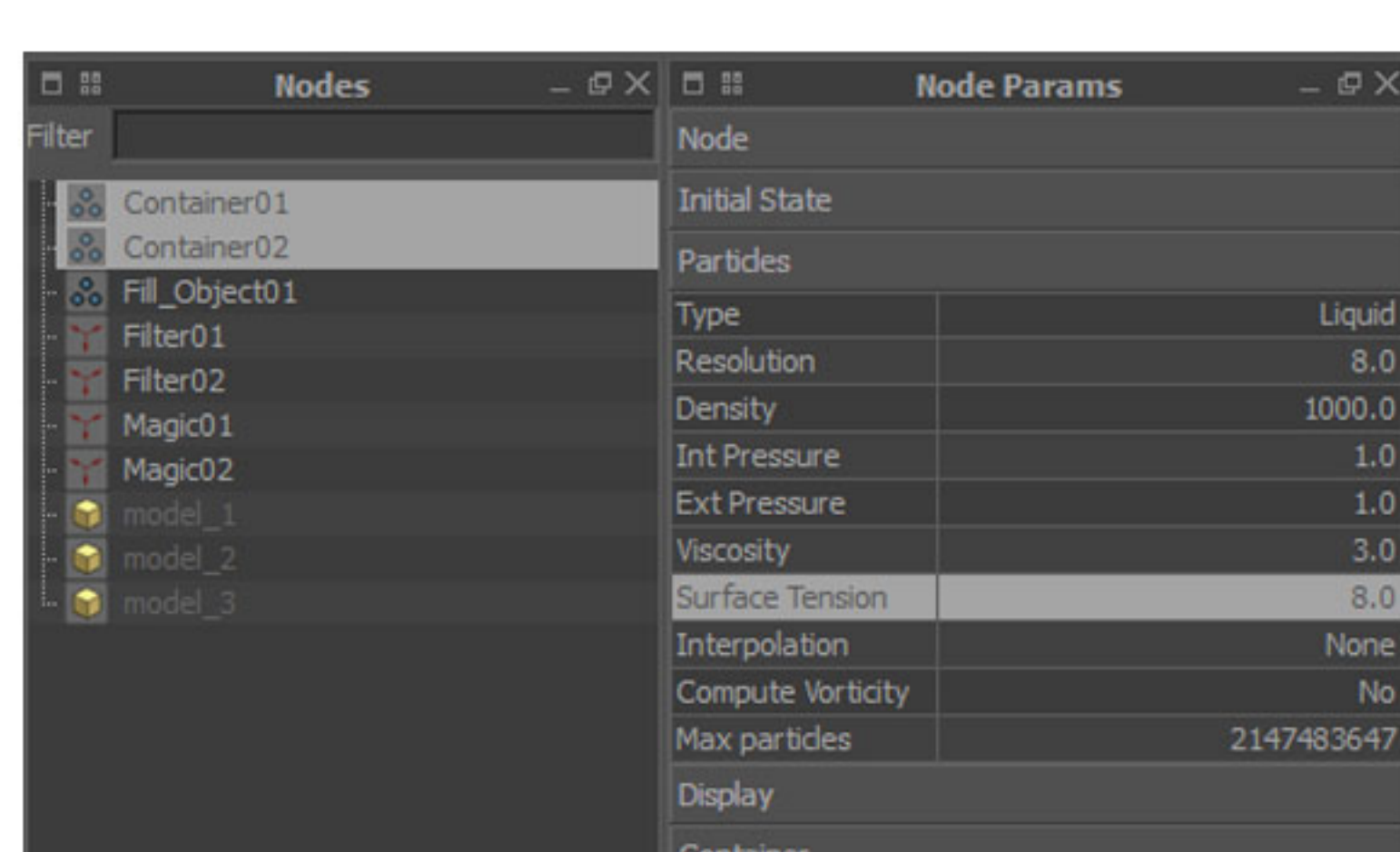


Now it`s time to add an fill-object-emitter to the scene. Set resolution to 8.0, fill object to „model_1“, surface tension to 8.0 and Fill Volume to „Yes“.



