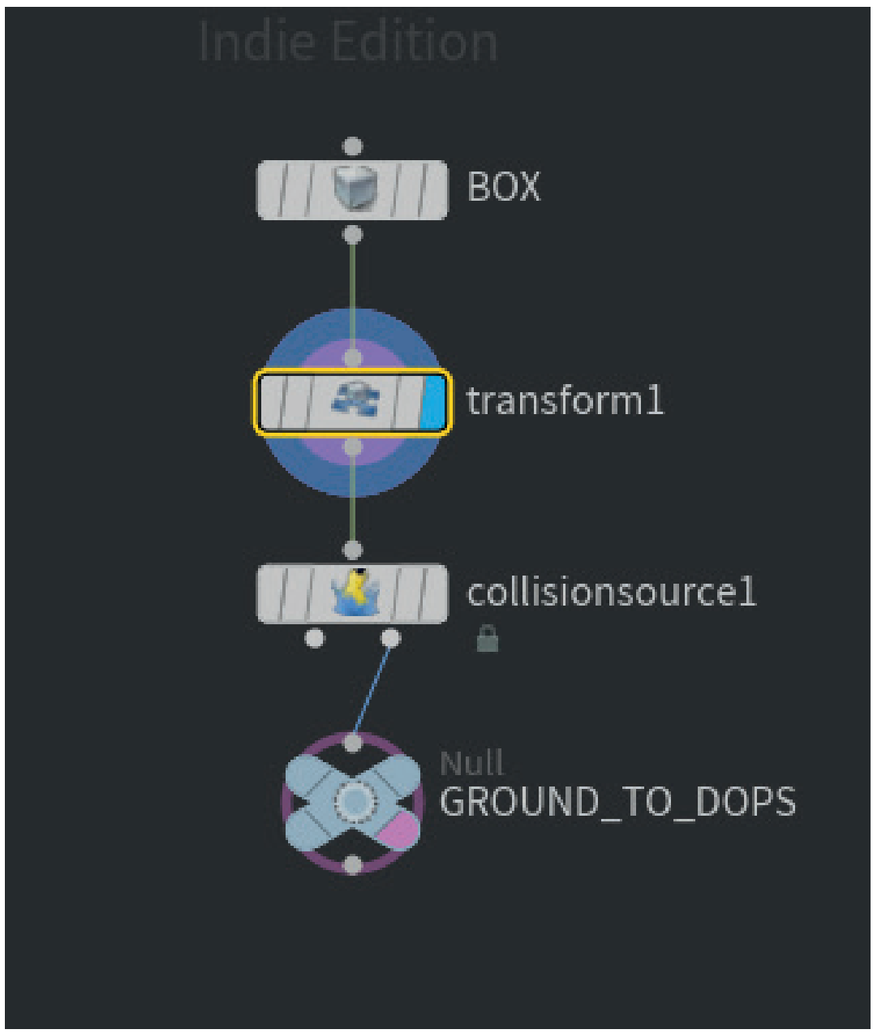
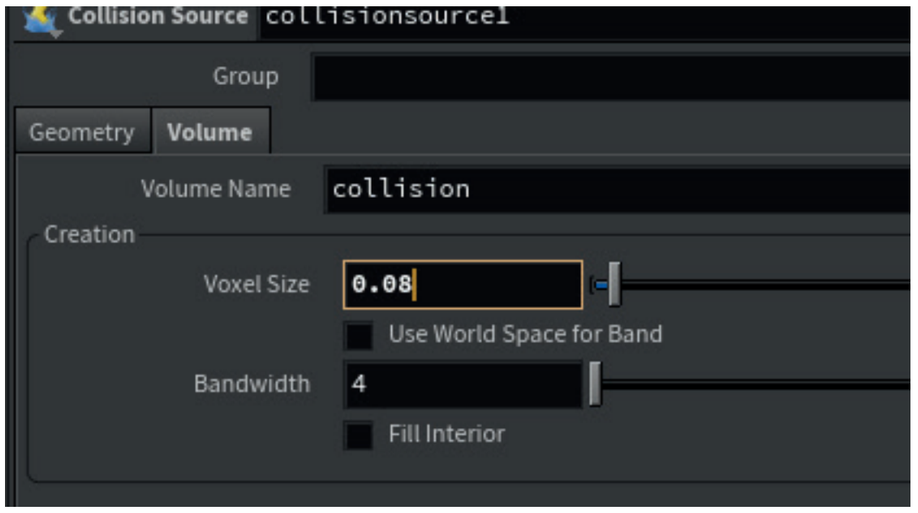
SET UP OBJECTS

