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**Q: What is Pyro FX?**

**A:**

* Pyro FX is a tool that contains a collection of customized fires. It generates smoke as well as various types of fires with special effects.
* The 19.5 update to Houdini includes new workflow options in Pyro FX that will enhance the user experience.
* The Pyro FX shelf on the toolbar contains all of the Pyro FX effects.



* When a pyro FX node is used, two nodes are created automatically: pyro-source and pyro-sim.
* **Pyro-source** is a geometry node that generates points for pyro and smoke simulations.
* **Pyro-sim** is a DOP network node that simulates the effects of hot expanding gases such as fire, smoke, and explosions.
* The smoke object node, volume source node, pyro solver node, and smoke solver node can all be found within the DOP network node.
* We can control the shape of the fire with temperature and density inside the Pyro solver node.

