Active Bodies Ground Plane

This page provides information on the Active Bodies component.

Overview

The Active Body Solver is used to specify the scene geometry which will partake in the Active Bodies simulation. When an object is selected as an Active Body, the simulation both influences and is influenced by the Active Body's movement. The Active Bodies simulation currently supports interaction between scene geometry and the Phoenix Liquid Simulator. Interaction between Active Bodies and the Phoenix Fire/Smoke Simulator is not supported yet.

The Active Body Solver also sets up global simulation parameters which affect all Active Body objects in the Interaction list, in contrast to the Phoenix Node Properties which are unique for each Active Body. This way you can have several Active Body Solver nodes, each with their own set of Active Bodies with different rigid body behavior for each set.

UI Path

||Phoenix FD menu|| > **Create > Active Bodies Ground Plane**