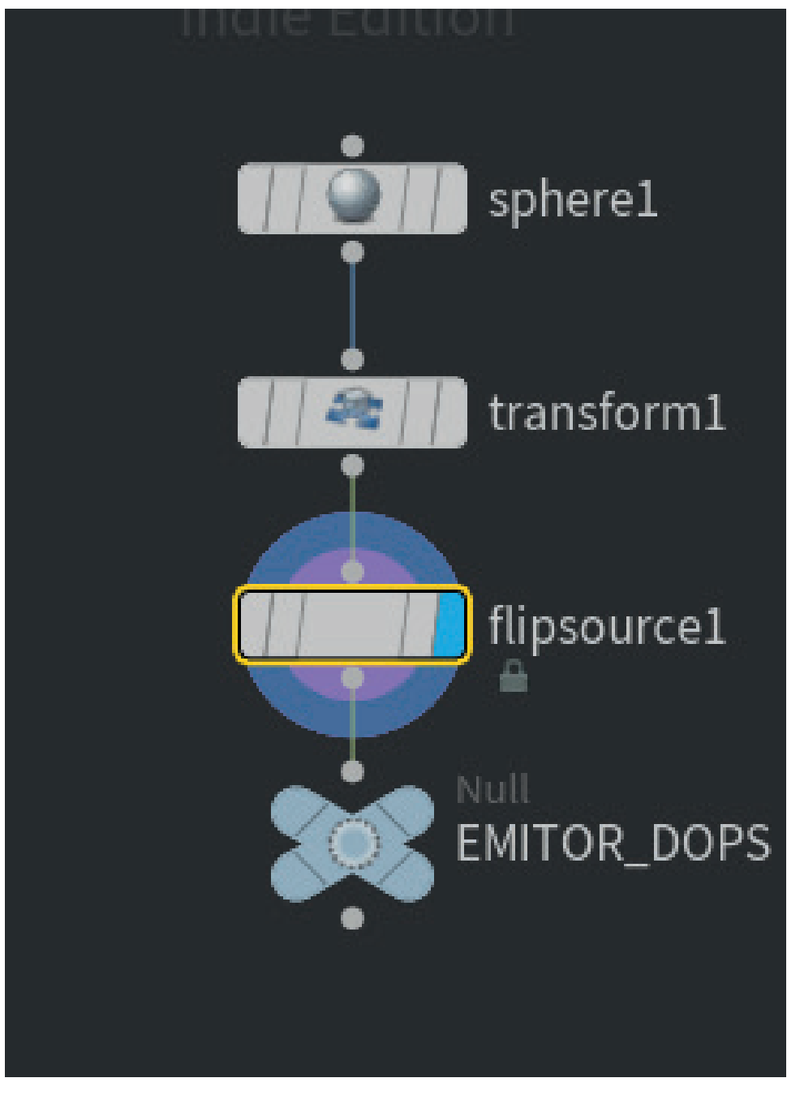
COLLISION OBJECTS TO LOOK LIKE THIS



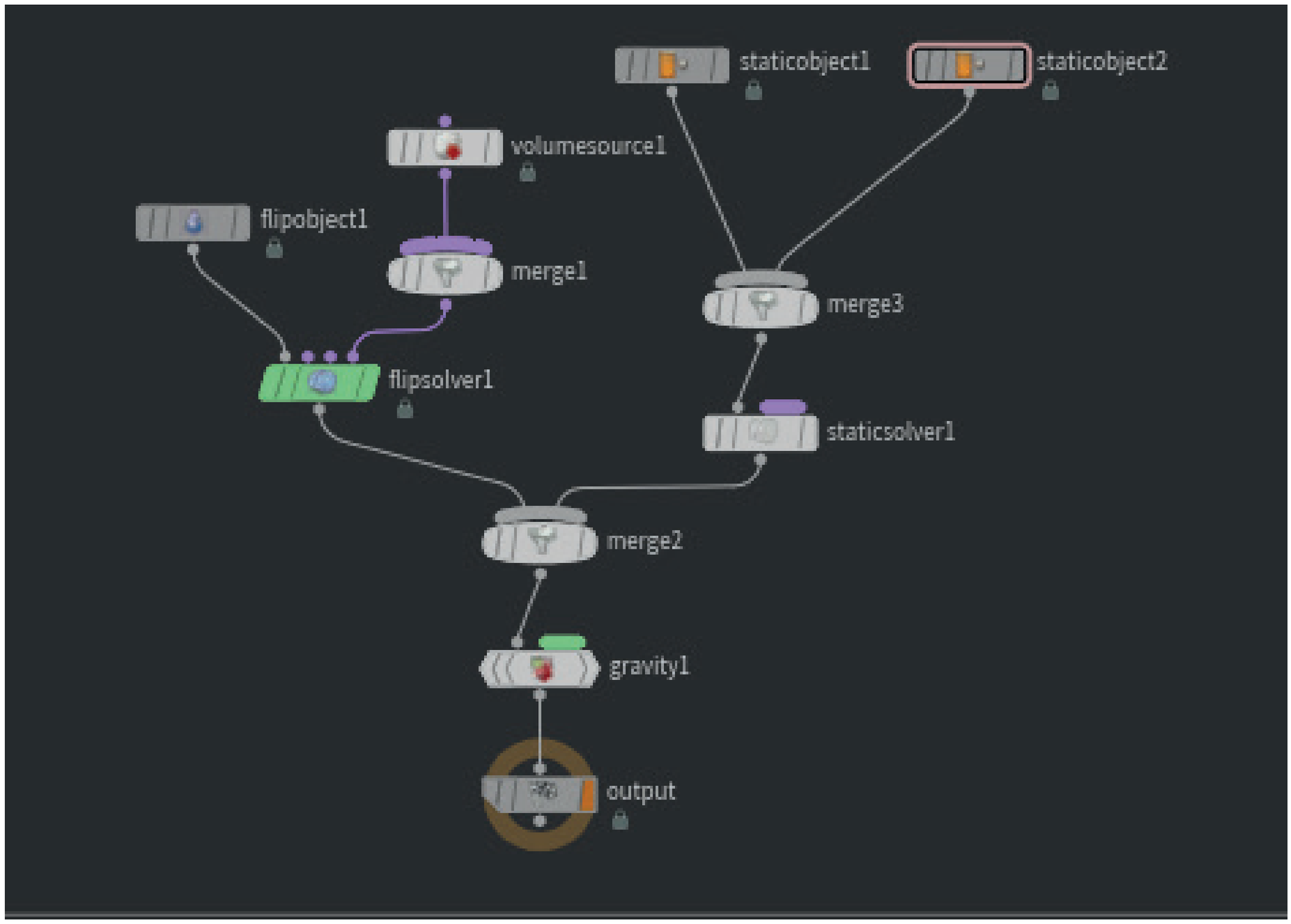
CHANGE COLLISION SIZE TO THIS



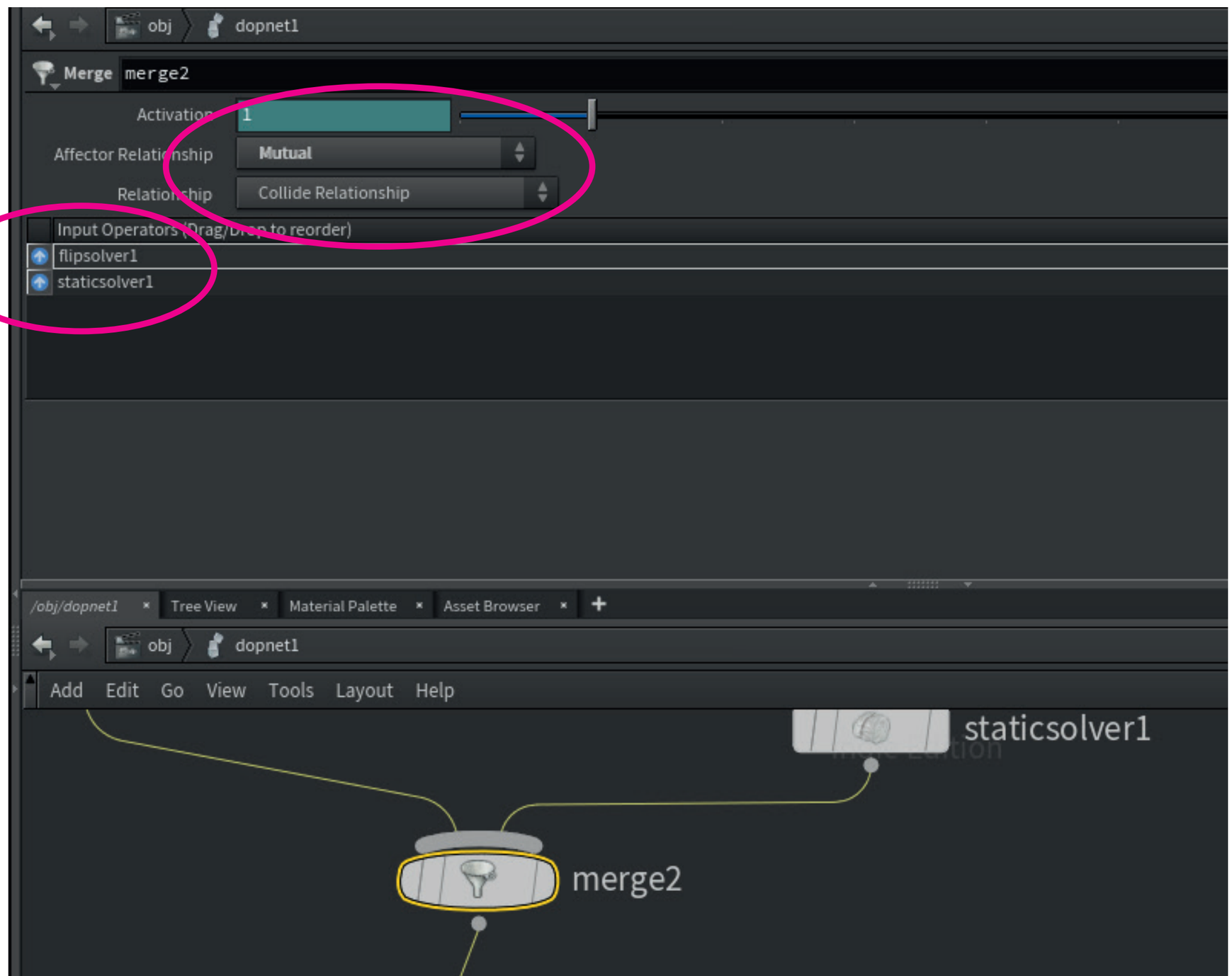
EMITOR OBJECTS TO LOOK LIKE THIS



SET UP DOPS



