

Kill Volume and Resizing Fluid

in

Autodesk MAYA



By: Morteza Ahmadi

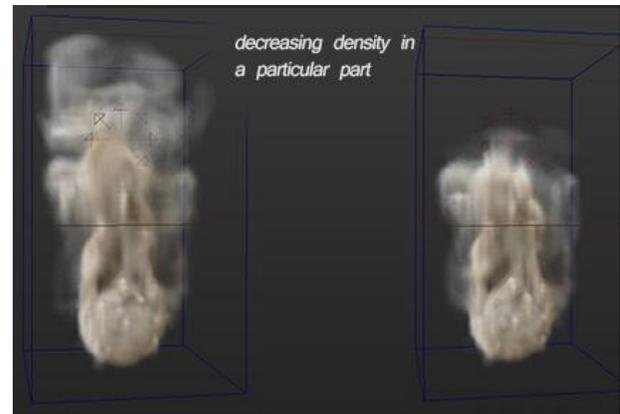
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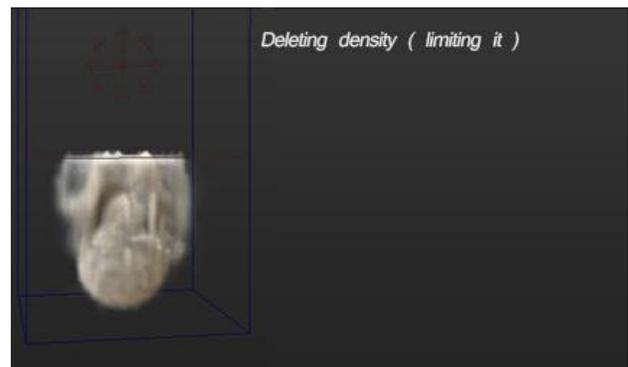
Hello everyone, this is Morteza Ahmadi

In this tutorial we are going to learn a lot of things

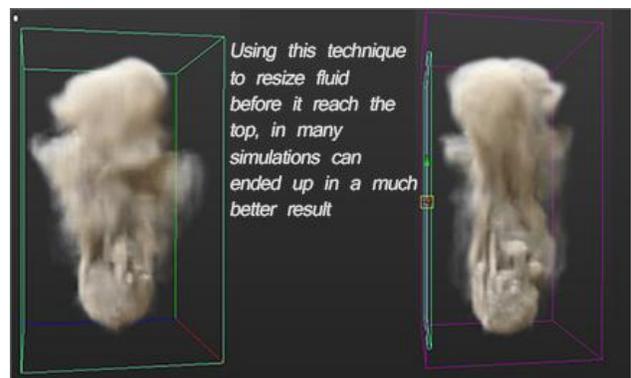
1. How to decrease the density of a particular part of Fluid



2. How to delete a specific part of fluid



3. How to resize fluid container properly



So what are you waiting for? Aren't you excited to learn them? well jump to part 1 right NOW!.

Always read this part, some of my tutorials may have a different licenses

Do not sell this Tutorial

Do not make another tutorial from this tutorial (translation and)

Tell me if you make something base on this tutorial, I would love to see how you used it

Important:

1. If You Learn Something From This Tutorial:

Thank God for What You Have Learned (You Can Simply Say "Thank You God")

Also **Pray For Me** [Both Life And After Life] (Pray Something Good :D)

Pray For Your Success And **Your Afterlife**.

2. If This Is the Tutorial That You Were Looking For, For a Long Time or you just enjoyed this a lot:

You should spend 3 hour without computer or your phone with your family, see what is going on their minds, things that they like, just talk, play and have fun with them, maybe going out and eat something together.

Sometimes we are living in the same room but we are so far from each other.

Married: that means your wife and kids + call your parents and see how they are doing (passed away?! Just pray for them)

Single: that means your parents or brothers and sisters.

Special Cases:

We really can't get along well: then 30min will do just fine.

