

Liquid Export

This page provides information on the Export rollout for a LiquidSim object.

Overview

This rollout contains controls for the export of meshes and particles from the Phoenix Simulator via 3rd party plugins or built-in exporters in 3ds Max.

Currently, Chaos Phoenix can export meshes and mesh animation sequences using the following:

- V-Ray VRmesh exporter.
- Thinkbox X-Mesh.
- Exocortex Crate Alembic exporter.
- 3ds Max Alembic exporter (available in 3ds max 2015 or newer).

In most cases you need to enable **Show Mesh** in the **Preview** rollout for the mesh export to work correctly.

Phoenix can export particles using the following:

- Phoenix's own Thinkbox Krakatoa [PRT file exporter](#).
- Exocortex Crate Alembic exporter.
- 3ds Max Alembic exporter (available in 3ds Max 2016 SP1 or newer).
- Simulating to OpenVDB can export particles since Phoenix FD 3.14.

UI Path: ||Select Liquid Simulator object|| > **Modify panel** > **Export rollout**

Parameters

Expand – Opens a floating dialog that contains the selected rollout and automatically folds the command panel rollout.

Re-Center – Resets the position of the floating rollout.

? – Opens up the help documents for the Liquid Export.

Export as | *exportas* – You need to choose if you will export mesh or particles before you proceed with exporting. Both the built-in 3ds Max Alembic exporter and Exocortex Crate support exporting either only a mesh or only particles from a single object, which is why you need to choose which of those would be exposed by the Phoenix simulator:

Disabled
Particles
Mesh

Due to current limitations of the Alembic exporters, in certain cases rendering of Phoenix particles is not possible if **Mesh** is selected, and rendering of meshes is not possible if **Particles** is selected. For this reason, it is recommended that you switch back to **Disabled** after exporting.

If you want to export an Alembic file and render it with motion blur, please follow [these steps](#).

In **Particles** mode, if the Simulator contains several particle systems, such as Foam, Splash, etc., a mix of all these systems will be exported by the Simulator. If you want to export the particle systems separately, you can do so by exporting the [Particle System](#) nodes of Phoenix and you don't need to change **Export as** when exporting separate particle systems.

▼ **Export**

Expand

Re-Center

?

Alembic Compatibility

It is highly recommended to
Disable this after exporting!

Export as

Disabled