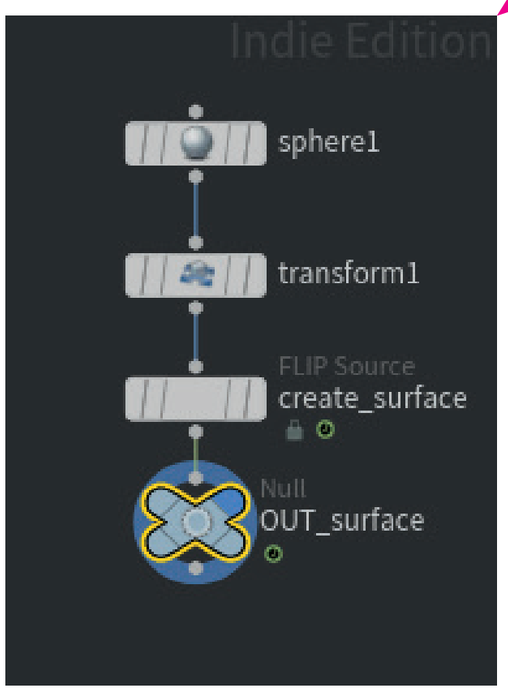
A BIG GOTYA IS THE MERGE



SHORTCUTS U+I NAVIGATE BACK AND FORTH THROUGH NODES

UNDERSTANDING THE EMITOR

EMITOR SOURCE

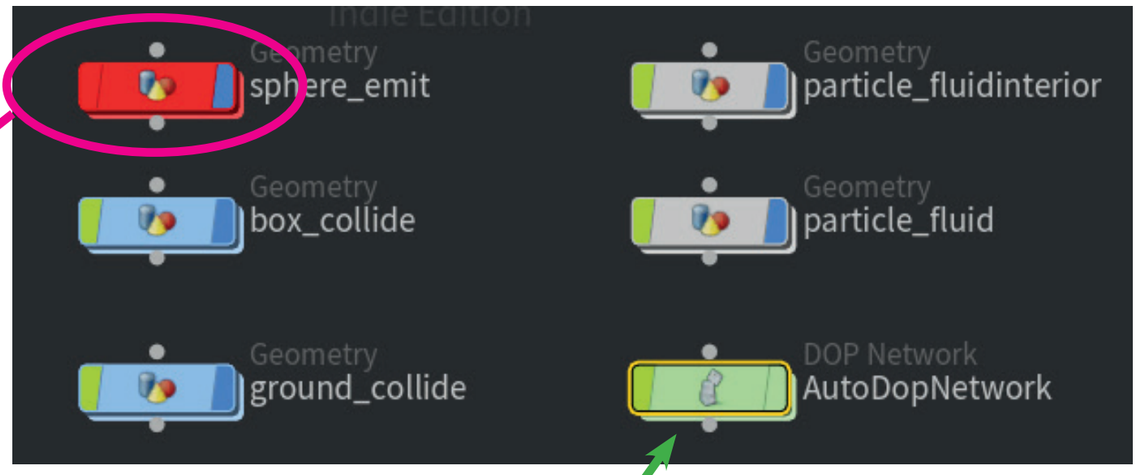


EMITOR

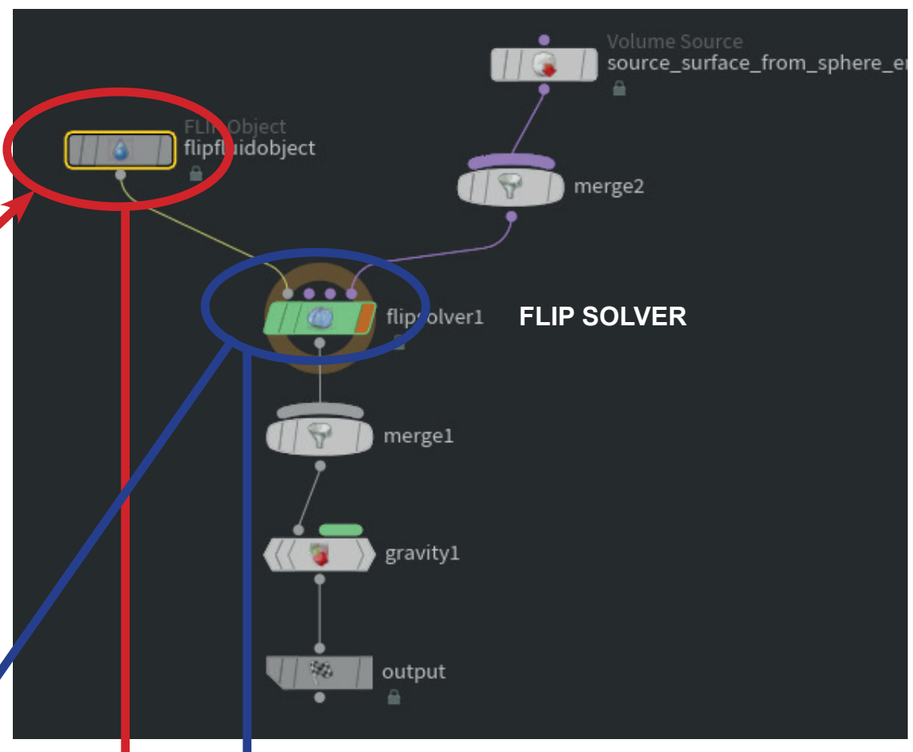
POSTION

