

Liquid Simulation Speed

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

Overview

The Simulation Speed rollout helps you identify the heaviest computation phases of the simulation and provides tips on how to get results faster and more efficiently.

UI Path: ||Select Liquid Simulator|| > Modify panel > **Simulation Speed rollout**

Actions

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 Simulation Speed rollout.

The Simulation Speed rollout shows a breakdown of the phases of your simulation, highlighting those that are taking the longest to complete. For each phase identified, advice is given on how to optimize it.

▼ Simulation Speed



Expand

Re-Center

?

33.0% (30.9% total) : Transport

27.9% (29.3% total) : Fluidity (

15.2% (12.8% total) : Prep Fluid

9.8% (12.1% total) : Scene Inte

9.5% (11.4% total) : Export Pre

2.60% (2.60% total) : Droplets Si

To speed up the simulation the most, reduce the Steps Per Frame option as much as possible. Keep it high only if there is fast movement of the fluid or obstacles in the simulator, or if you need stronger viscosity, or if the liquid needs to be smoother.

Typically takes 10-20% or more. It is required for the realistic look of liquid simulations, so it can't be changed or turned off.