phoenix | Maya

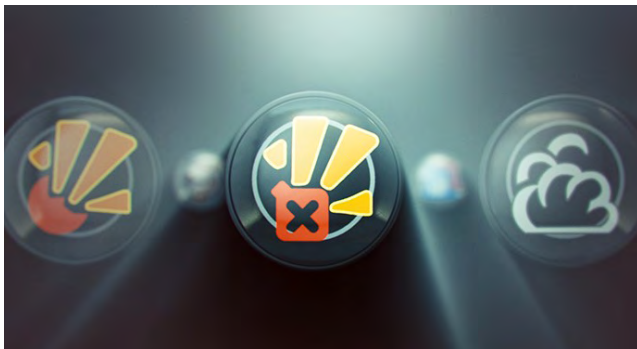# PHOENIX FD 3 FOR MAYA KEY FEATURES

NEW FEATURES

VARIABLE VISCOSITY

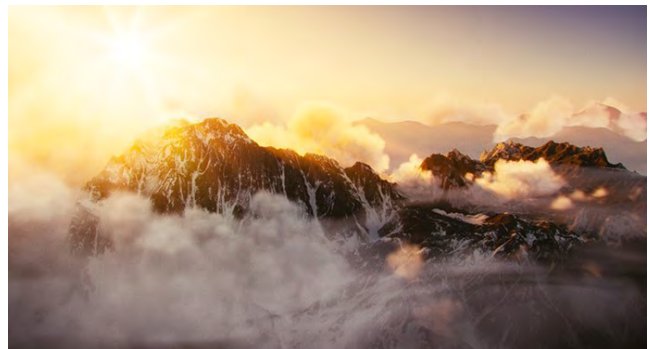Melt and mix liquids with different viscosity in one simulation.

FLIP SOLVER

Fast and more realistic liquid solver.

QUICK PRESETS

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

FAST VOLUME RENDERING

Optimized volume rendering with accurate lighting and global illumination.
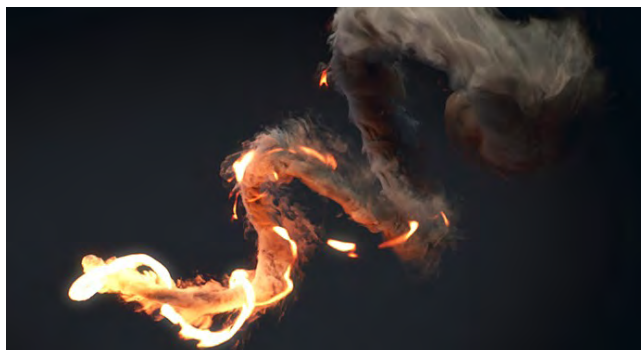
phoenix | Maya

NEW FIRE & SMOKE SOLVER

Create realistic smoke and fire with super fine details.
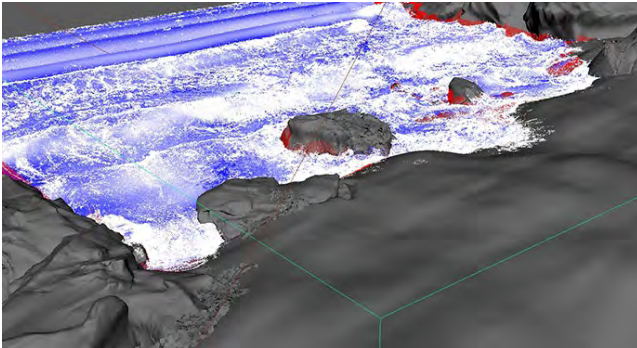

FORCE CONTROLS

Art direct and control simulations with forces like wind, mesh attraction and more.

PATH FOLLOW

Create simulations that follow a path along a spline.

KEY FEATURES

LIQUIDS, SPLASHES & FOAM

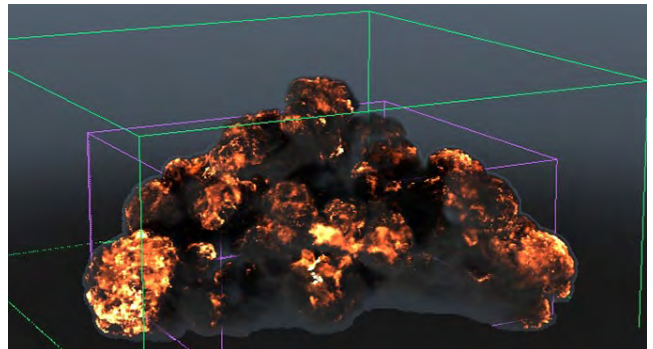Create realistic liquid simulations with splashes and foam directly in Maya.

SMOKE, FIRE & EXPLOSIONS

Create all types of fire and smoke effects with Phoenix FD's powerful adaptive dynamics engine.

INTERACTIVE SIMULATIONS

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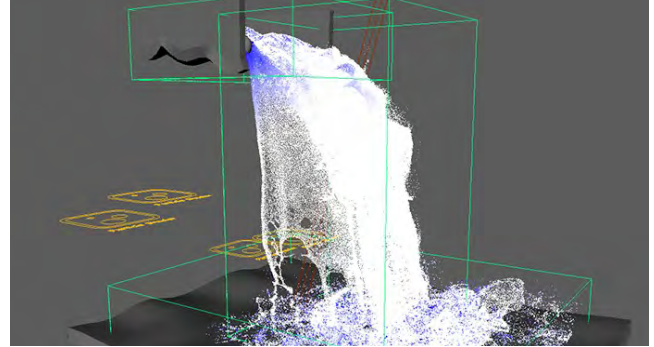

REFINE SIMULATIONS

Increase simulation resolution and add detail without changing overall shape or behavior.

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.

EMISSION SOURCES

Use a wide range of customizable emission sources – animated meshes, texture maps and particles – to drive complex simulations.

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.

OCEAN SIMULATIONS

Easily create ocean surfaces that never repeat using procedural ocean displacement. Preview and render the ocean surface without simulating cache files.

WAVE FORCE

Transition from a procedural ocean surface to detailed wave simulations.

phoenix | Maya

OPTIMIZED RENDERING

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

Simulation Licenses
Use Phoenix FD simulation licenses to submit jobs over the network to Deadline and Backburner.

CHAOSGROUP