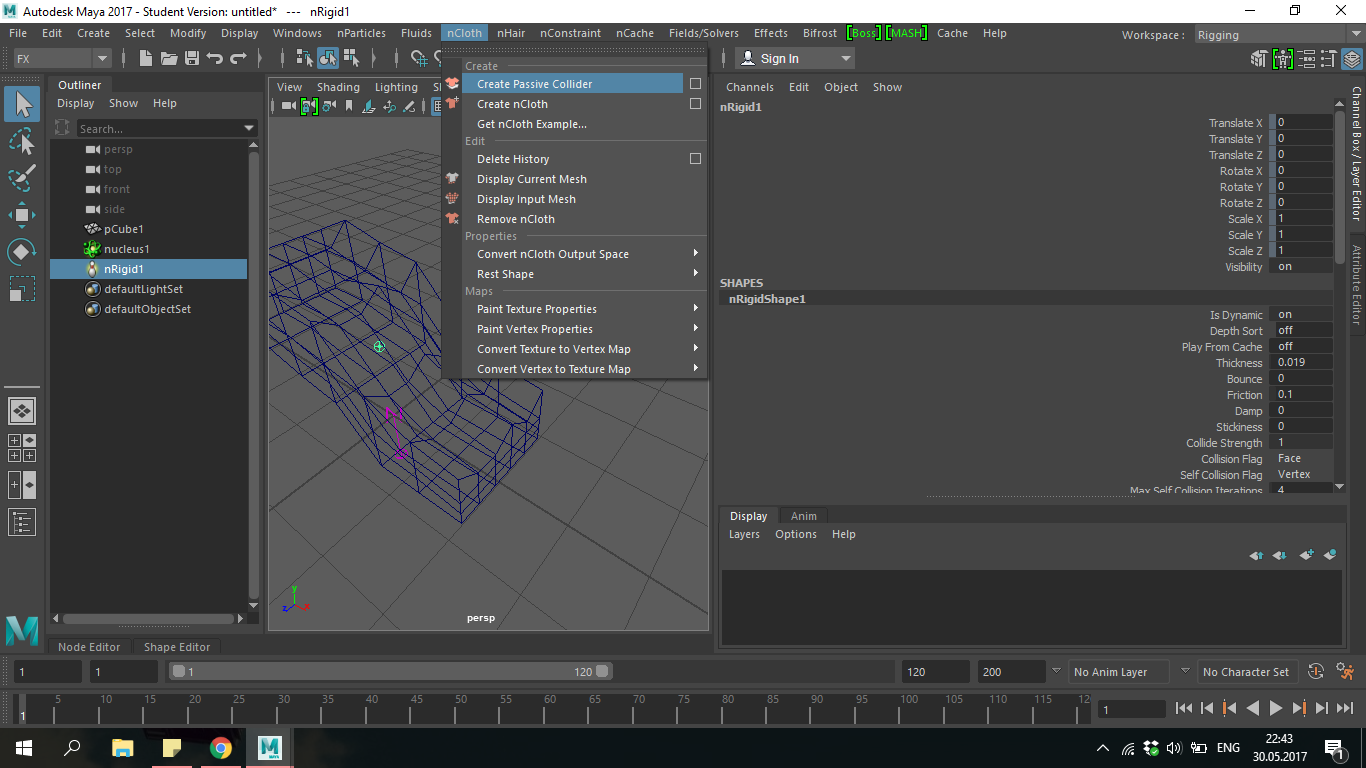
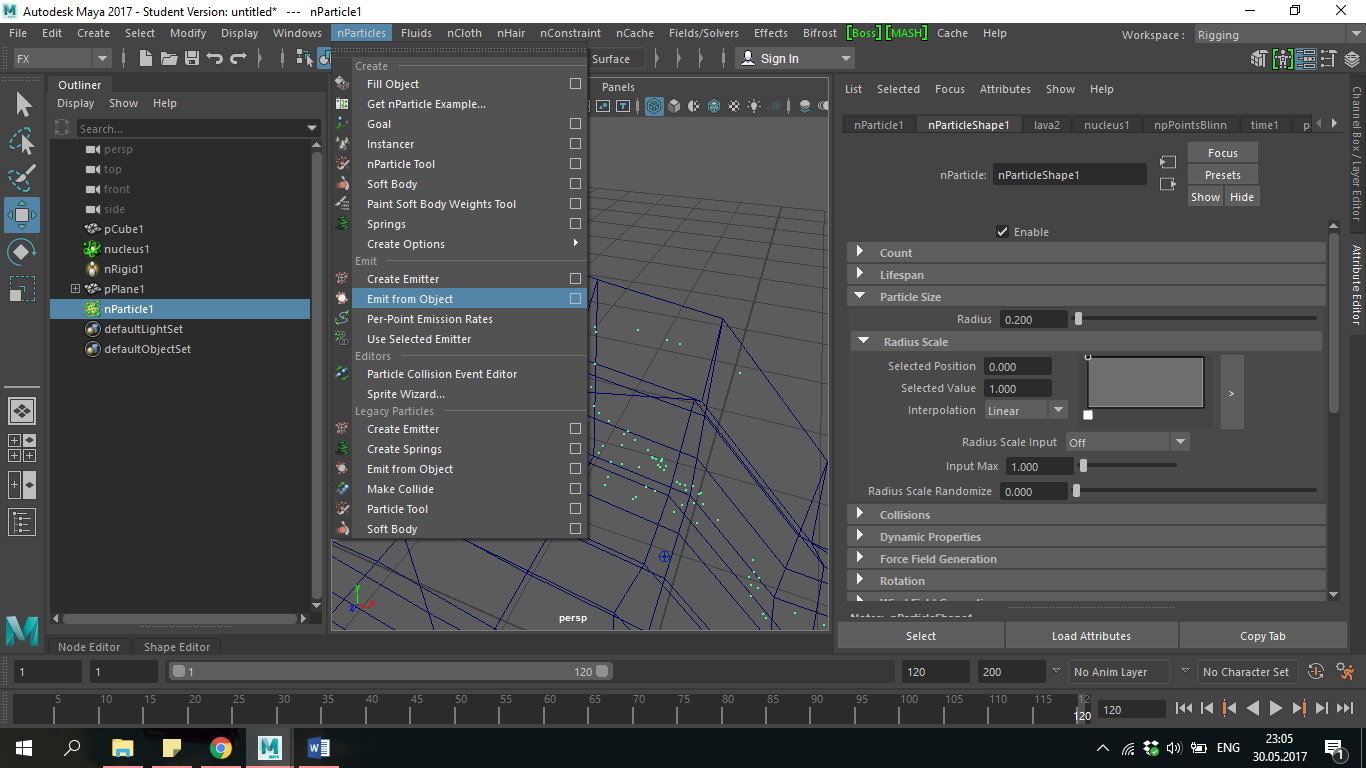
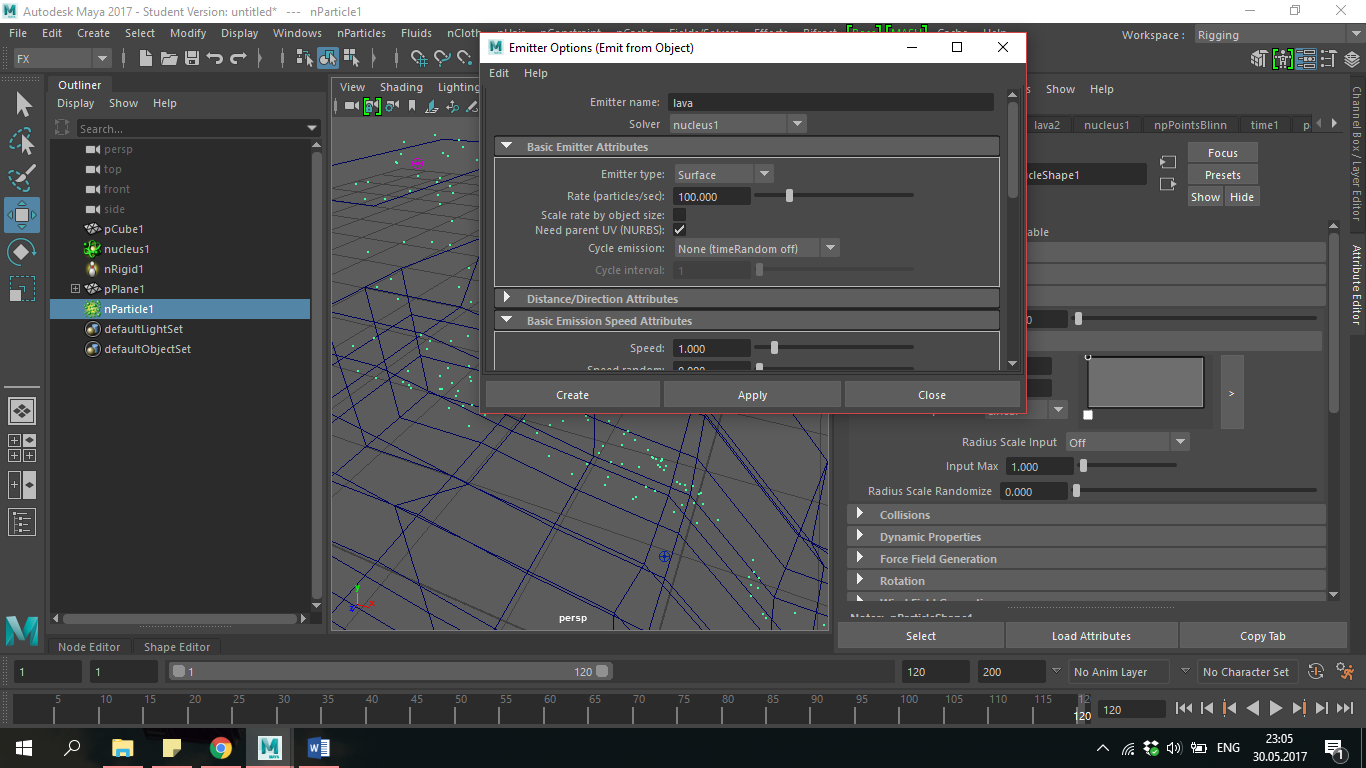