If we would click the simulate button now, all the magic-daemons would be active and attract the particles at the same time.

Because we don`t want that, we have to use filters and containers to use an attribute that defines, which daemon is active and which is not. Create 2 filters and 2 containers and set the container`s resolution and surface tension to 8.0.



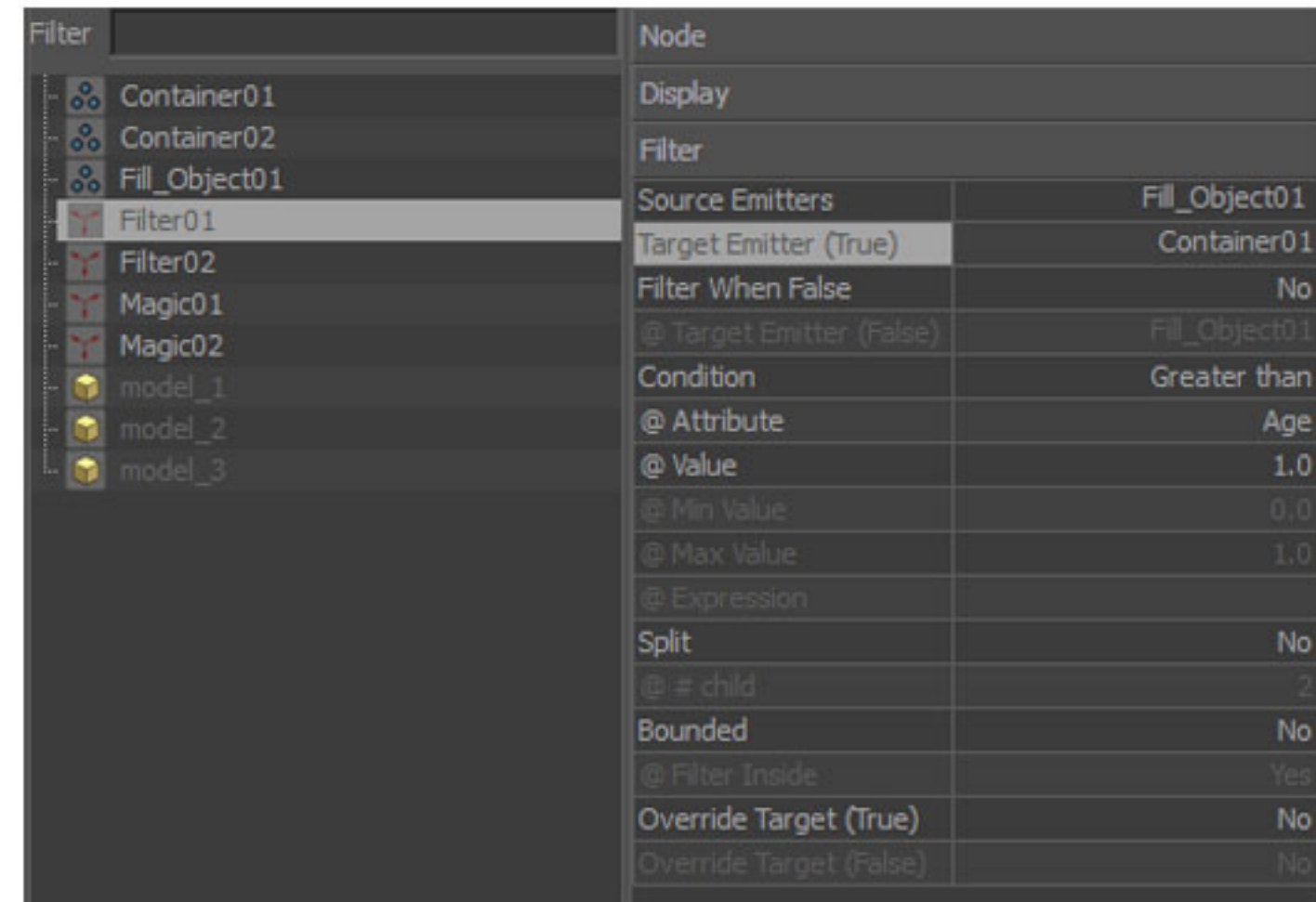
Source- and target-emitter always should share the same settings for resolution.