FLIP SOURCE

NULL TO DOPS NETWORK



DOPS NETWORK



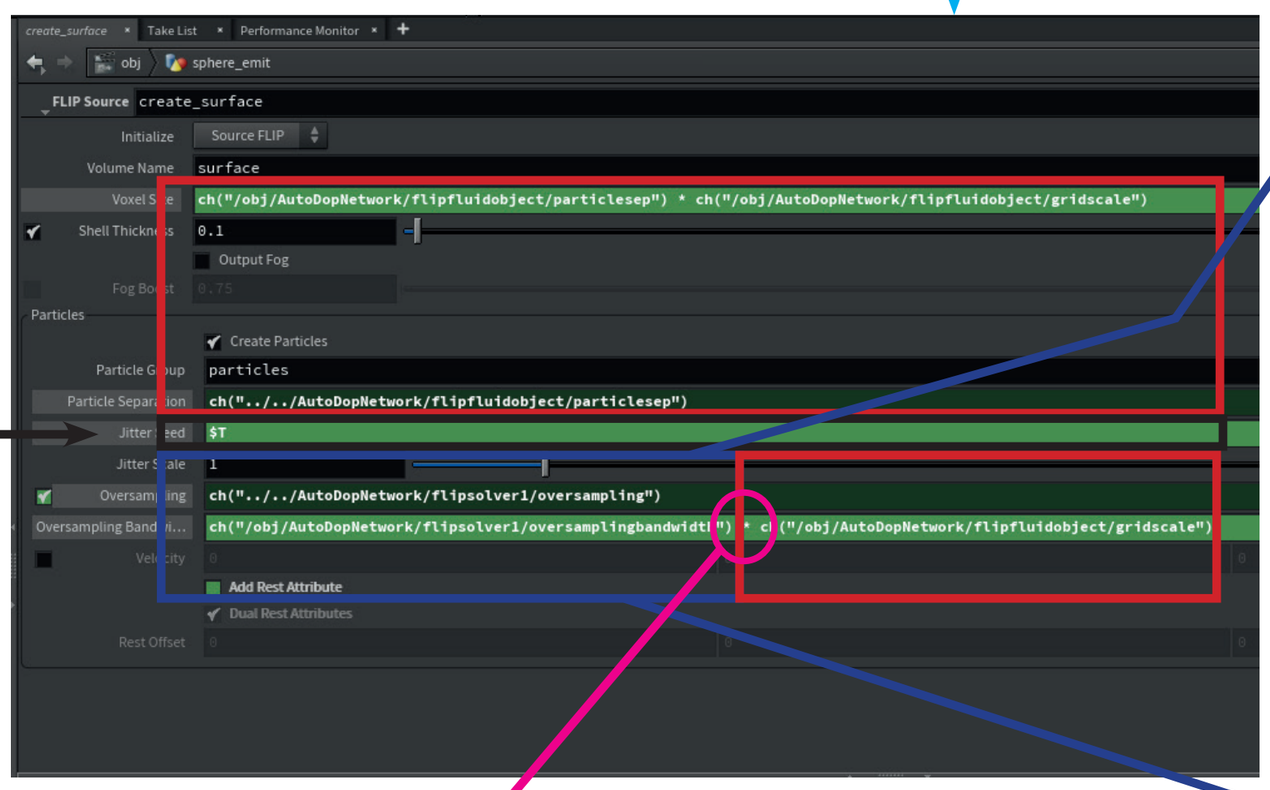
FLIP OBJECT

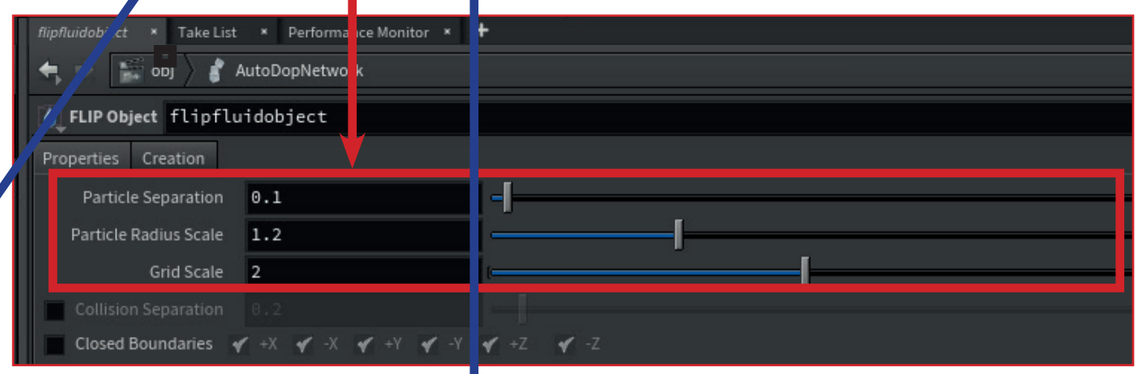
FLIP SOLVER

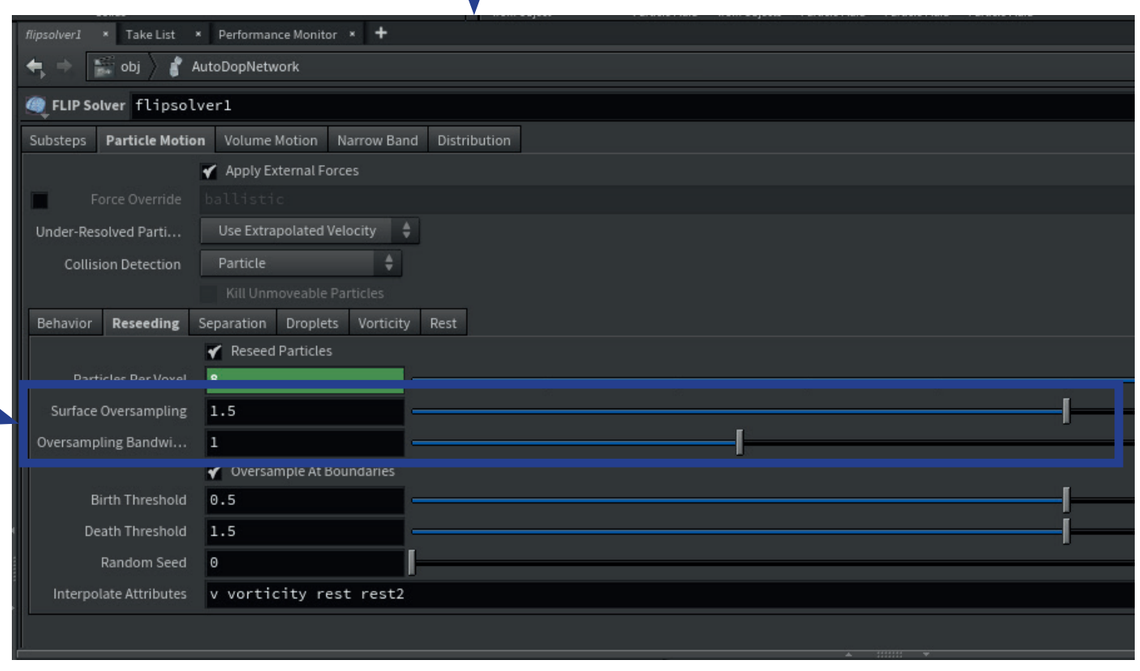
THE PASTED REVITIVE REFERENCES CHANNELS REFER TO THE DOPS NETWORK

