

Reference

Panel:

Physics ▸ Force Fields

Type:

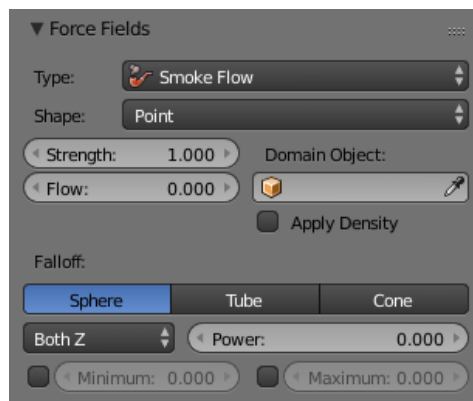
Fluid Flow

The *Fluid Flow* force field creates a force based on a [Fluid simulation](#) air flow. It applies the smoke simulation air flow velocity as a force to other simulations that use force fields. To use it you need to add a *Fluid Flow* force field and select a domain object for it. For example fire sparkles can realistically flow along the air turbulence near the simulated fire.

Options

TODO

Update image



UI for a Fluid Flow force field.

Domain Object

An object that is used as a domain for the smoke simulation.

Apply Density

Adjust the force strength based on the smoke density.

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