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Effector

Effector objects are used to deflect fluids and influence the fluid flow. To define any mesh object as an effector object, add fluid physics by clicking *Fluid* in Properties ‣ Physics. Then select *Effector* as the fluid *Type*.

Tip

Force Fields (such as wind or vortex) are supported, like in most physics systems. The influence individual force types have can be controlled per domain object.

Settings

Reference

Panel:
Physics ‣ Fluid ‣ Settings

Type:
Effector

Effector Type

Collision
Objects of this type will collide with fluid.

Guide
The velocity of objects of this type will be used when baking the guiding. So fluid guiding objects should move and have some velocity.

Velocity Factor
Multiply the guiding object velocities by this factor. This is useful when working with multiple guiding objects and some of them shoul have higher or smaller velocities.

Guide Mode
The mode describes how guiding velocities should be written into the global guiding velocity field of the domain.

Maximize
The guiding object will compare the existing velocity in the global velocity field with its own velocity. If its absolute value is greater than the absolute value in the velocity field the guiding velocity will be kept.

Minimize
A guiding object will compare the existing velocity in the global velocity field with its own velocity. If its absolute value is small than the absolute value in the velocity field the guiding velocity will be kept.

Override
The most intuitive option. A guiding object will always write its own current velocity into the global guiding velocity field. Valu in the velocity field from a previous frame or guiding object will be overridden.

Averaged
A guiding object will write the average of its own current velocity and the existing guiding velocity at that cell into the global guiding velocity field.

Effector Substeps
Number of substeps used to reduce gaps in collision of fluid from fast-moving effectors.

Surface Thickness
Additional area around the effector that will be considered as an effector.

Use Effector
Enables or disables the effector object effect on the fluid, this property is useful for animations to selectively enable and disable when the effector affects the fluid.

Is Planar

Defines the effector as either a single dimension object i.e. a plane or the mesh is Non-manifold. This ensures that the fluid simulator will give the most accurate results for these types of meshes.

A Manifold mesh can also be declared as planar. The fluid solver will then ignore the volume inside the mesh and just emit fluid from the mesh side

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