Za da se postave objektot na koj treba da tece lavata

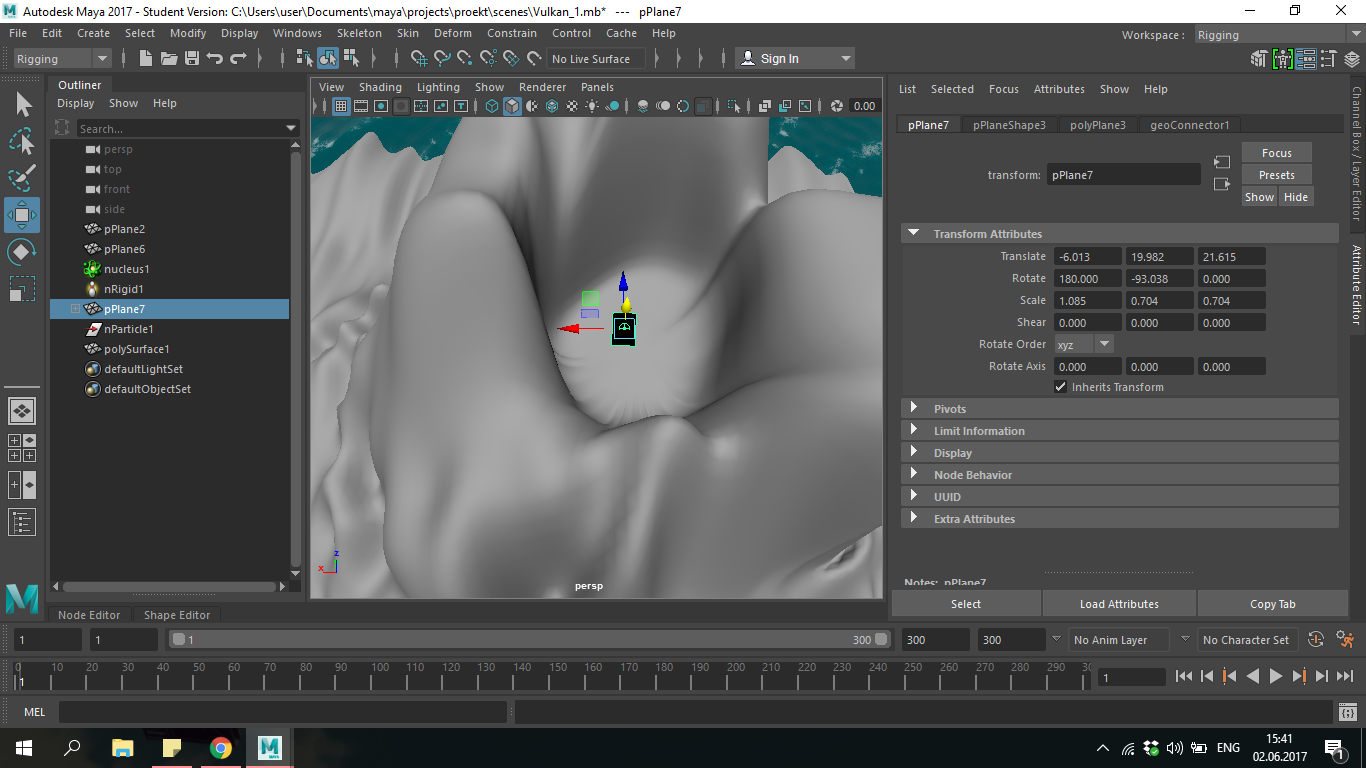


Za da se naprave od povrsinata da ispadne lava