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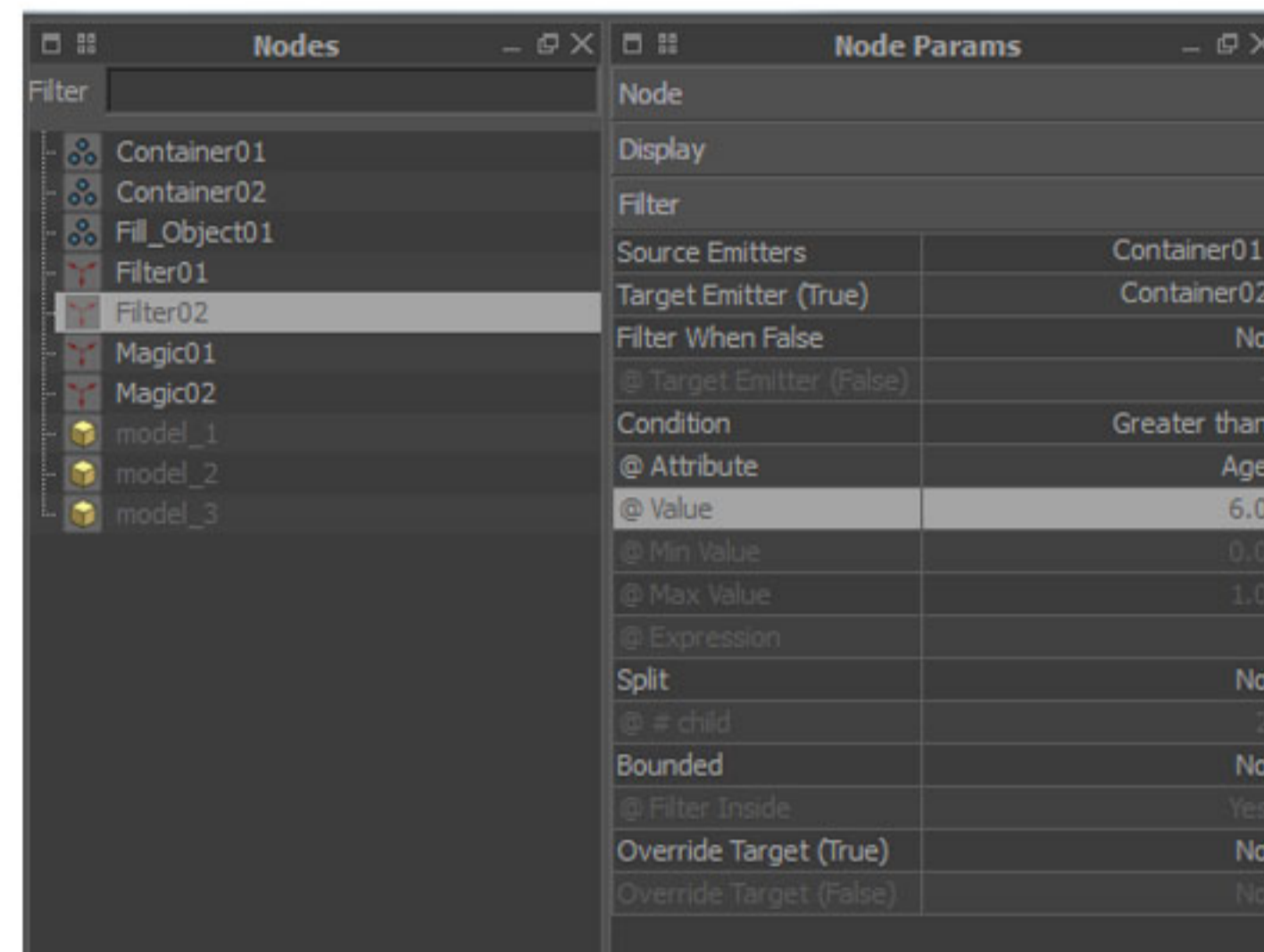


