



Creating simulation

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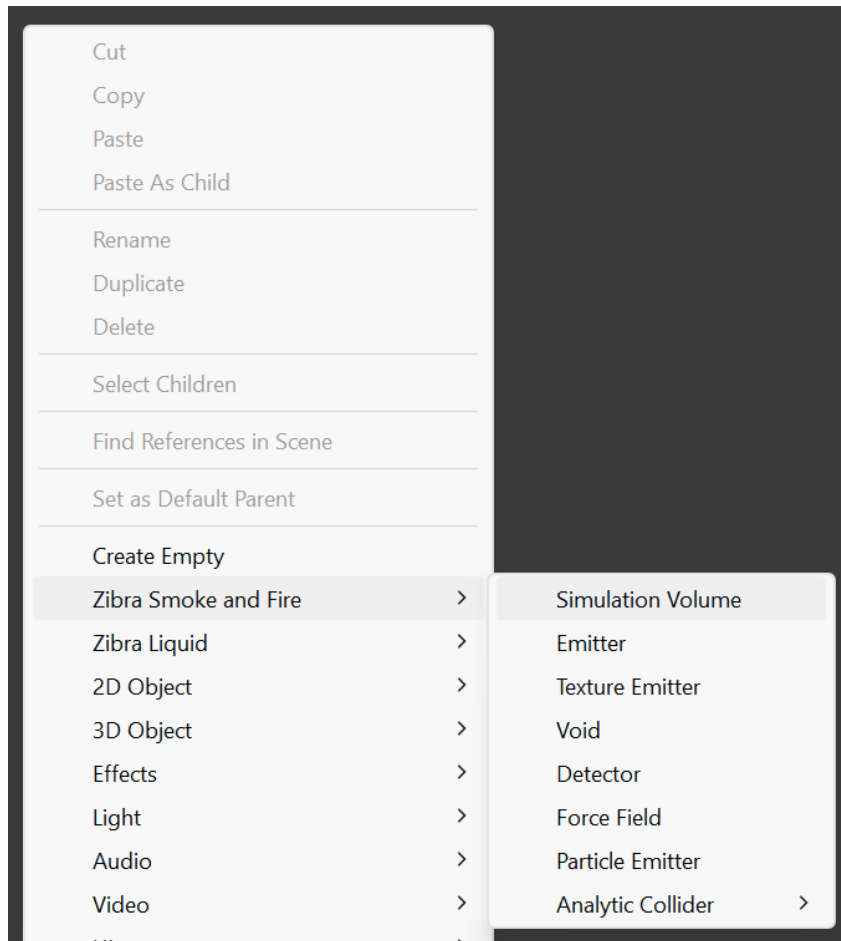


[Zebra Smoke & Fire](#)

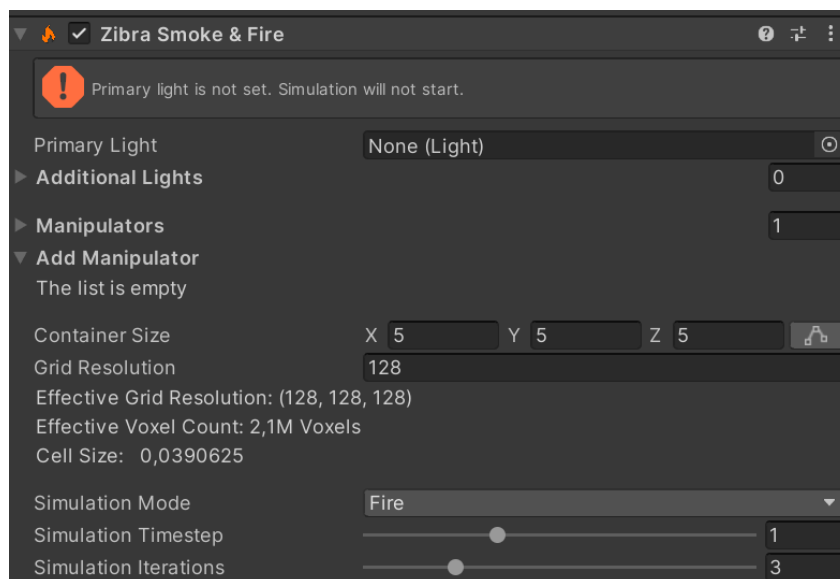
Creating Simulation Volume

To create a Zebra Smoke And Fire instance:

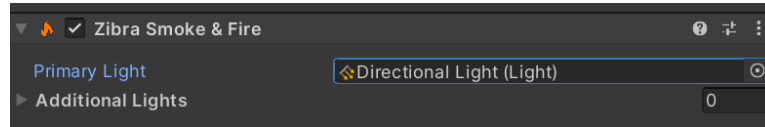
1. Right click in the Hierarchy window and select "Zebra Smoke and Fire → Simulation Volume".



