Particle Tools

This page contains information about Chaos Phoenix particle tools.

Overview

Phoenix provides a number of tools involving particles to enhance your simulation.

- Force Field - Makes it possible to involve Maya particles and other dynamic objects in the fluid's motion.
- Particle Emitter - An emitter that creates particles based on the fluid content at each point.
- Particle Group - A node automatically created by the simulator consisting of a single group of particles used by the Simulator.