PARTICLE SEPERATION + GRID SCALE CAN BE FOUND IN THE FLIP OBJECT

$T REFERS TO TIME IN SECONDS AND WILL CHANGE THE JITTER VALUE OVER TIME (VARIATION)







OVER SAMPLING & OVERSAMPLING BANDWITH

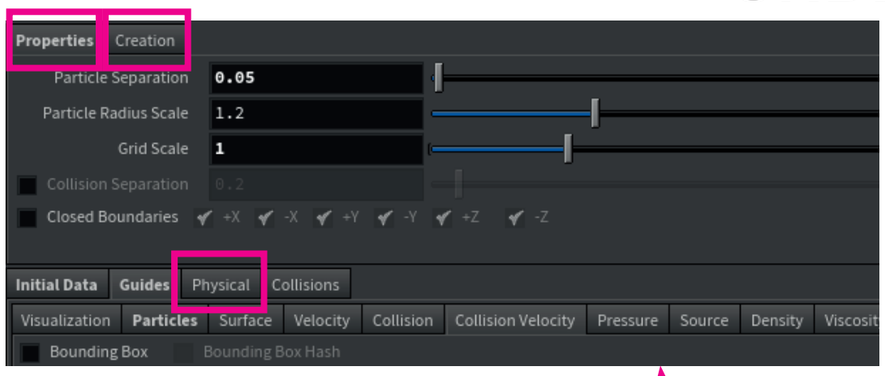
THIS IS A X SIGN

SURFACE OVERSAMPLING SCALES THE GOAL NUMBER OF PARTICLES BY WHEN WITHIN OVERSAMPLING BANDWIDTH OF THE SURFACE.

OVERSAMPLE WITHIN THIS NUMBER OF VOXELS FROM THE SURFACE OR ANY SURFACE VOLUME BOUNDARIES, IF OVERSAMPLE AT BOUNDARIES IS ENABLED.

