Particles

Spray

Create spray particles during the secondary particle simulation. Spray particles are those that appear to fly through the air above the liquid surface when there is a bigger splash.

Foam

Create foam particles during the secondary particle simulation. Foam particles are those that solely move on the liquid surface.

Bubbles

Create bubble particles during the secondary particle simulation. Bubble particles are those that move below the liquid surface.

> Note
>
> Enabling a secondary particle type will also create a particle system for that type of particles. Disabling a particle type will delete this particle system including its settings.

Combined Export

Select particle types that should go into the same particle system. This option has no effect on the outcome of the simulation. It only changes the w particle systems are allocated in the particle settings.

Upres Factor

Factor by which to enhance the resolution of the particle simulation. The scaling factor is coupled to the Resolution Divisions (i.e. the particle simulation is this times bigger than the base simulation).

Wave Crest Potential Maximum

Upper clamping threshold for marking fluid cells as wave crests. A higher value results in less marked cells.

Wave Crest Potential Minimum

Lower clamping threshold for marking fluid cells as wave crests. A lower value results in more marked cells.

Trapped Air Potential Maximum

Upper clamping threshold for marking fluid cells where air is trapped. A higher value results in less marked cells.

Trapped Air Potential Minimum

Lower clamping threshold for marking fluid cells where air is trapped. A lower value results in more marked cells.

Kinetic Energy Potential Maximum

Upper clamping threshold that indicates the fluid speed where cells start to emit particles. A higher value results in generally less particles.

Kinetic Energy Potential Minimum

Lower clamping threshold that indicates the fluid speed where cells start to emit particles. A lower value results in generally more particles.

Potential Radius

Radius to compute potential for each cell. Higher values are slower but create smoother potential grids.

Particle Update Radius

Radius to compute position update for each particle. Higher values are slower but particles move less chaotic.

Wave Crest Particle Sampling

Maximum number of particles generated per wave crest cell per frame.

Trapped Air Particle Sampling

Maximum number of particles generated per trapped air cell per frame.

Particle Life Maximum

Highest possible particle lifetime.

Particle Life Minimum

Lowest possible particle lifetime.

Bubble Buoyancy

Amount of buoyancy force that rises bubbles. A high value results in bubble movement mainly upwards.

Bubble Drag

Amount of drag force that moves bubbles along with the fluid. A high value results in bubble movement mainly along with the fluid.

Particles in Boundary

Delete

Delete secondary particles that are inside obstacles or left the domain.

Push Out

Push secondary particles that left the domain back into the domain.

Bake Particles, Free Particles

This option is only available when using the Modular cache type.

The progress will be displayed in the status bar. Pressing `Esc` will pause the simulation.

Once the simulation has been baked, the cache can be deleted by pressing *Free Particles*. It is possible to pause or resume a *Bake Particles* process.