



3ds Max

PHOENIX FD 3 FOR 3DS MAX KEY FEATURES

February 2018





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NEW FEATURES



VARIABLE VISCOSITY

Melt and mix liquids with different viscosity in one simulation.



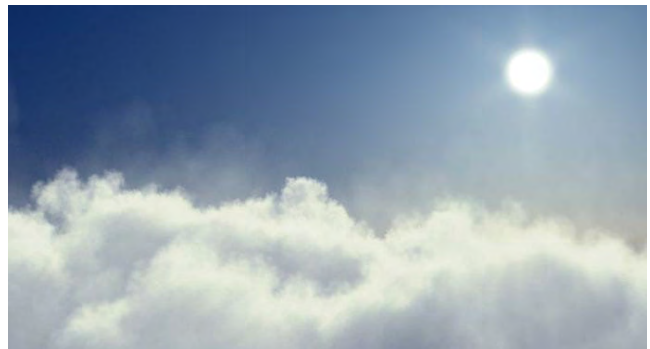
FLIP SOLVER

Fast and realistic liquid simulations.



QUICK PRESETS

New toolbar with presets for fire, smoke and liquid simulations.



FAST VOLUME RENDERING

Optimized volume rendering with accurate lighting and global illumination.



IMPROVED FIRE & SMOKE SOLVER

Create realistic smoke and fire with natural rolling motion and fine details without increasing resolution.



NEW FORCES

Influence simulations with forces like wind, spline follow, mesh attraction and more.



ACCURATE VIEWPORT PREVIEW

Preview fire, smoke and liquid simulations quickly and accurately in the viewport.



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KEY FEATURES



LIQUIDS, SPLASHES & FOAM

With Phoenix FD you can create realistic liquid simulations with splashes and foam directly in 3ds Max.



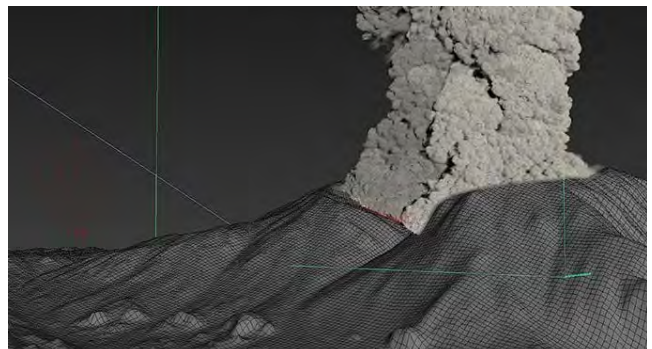
SMOKE, FIRE & EXPLOSIONS

Create any type of fire and smoke effects with Phoenix FD's powerful, adaptive-grid dynamics engine.



INTERACTIVE SIMULATIONS

Fine-tune simulations interactively in the viewport with Phoenix FD's GPU-accelerated preview.



REFINE EXISTING SIMULATIONS

Add detail and increase resolution without changing simulation shape or behavior.



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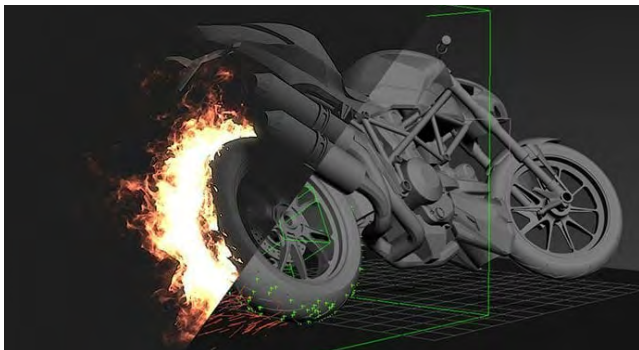
SIMULATION RETIMING

Speed up or slow down simulation playback. Perfect for slow motion effects.



CASCADE SIMULATIONS

Create a series of simulations that trigger and interact with each other.



CUSTOM EMISSION SOURCES

Use a wide range of emission sources including animated meshes, texture maps, particles and more.



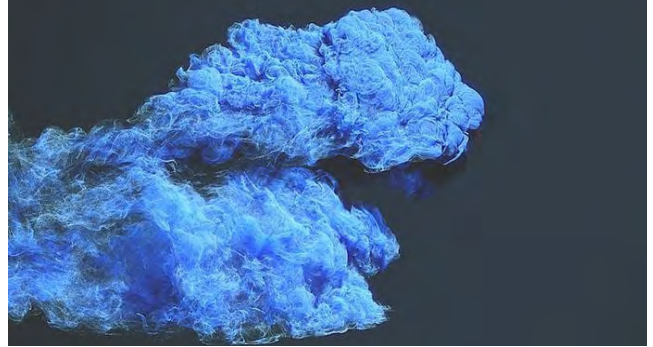
VORTICITY

Simulate highly-realistic and complex vorticity effects with full control over large-scale vortex strength and ultra fine details.



TURBULENCE

Perfect for generating small wisps of smoke and steam.



PARTICLES

Render particles as bubbles, drops, points, or fog.



MESH & PARTICLES IO

Import & export mesh objects and particles to Alembic, Krakatoa, Stoke MX, XMesh and V-Ray proxy files.



OCEAN & BEACH WAVES

Seamlessly transition from procedural ocean to simulated beach waves.



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INFINITE OCEAN

Seamlessly transition from detailed ocean surface simulations to infinite ocean waves (that never repeat.)



OPTIMIZED RENDERING

Render photoreal fluids and volumetric effects using V-Ray's optimized Phoenix FD shader.

CHAOSGROUP