2. In the Inspector window, you'll see the Zibra Smoke And Fire parameters:
Note that you'll have an error that it's not properly configured yet.



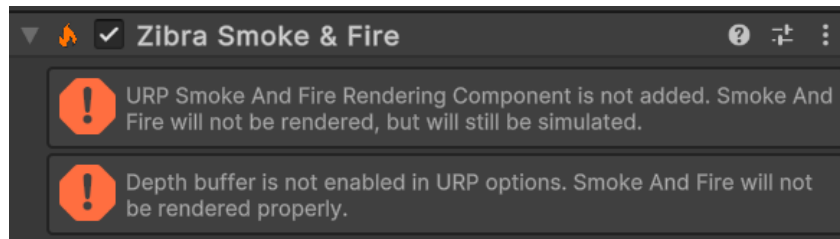
3. Set the "Primary Light" parameter. It's strictly necessary to set this parameter.
4. If you did everything correctly, that error in Zibra Smoke And Fire will disappear:



5. If you are using BRP or HDRP, you are now ready to use Smoke & Fire. For URP please proceed to [Additional setup on URP](#).

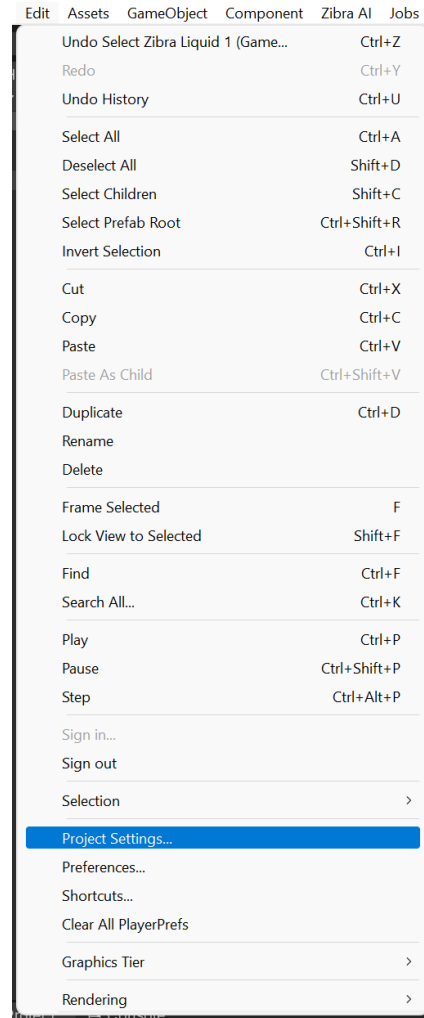
Additional setup on URP

If you are using URP you may see those errors:

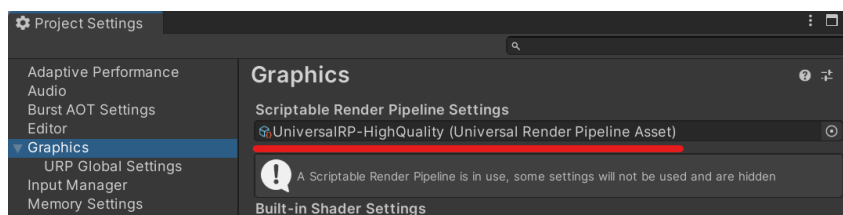


To add "URP Smoke And Fire Rendering Component" and fix first error:

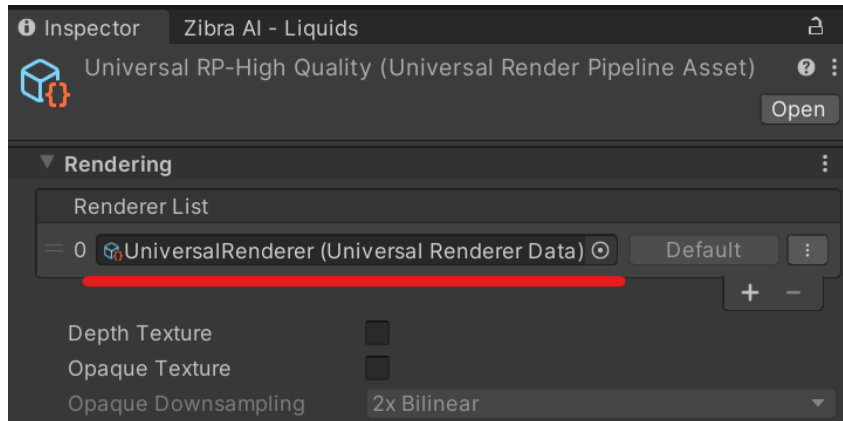
6. Navigate to "Edit → Project Settings..."



