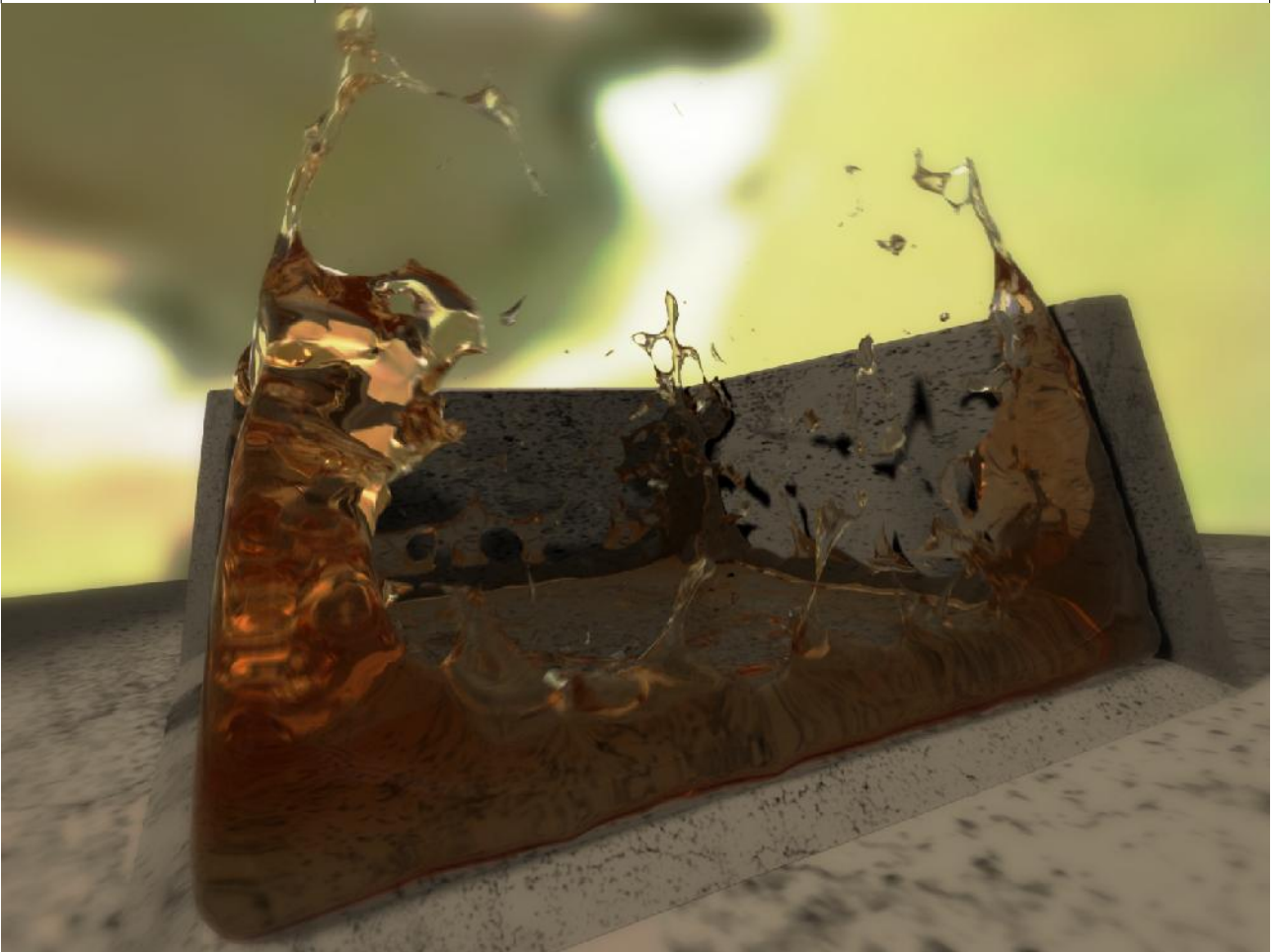


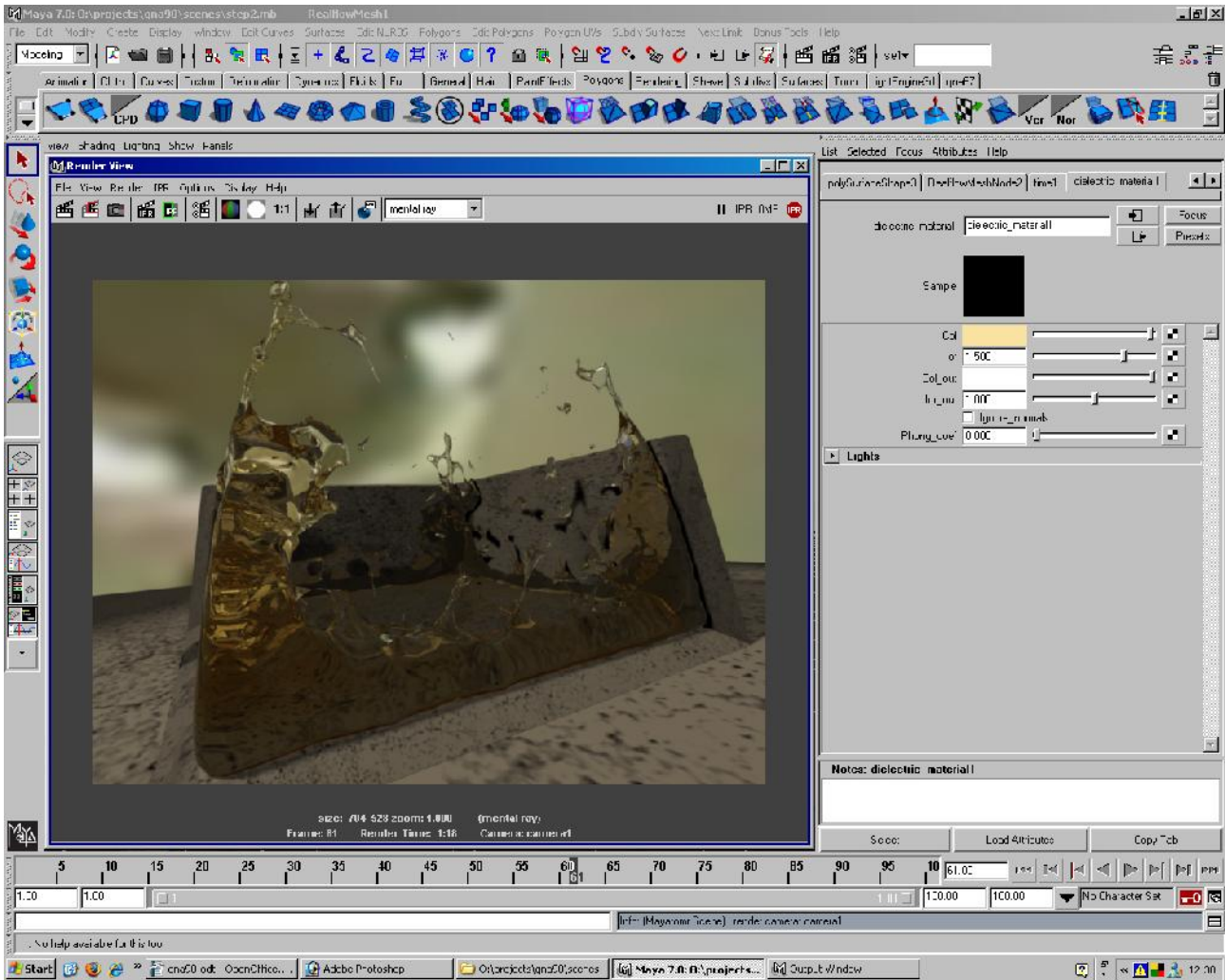
Question:

How can I make Realflow render like water – Luke McEwan via email

Step 1.

