**3DSMAX**

**Lab Eight: Smoke Simulation**

**Due Date. Nov. 7 @ 11:59 PM**

In this lab, you are requested to complete the following tutorial provided by Autodesk.

<https://knowledge.autodesk.com/support/3ds-max/getting-started/caas/CloudHelp/cloudhelp/2018/ENU/3DSMax-Tutorial/files/GUID-F63B1A12-0D9D-42FB-88C6-7D8345413809-htm.html>

The tutorial uses particle flow to generate smoke. You are requested to complete the following items during the tutorial:

* Create a particle flow that behaves like smoke
* Set up particle geometry that changes over time
* Create material to model smoke
* Apply smoke to other parts of scene
* Generate embers from the burning Jeep

**Note:**

Before you start, read the “Preparation for this tutorial” section in the first page of this tutorial.

**To submit:**

1. Once finished, select a good perspective and capture a movie (AVI) from your animation.
2. Submit the animation file along with your original .max file separately through blackboard before the deadline, i.e. **DO NOT ZIP THEM.**

**Note: Late submissions will receive zero grade.**