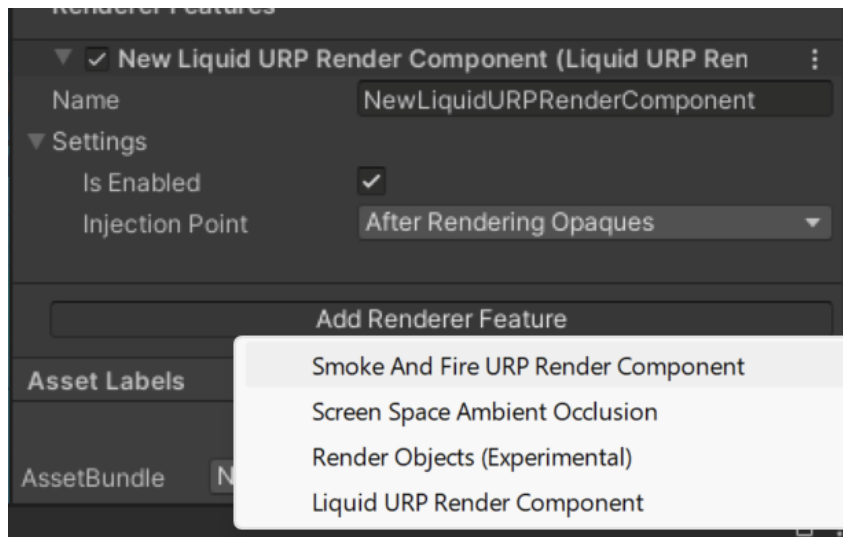
7. From there go to Graphics and open your current Scriptable Render Pipeline Settings asset in the Inspector (you can do it by double clicking it).



8. Now you can see the Renderer List. Open your default Renderer asset in the Inspector (you can do it by double clicking it). You may need to repeat following steps for non default Renderers if you intend on using smoke & fire with them.

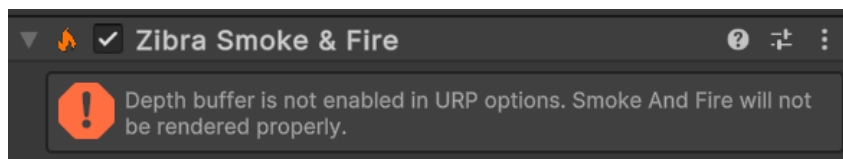


9. Add the "Smoke And Fire URP Render Component"



(Specific UI elements can vary depending on Unity version)

10. If you did everything correctly, that error in Zibra Smoke & Fire will disappear:





Notes

Adding "Smoke And Fire URP Render Component" is project wide, and is only needed once.

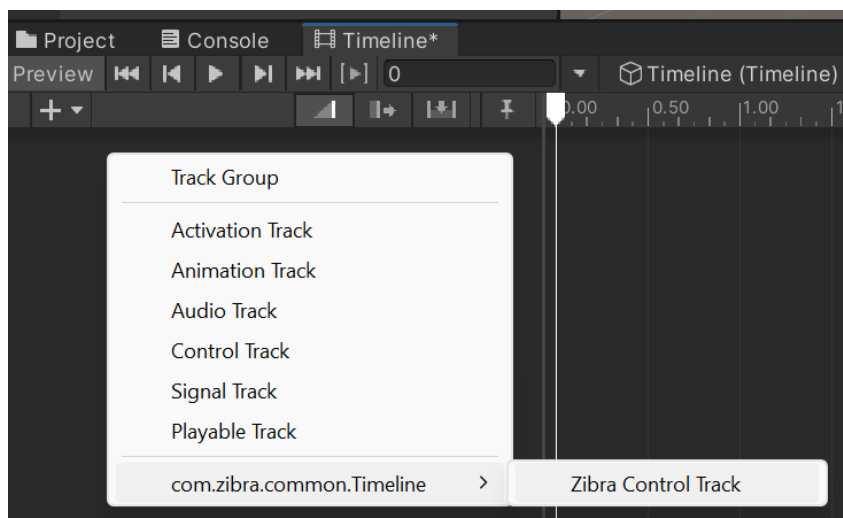
You may have separate settings for desktop and mobile platforms. In that case, please make sure to add Smoke And Fire URP Render Component to each setting you intend to use with Smoke & Fire.