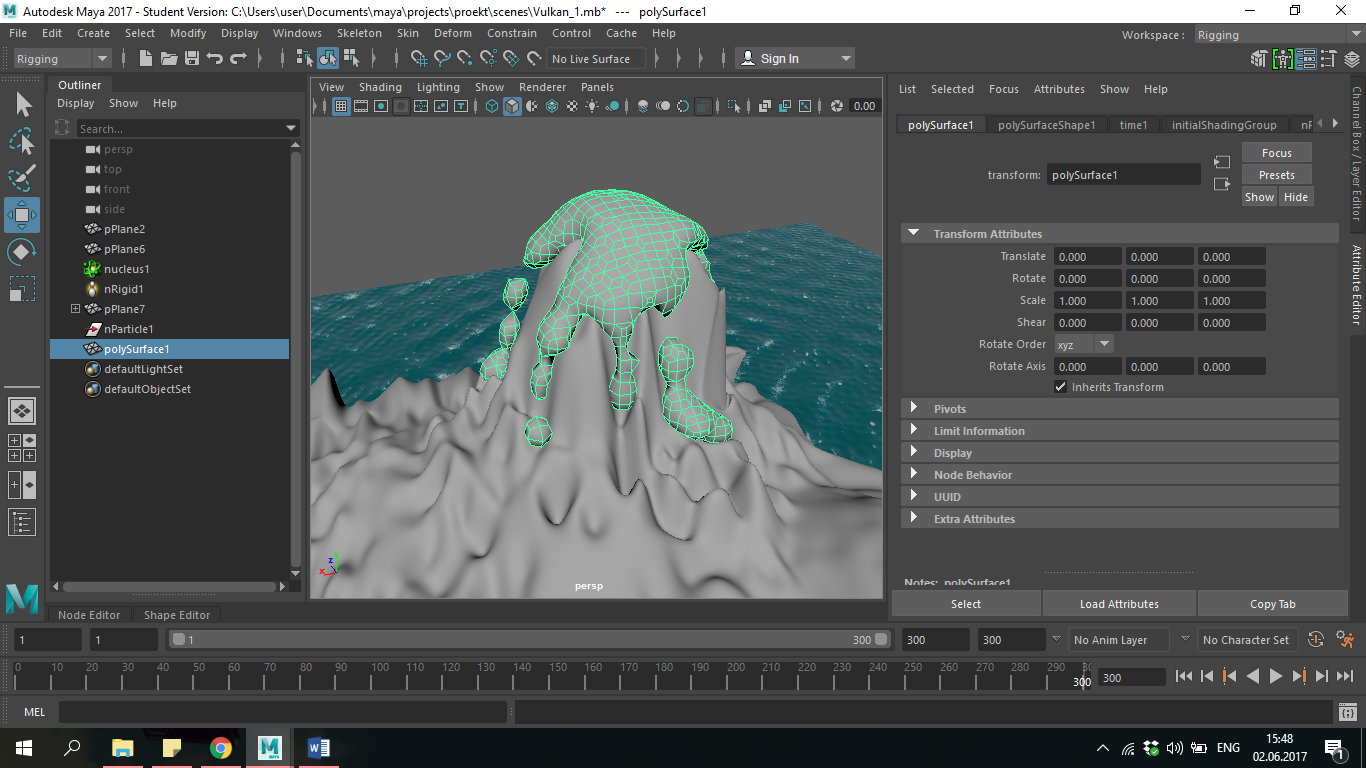




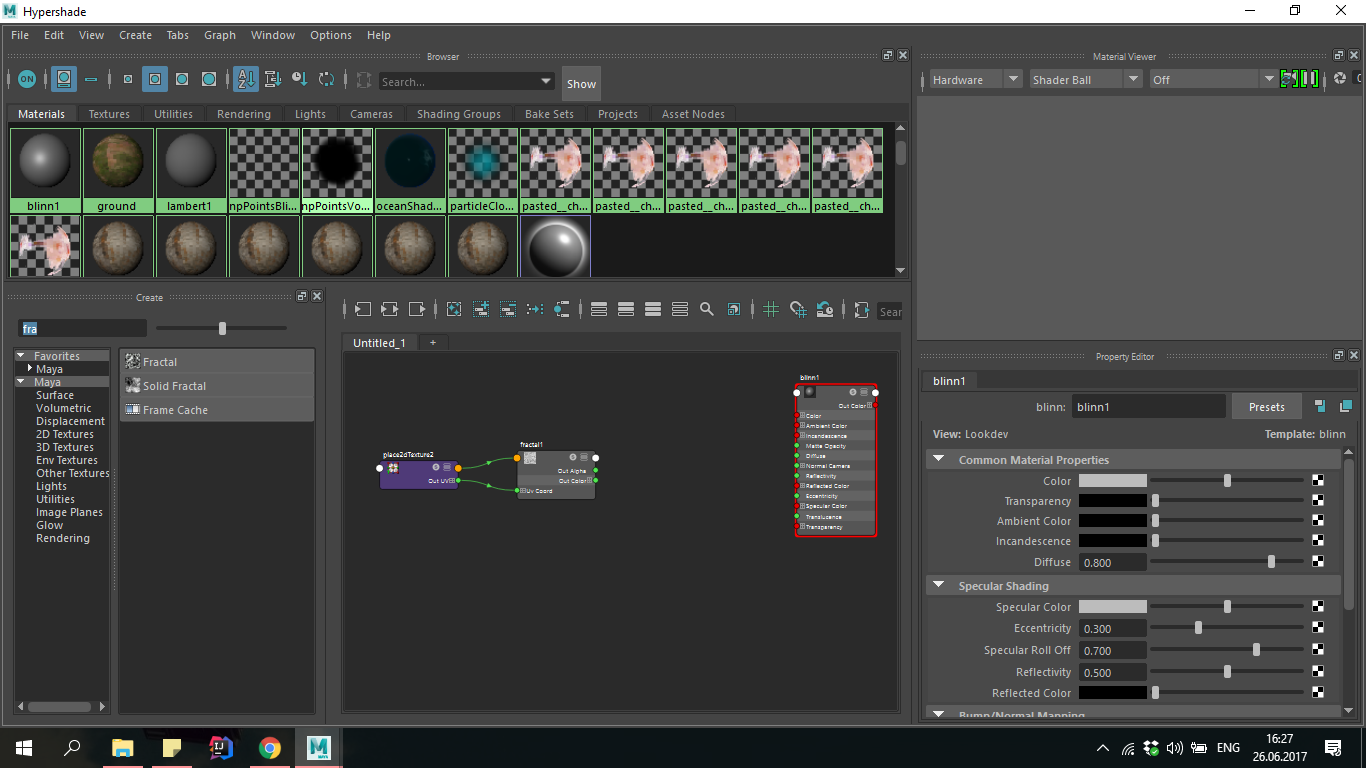
Se selektira need parent