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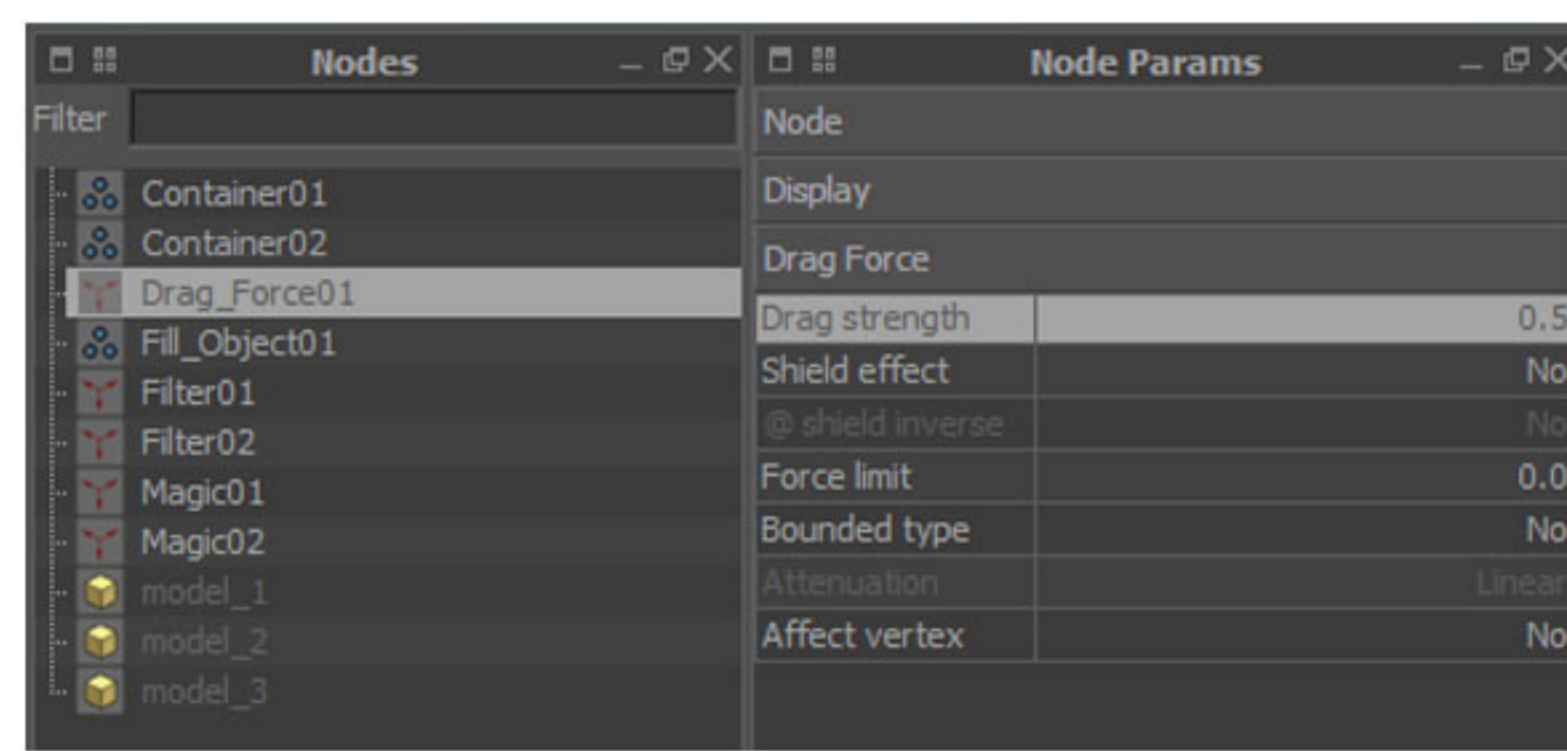
In our example we'll use the age of the particles. This means that all particles will transfer from one emitter to another after a defined time. Set the condition of Filter01 to „Greater than“, Attribute to „Age“ and a value of 1.0 (measured in seconds). Also set the source-emitter to the Fill-Object-emitter and the Target-Emitter to Container01.