UNDERSTANDING THE DOPS FLIP AND STATIC SOLVER

SHORTCUTS U+I NAVIGATE BACK AND FORTH THROUGH NODES

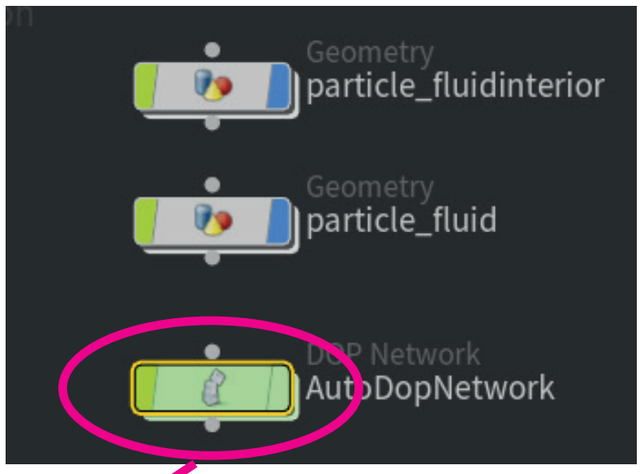


FLIP OBJECT IS THE EMITOR CONTOLS

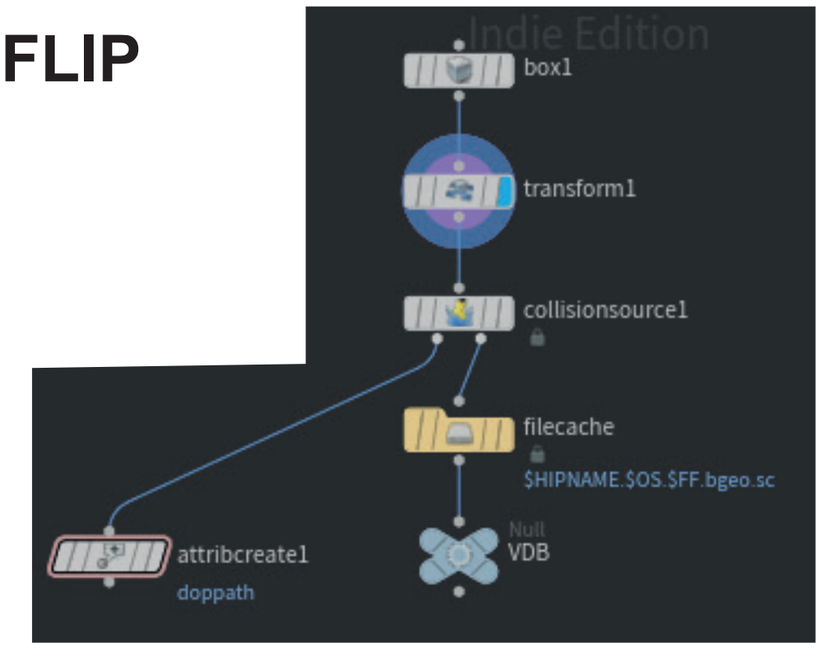
IMPORTANT TABS PROPERTIES
IS THE RESOLUTION OF THE PARTCILES

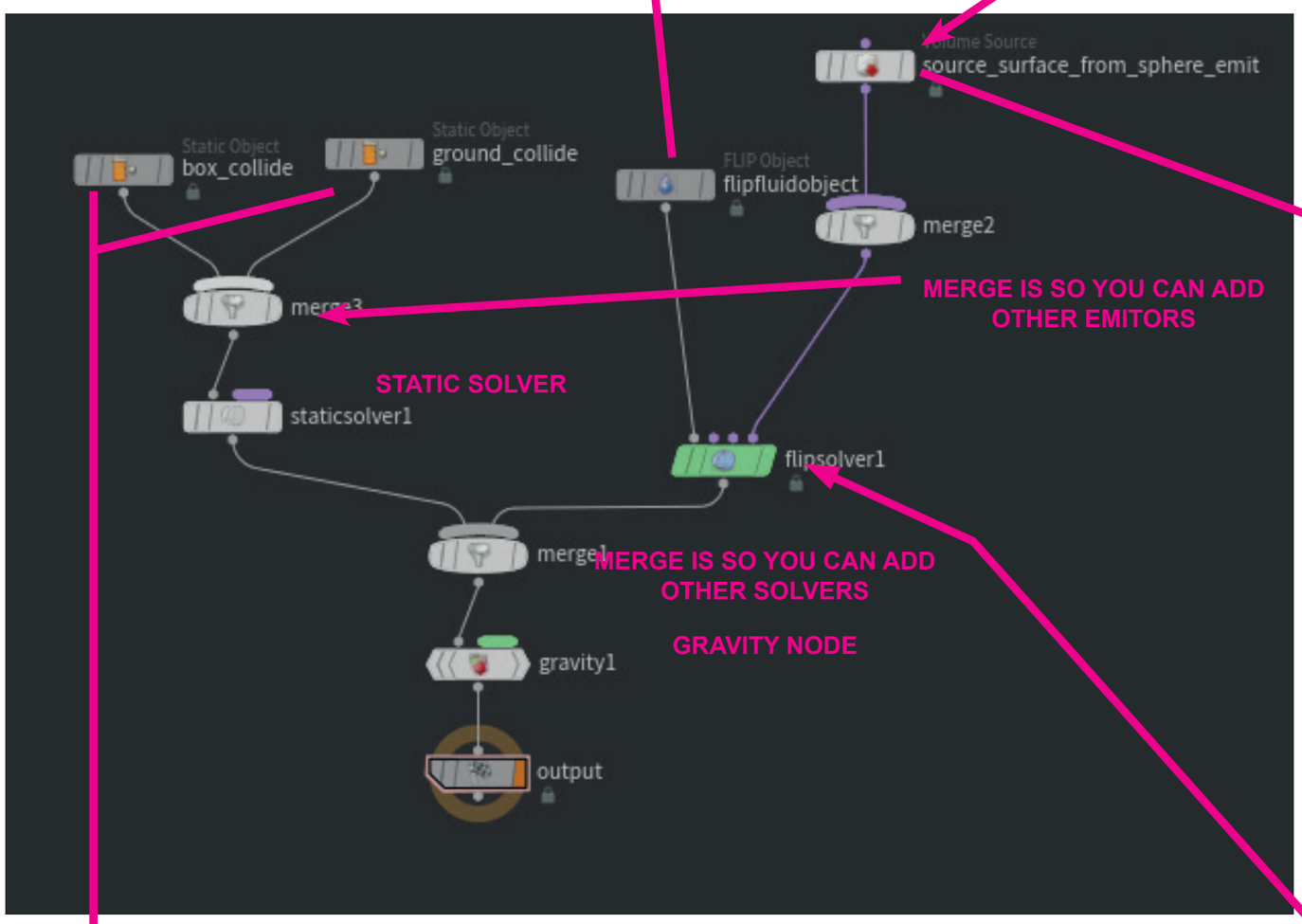
CREATION IS THE START TIME

PHYSICAL IS THE PHYSICAL PROPERTIES OF THE PARTICLES (NOTE YOU CAN CHECK ON ADD VICOSITY ATTRIBUTE BUT ENDS UP BEING A MUILTYPLIER IN THE FLIPSOLVER)