uv za da izgleda poprirodno



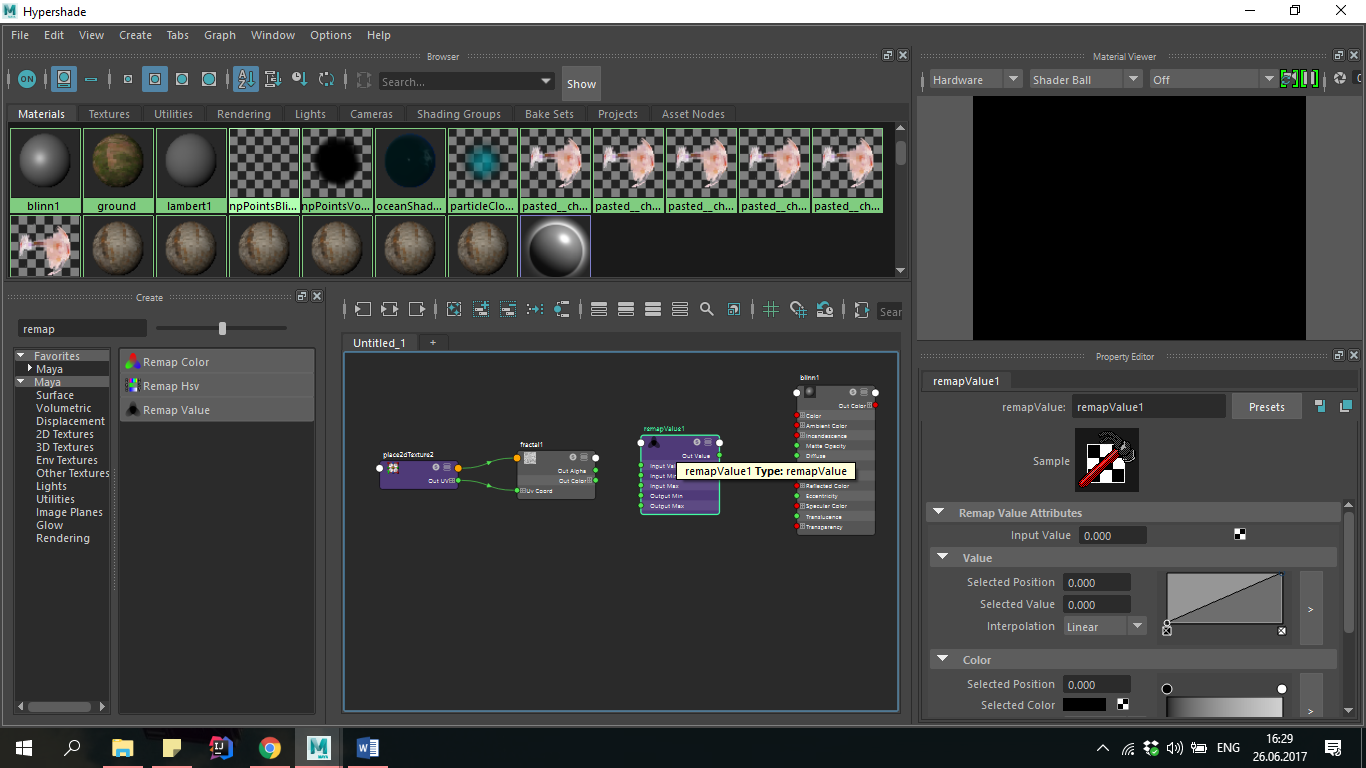
I se konvertiraat particles so Modify -> Convert -> nParticle to Polygon



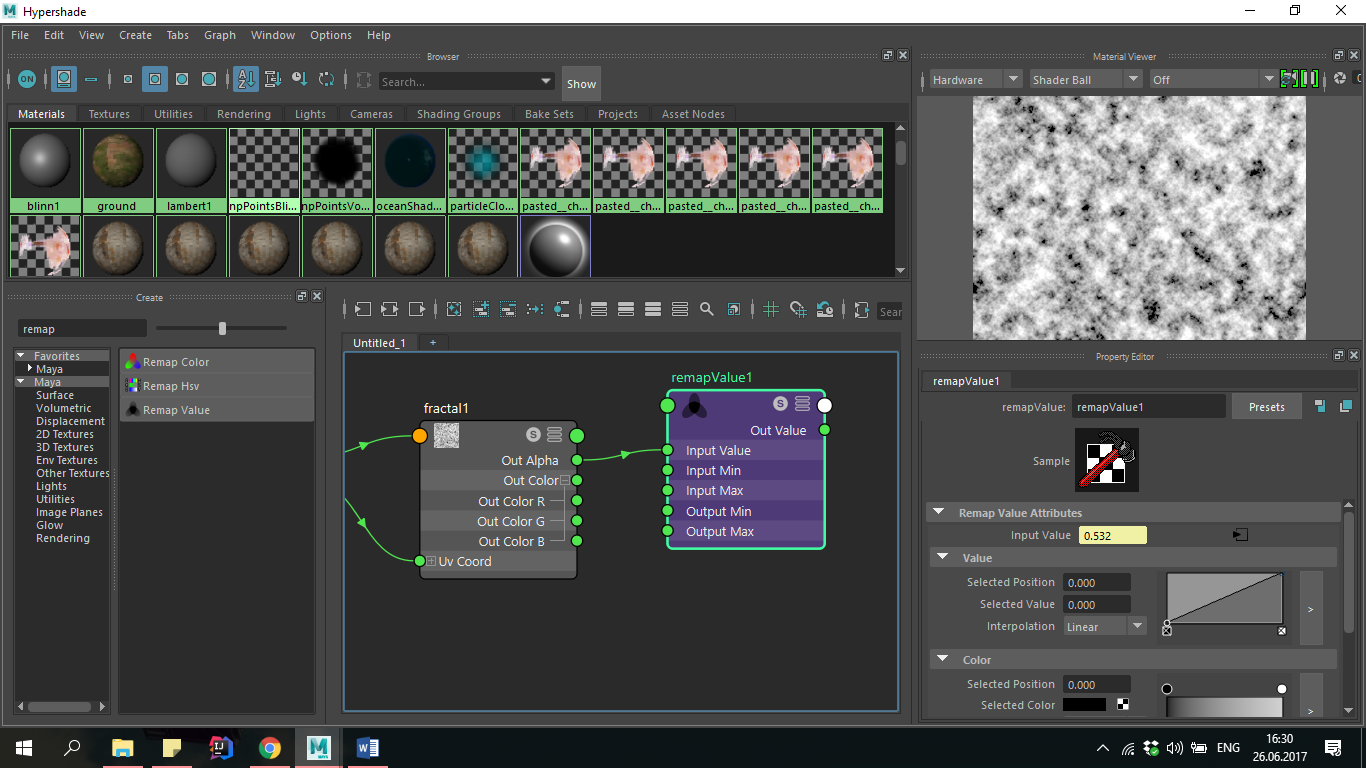
Se dodava matrijal blin na objektot lava I se kreira fractal I