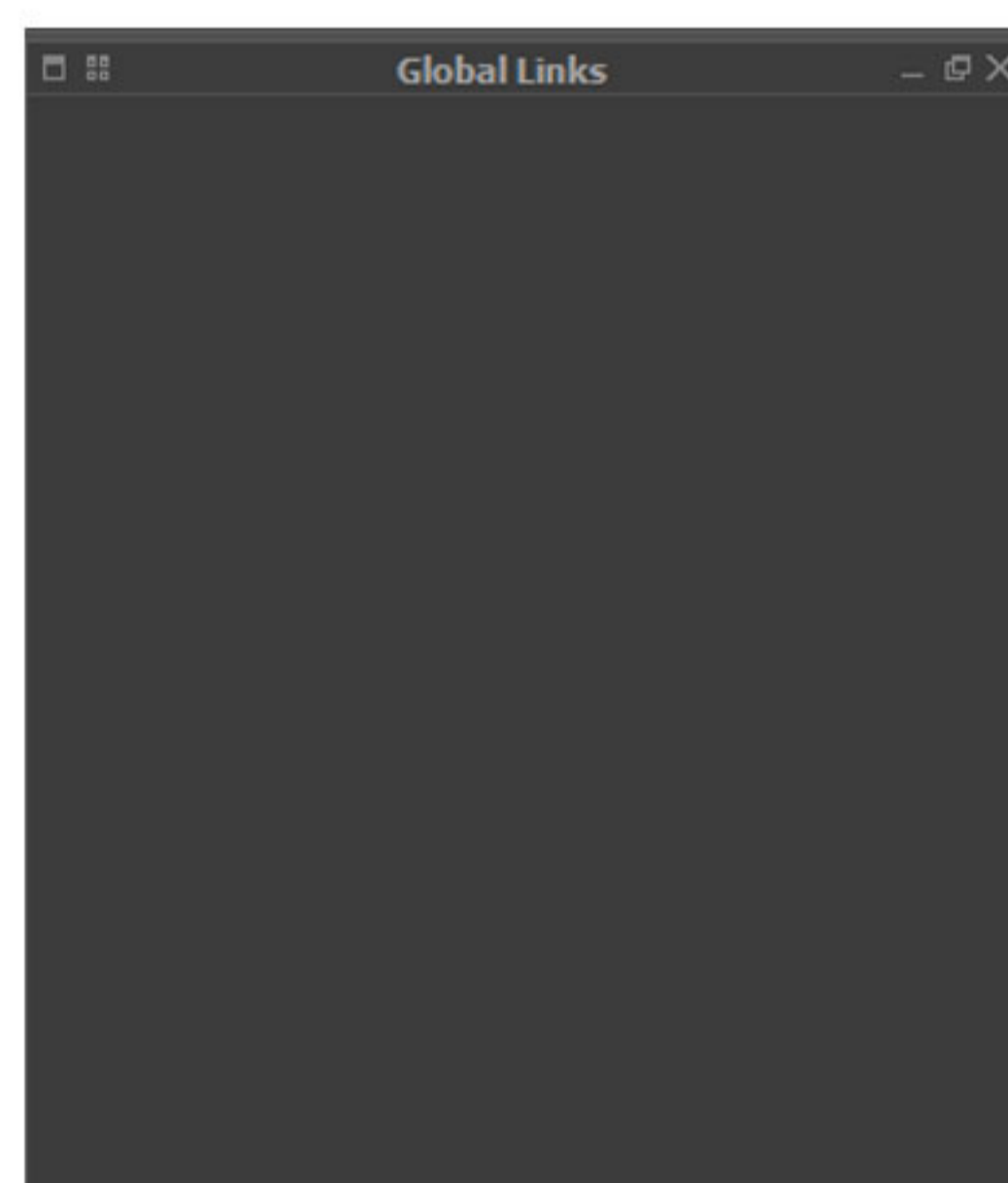
Use the same settings from the first filter for the second filter and only change source-emitter to container01, target emitter to container02 and an age-value of 6.0.