Controlling Smoke & Fire via Timeline

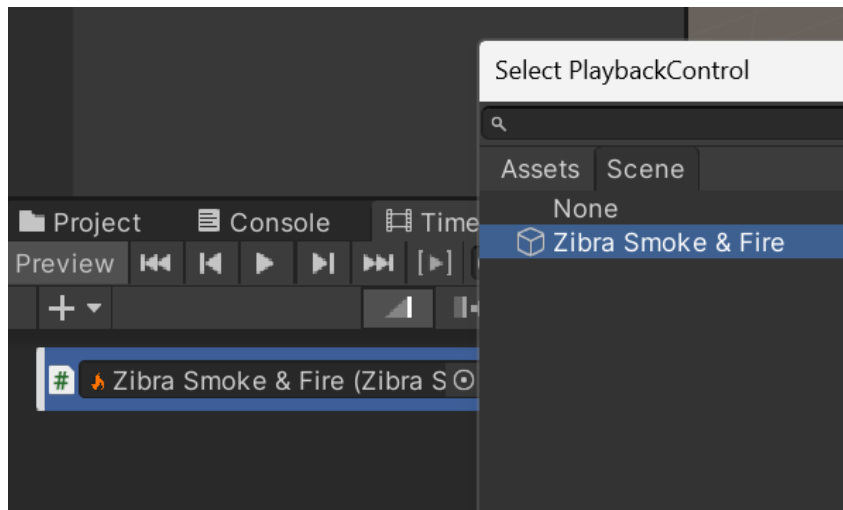
After creating Zibra Smoke & Fire object, you can control when to simulation should start and stop via Timeline.

To set this up:

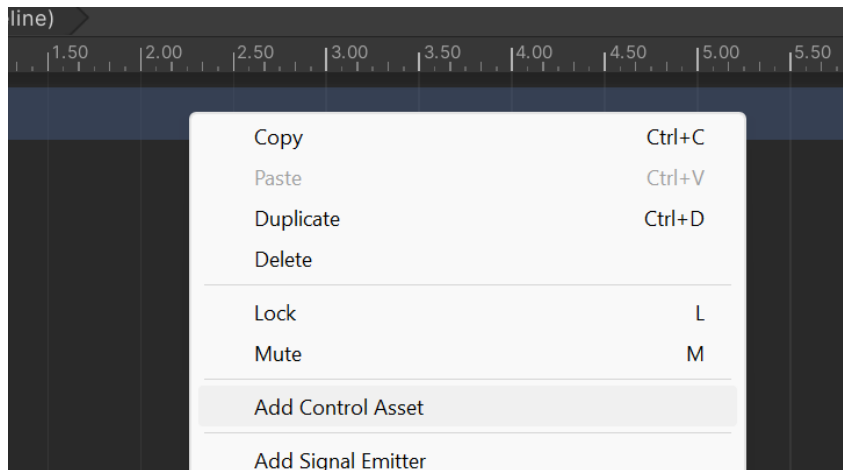
1. Setup Zibra Smoke & Fire simulation
2. Setup Timeline/Playable Director for your scene
3. Open your Timeline
4. Right click on the track list, and select `com.zibra.common.Timeline` → Zibra Control Track



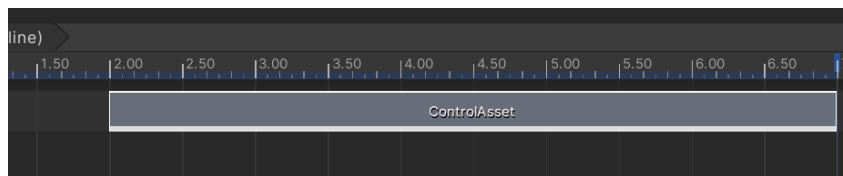
5. In the newly created track, set the Bound object to your Smoke & Fire simulation object



6. Right click in the newly created track, and select Add Control Asset



7. Move Control Asset along Timeline as needed



Now Smoke & Fire simulation simulation and rendering will be controlled by the Control Asset you've created

You can also set the preferred simulation Frame Rate via Control Asset's Frame Rate property