

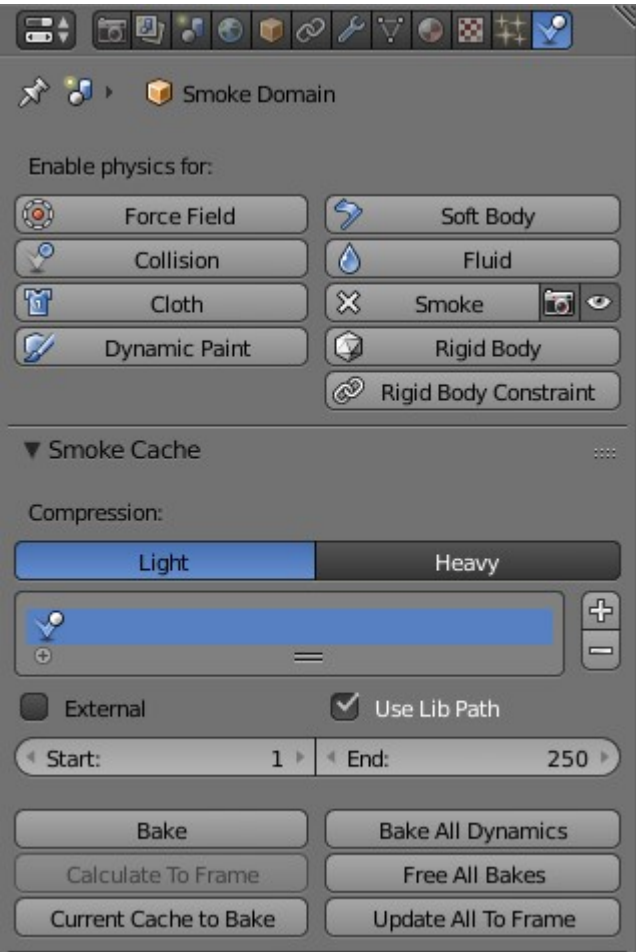
## 9.7.4 Physics - Smoke Simulation - Baking Smoke Simulations

Baking Smoke Simulations.....1

### Baking Smoke Simulations

Baking is used to store the outcome of a simulation so it doesn't need to be recalculated.

Smoke baking settings are in Properties ▸ Physics ▸ Smoke ▸ Smoke Cache. See *Baking Physics Simulations*.



Smoke Cache options

Note

Baking can only be done once your .blend is saved. If your .blend has not been saved, the *Smoke Cache* panel will be disabled.