

Campfire



This is an internally saved Carrara 7 scene consisting of a stone ring, logs with glow channel, fire primitive, plane, and all the required shaders. The shaders are image map based and are designed to be tile-able (these are my first attempts, so please be gentle.)

I think I have the fire primitive set up nicely. The completion is set at 0%, so if you want an animation, move to the end of your timeline and slide the completion slider to 100%. You may need to adjust the upward speed, so don't forget to move back to the beginning of your timeline before you adjust it.

For a nice flickering light effect, stick an appropriate gel on the bulb used to generate the firelight. Turning Cast Shadows on for the fire might work as well.

Feel free to use this for commercial and non-commercial renders. You may redistribute this file as long as it is accompanied by this unaltered Read Me file.

I make no warranty, and none is implied. Use at your own risk. While I'm willing to help, I offer no support.

If you get a chance, I would love to see your renders.
evilproducer@gmail.com

Enjoy!

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