No you don't understand we REALLY can't get along: ok then the whole point of this license is to make your life better, sometimes an stupid mistake has led us into a fight and we are not calling or meeting our family anymore and we are happy and won't understand it until a day where you just look back at life and just wish you were acting different and spending more time with them.

If it can lead to a fight just ask about them from other people who knows them and see how they are doing. And pray for them (health, happiness, wisdom, wealth...)

This One Is Not Necessary:

But If You Make Money By Using These Techniques, Consider Donate A Little Too.

Always Make Good Stuff with Your Knowledge.

PART 1: MAKING FLUID

Hey hey hey, hold it right there sir, Did you just really jumped to this part? Without even reading the license!?!? Didn't I told you that some tutorials have different licence.

As matter of fact this tutorial doesn't even have part 1 that was just a test.

Now get yourself back and read license page and you better do it right now.

What? You did read it! Well Ok then.

LET'S GET IT STARTED

1. **Make you fluid and simulation as you like**
2. **Enable AutoResize**



3. **Now select your fluid and create a second emitter**



4. **Set Emitter Type to "Volume"**
5. **Set Density Method to "Replace"**
6. **Set Density/Voxel/Sec to " 0.0001 "**

After you set that number maya may show it as "0" that's ok. It won't work if you set it to higher values like "0.1" or "0.01" and it will emit density

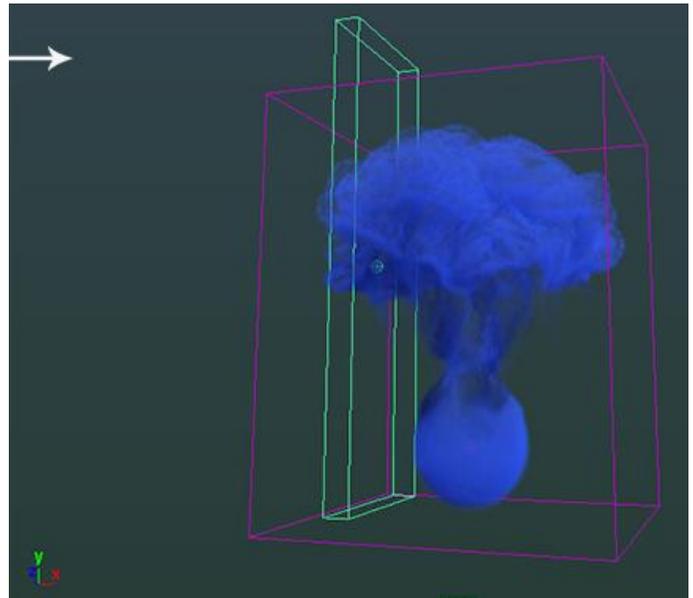
So keep that in mind you should use a very very low value and also the higher the resolution the lower this value should be otherwise the emitter will emit density. If you are working on a temp low res Fluid and you used 0.01 and everything works fine you should know that after you increase resolution to something like 150 the emitter will start emitting density.

Fluid Dropoff:

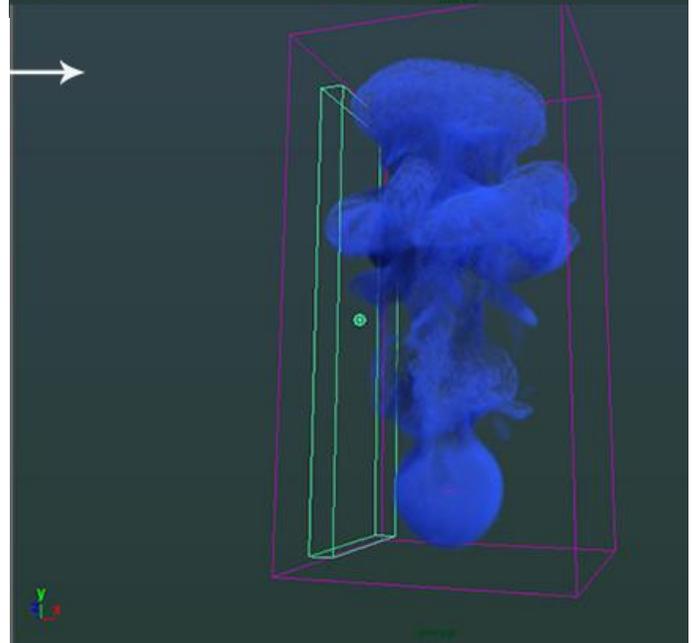
This is where you decide what this emitter is going to do.

