

Forces

This page contains information about Chaos Phoenix forces.

Overview

Phoenix provides a number of forces for controlling the simulation.

- [Plain Force](#) - Pushes the fluid in a specified direction to simulate wind or gravity.
- [Body Force](#) - Creates a force to pull the fluid toward a geometry object.
- [Follow Path](#) - Pushes a fluid along a spline.
- [Wave Force](#) - Creates waves inside a Liquid Simulator, primarily for ocean simulations.
- [Turbulence](#) - Adds movement similar to fractal noise.
- [Active Body Thruster](#) - Creates procedural animations inside Phoenix — moves Active Bodies with a directable engine force.
- [Active Body Axis Lock](#) — Restricts Active Bodies to move or rotate along a selected horizontal or vertical axis.

Note that Phoenix also supports the use of **native Maya Fields**, including important ones such as Vortex, Air and Drag.