se selectira Alpha is luminance



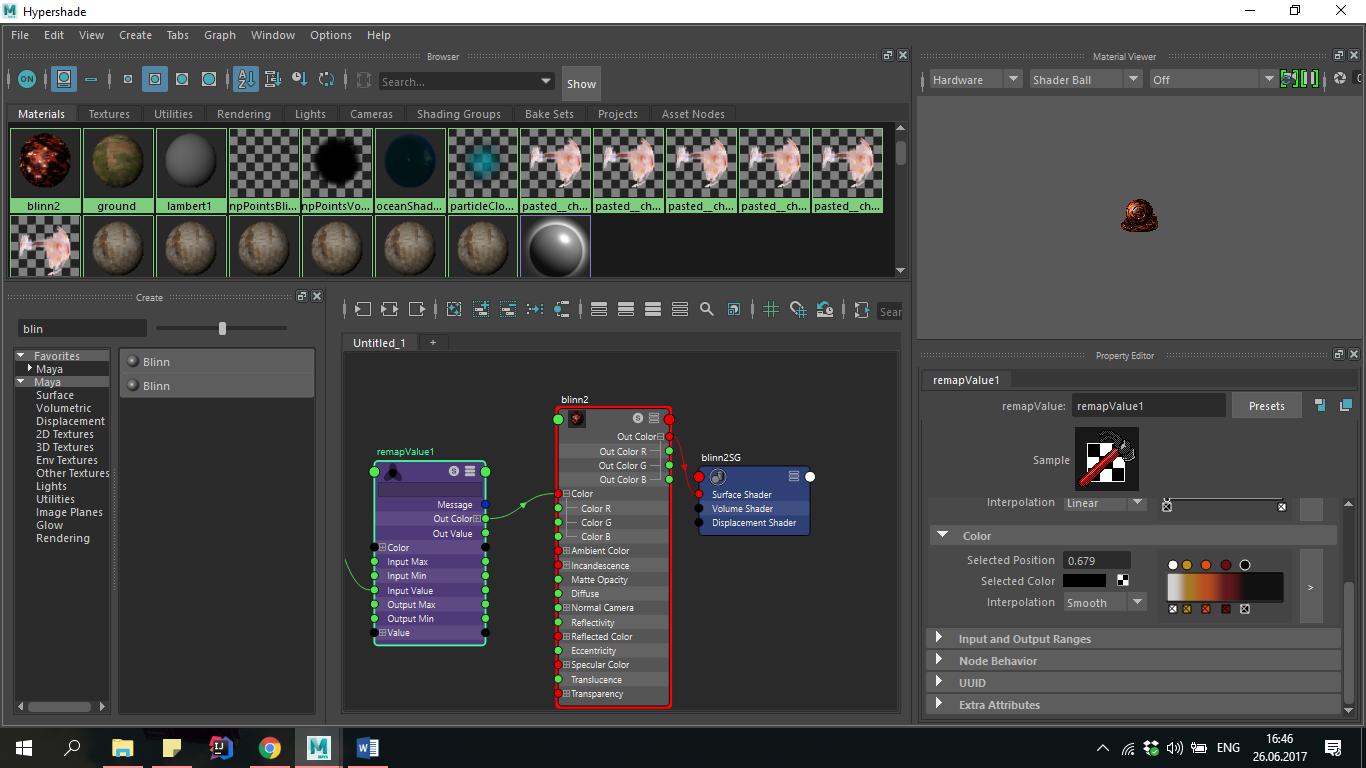
Posle se kreira remap value



