**ProdduturuAneeshPavanHW07CS6001**

**Aneesh Pavan Prodduturu**

**Q: How do I create upward-moving fire on the grid center and corners using Pyro FX?**

**A:**

* Add a grid node in the object level, then go to the geometry level and use group nodes to group the four corners of the grid, then adjust the base group to select the center of the grid and four corners.
* Add 5 Bonfire nodes from the top shelf's pyro FX toolbar and place them in the scene view, adjusting the scale to 0.1 in all axes and translating to 0 in the first bonfire, 1 0 1 in the second, 1 0 -1 in the third, -1 0 -1 in the fourth, and -1 0 1 in the fifth.
* When a Bonfire is added, it will create bonfire simulation nodes for each of the bonfire nodes that are added.
* Adjust the start frame in the bonfire simulation node's object level to 10 in all 5 nodes.
* Double-click on the simulation node to enter the dynamics level, where we adjust the flames section of the pyro solver node by enabling emit smoke, setting the emission amount to 1, and manually adjusting the flame ramp.
* Enable the temperature in the flames section, set the temperature amount to 0, and adjust the flame ramp manually.
* Set the expansion rate to 4 in the flames section located below the temperature section.
* Continue to do so in all of the pyro solver nodes in the bonfire simulation nodes, and once finished, press U to return to the objects level, where we enable the blue tag on all nodes to see the fire moving upward from the grid center and corners.