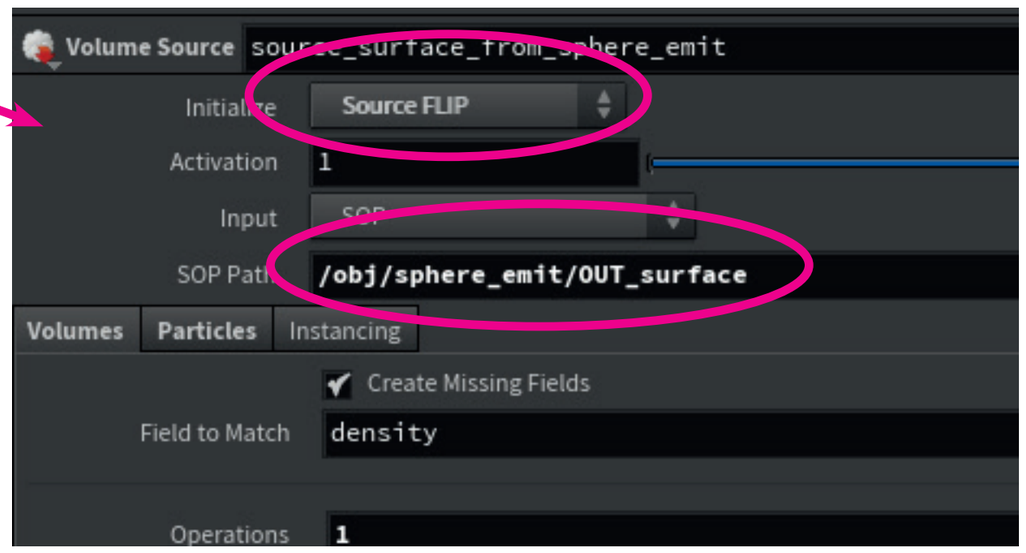


STATIC OBJECT

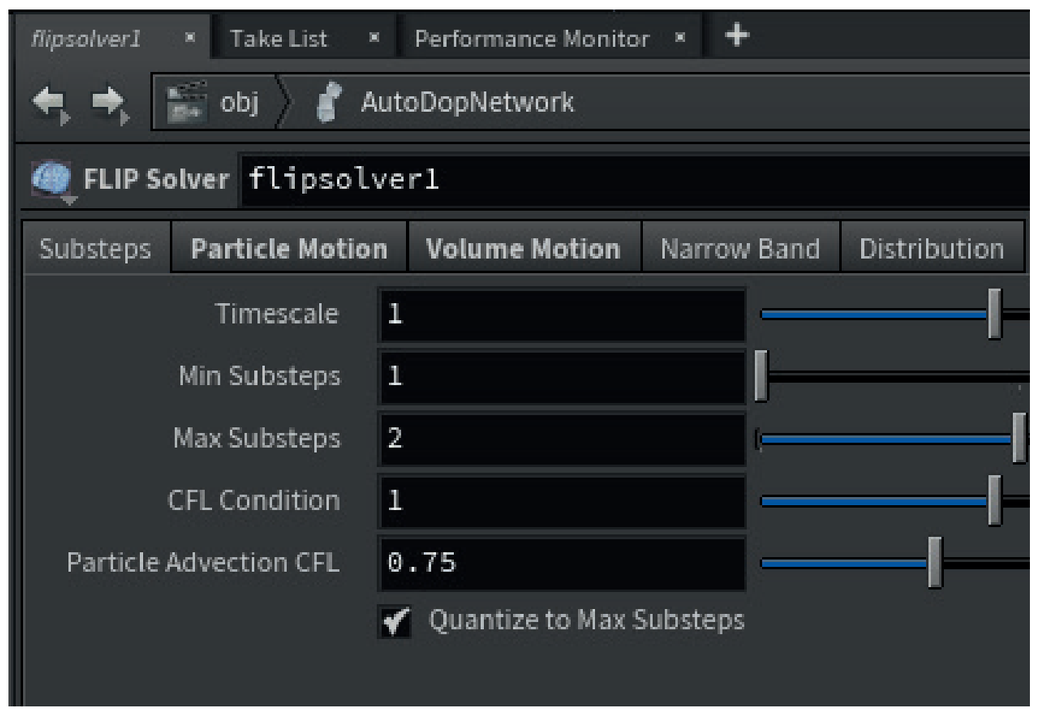


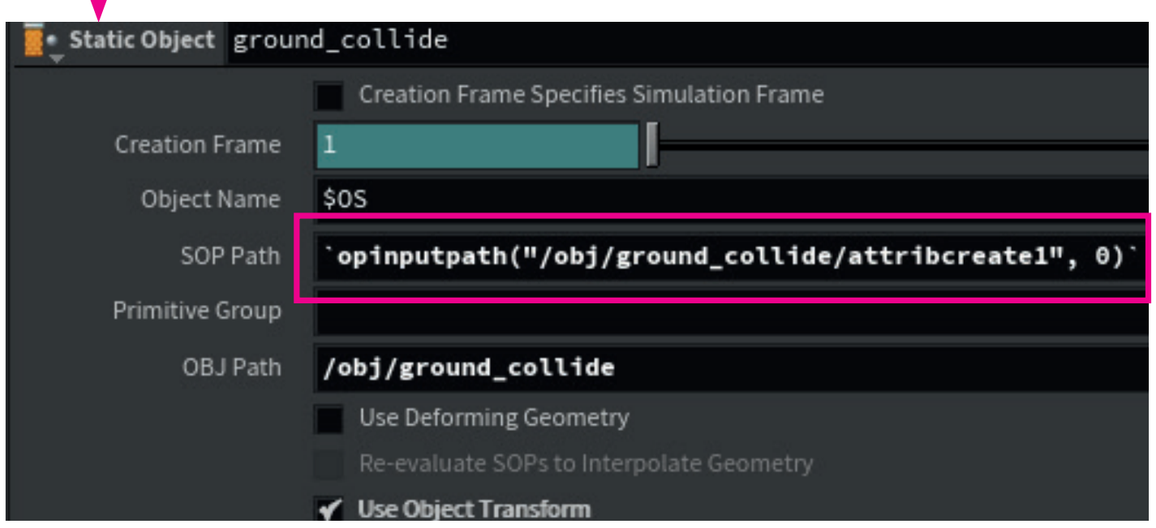


DOPS NETWORK WITH FLIP & STATIC SOLVERS



SUBSTEPS AND RETIMING





STATIC OBJECT JUST REFRENCE OBJECT PATH

STICK TO SURFACE AND VISCOSITY ETC