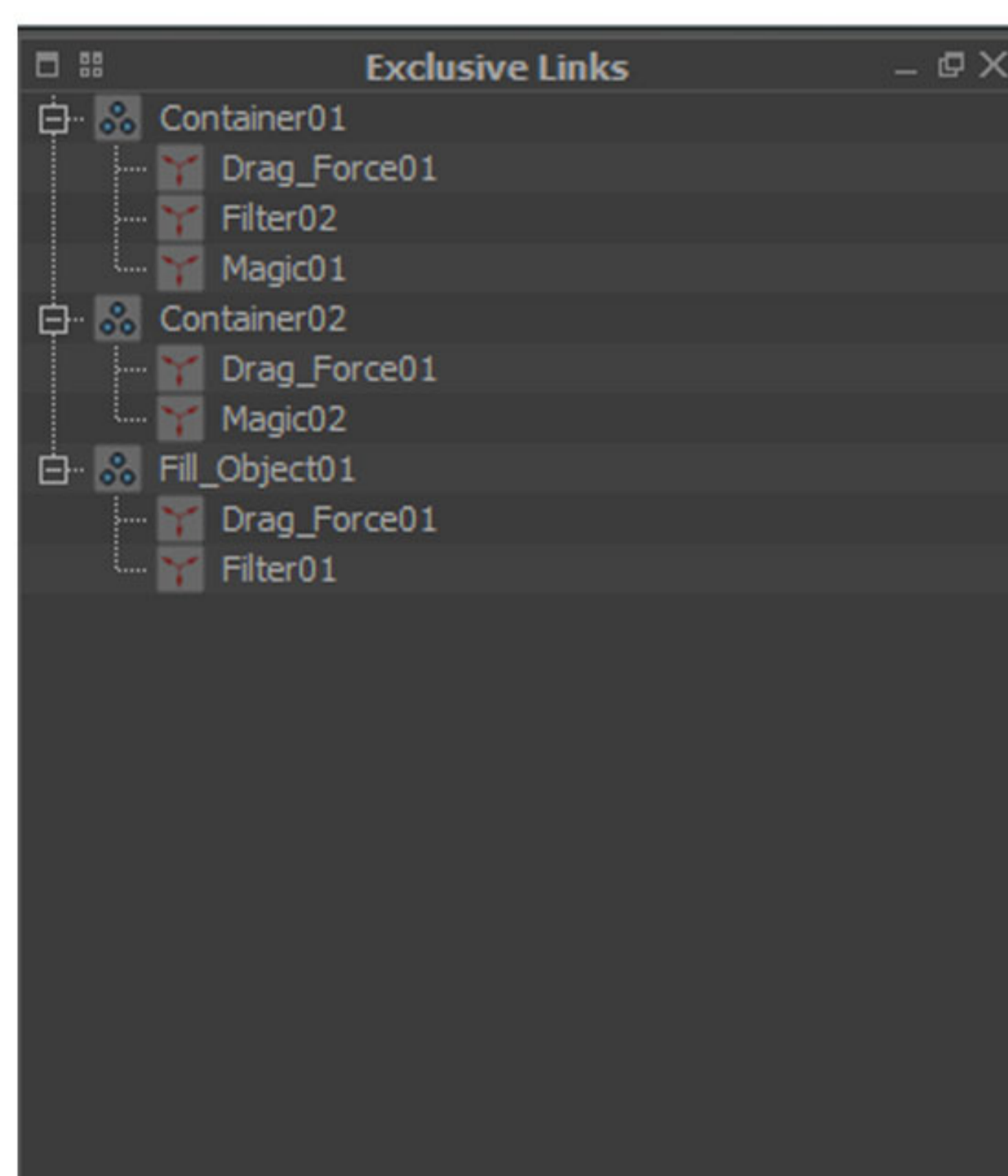
Add a drag-force and set „Drag Strenght“ to 0.5. This will slow down particles give us more control over them.



Last thing we have to do is setup global and exclusive links, to define which daemon manipulates which emitter/container. First delete all objects from global links.



With drag & drop we can now drag the object-emitter and the 2 containers into the exclusive links and attach the daemons as followed:



Save the scene and click simulate.