1. If you set drop off to “2” or “3” or higher values the only thing it will do is to resize fluid container to include this emitter.

This is how my simulation look like without using second emitter to resize the container. You can also use AutoResize Margin to resize the container a little better but not only it doesn't work that good but it also resize container in all direction which will lower performance.

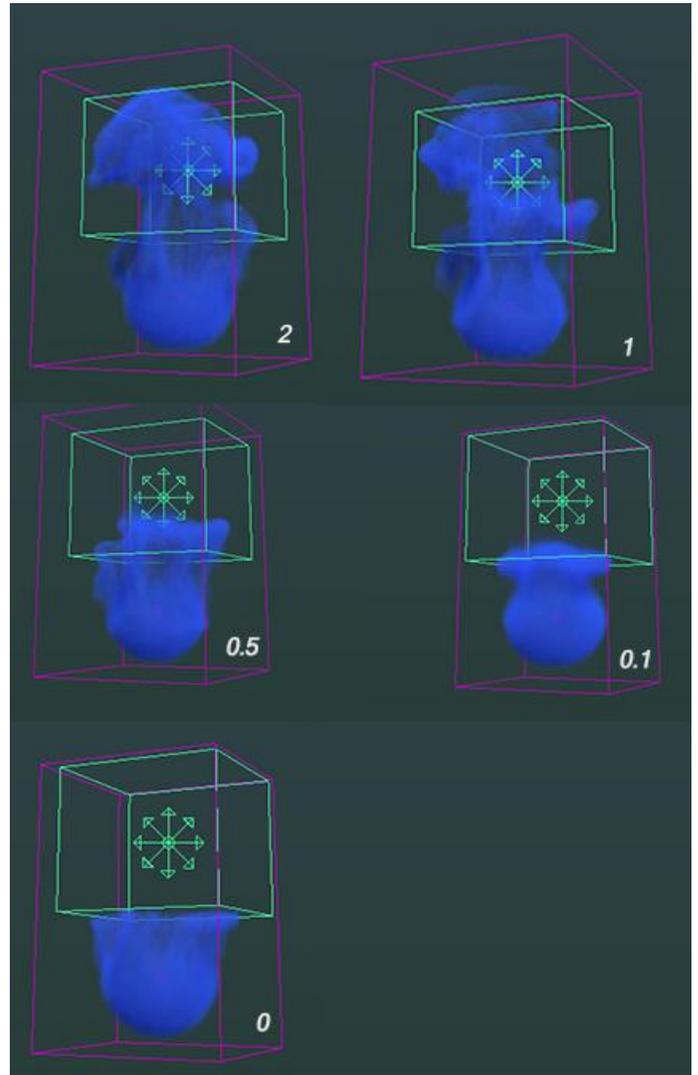


And this is how my simulation looks like when using a second emitter for resizing container before fluid reach to top. You can see how much it looks better and don't forget you can animate the emitter to slowly resize the container, this way you wont lose too much performance.



2. If you set drop off to a value lower than “2” then the emitter will decrease the fluid’s density

I have to say that these numbers may change based on size of your container and its resolution but most of time it will.



3. If you set drop-off to “0”
Then nothing can get inside the emitter’s volume and that’s our kill volume.

Ok, that is it.

Have fun. Enjoy your life

