10 Procedural Animations Using The SOP Solver

1. Create Geometry Node and enter, create Sphere Node, set Primitive Type = Polygon, frequency = 2;
2. Create Scatter Node, set Force Total Count = 24;
3. Create Sphere Node, set Uniform Scale = 0.1, create copytopoints Node;
4. Create Solver Node after sphere1, enter Create Switch Node, after Prev\_Frame and Input\_1, set Select Input = $FF==1, copy scatter1, sphere2 and copytopoints into solver1, connect switch1 and scatter1;
5. Create merge Node, after switch1 and copytopoints1, select scatter1 set Global Seed = $FF;
6. Create VDB from Polygons Node after solver1, set Voxel Size = 0.025;
7. Create VDB Smooth SDF Node after vdbfrompolygons1, Create Convert VDB Node, set CovertTo = Polygons;
8. Create Attribute Blur Node, Blurring Iterations = 4;
9. Open Performance Monitor Window, Record and Watch;