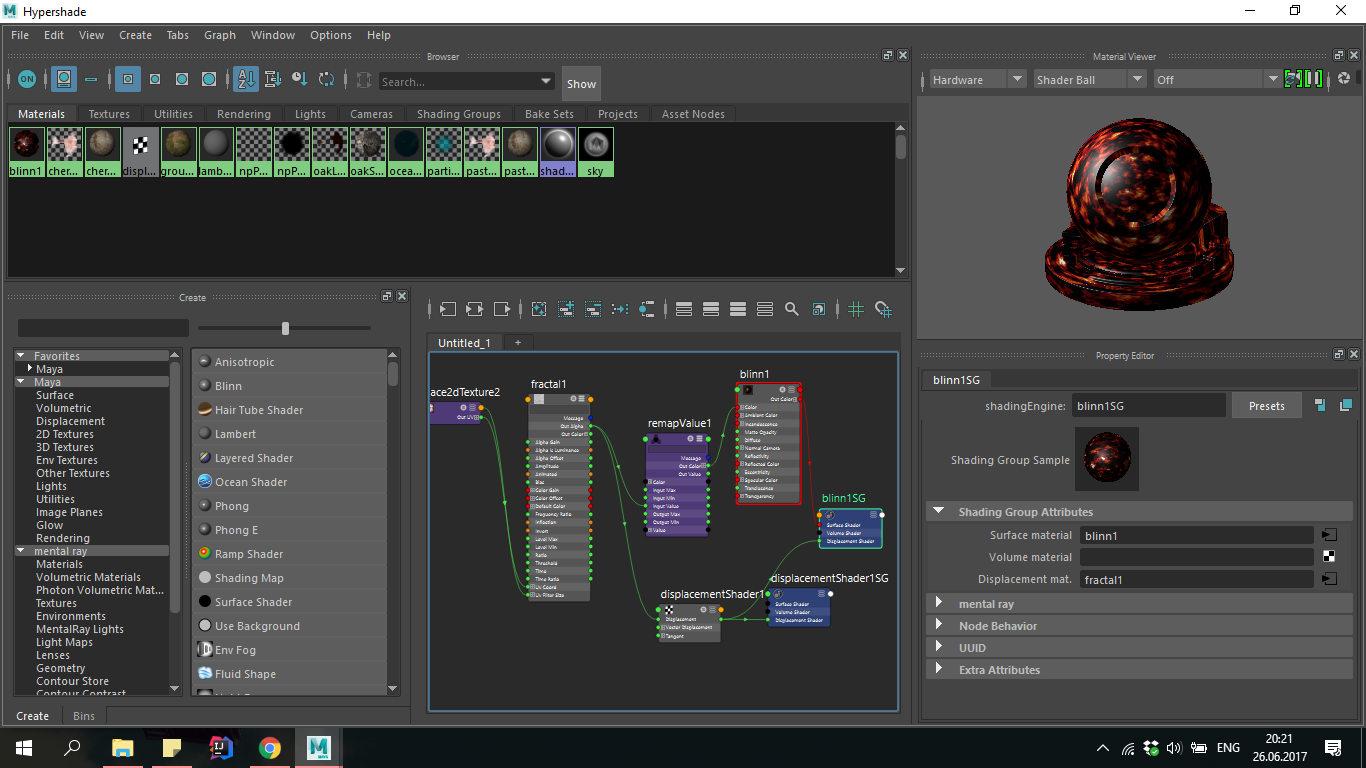
Out alpha od fractal odi vo input value kaj remap



Se podesuva bojata kaj remap value I potoa go povrzuvame out color od remap value so color od blinn



Potoa se dodava deformacija



Otkako ke se renderira se dobiva slednoto