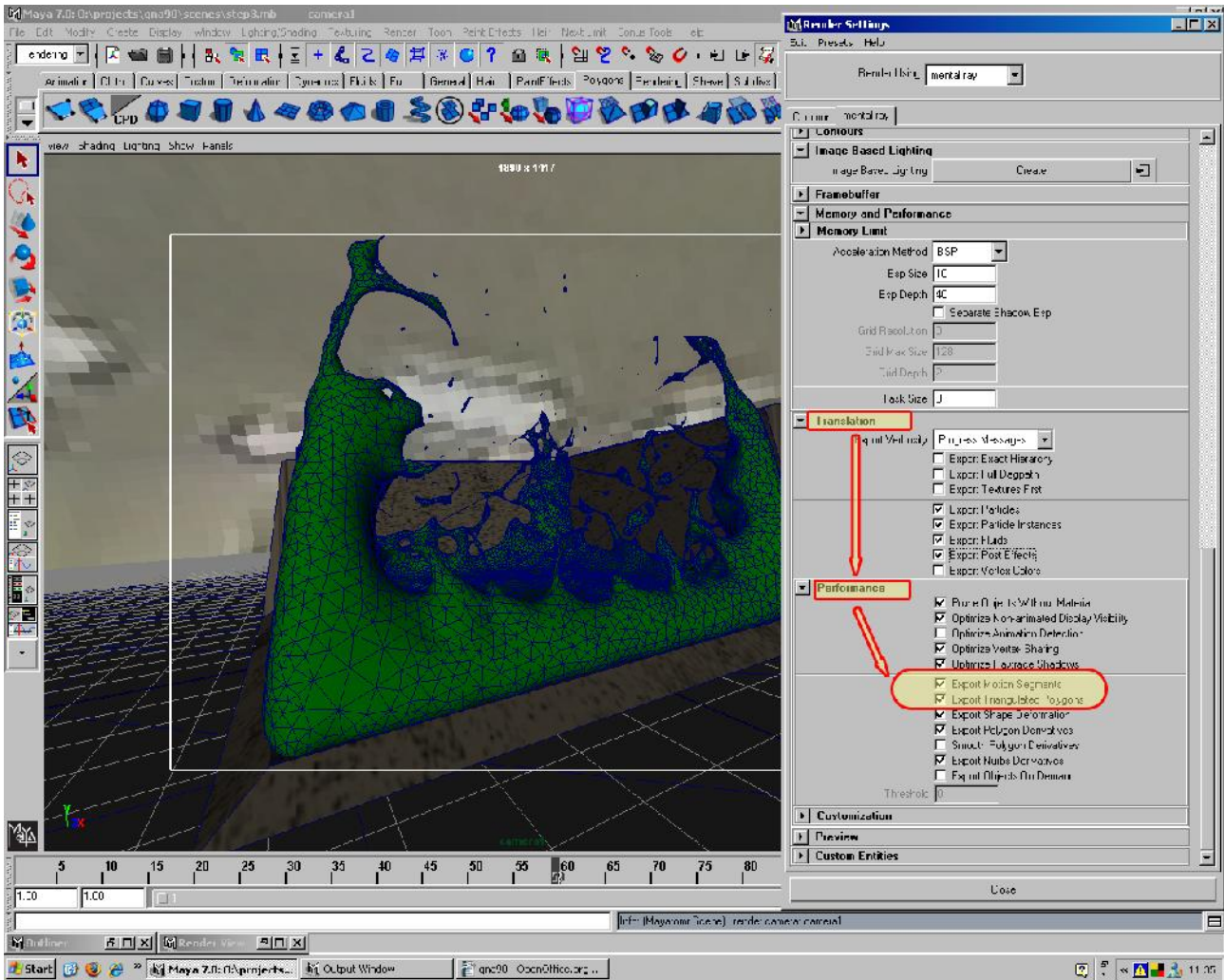
I love Realflow. Good results can be obtained quickly, but great results take time. Take this image above; this is Realflow 3 with almost 50,000 particles. This created mesh has been filtered and optimised for shape and performance in Maya. It took nearly four hours to generate 100 frames of particles let alone build the meshes. Rendering it to look realistic is another thing.

MENTAL WATER



Step 2: Open scene1.mb. The best material for water is Mental Ray's dielectric shader. Apply one of these to your Realflow mesh, changing the Col to colour it. Now add a light with grey ray-traced shadows for some illumination but for the surface reflection of the water in Mental Ray's Render Globals click on Image Based Lighting > Create and put in an HDRI or similar map.

BLURRING THE LINES



Step 3. Realflow objects do not obey linear motion blur criteria, ie. They do not really move, it is geometry replacement. To make it blur for greater realism, go to the Render Globals and click Translation > Performance and click the radio buttons for Export Motion Segments and Export Triangulated Polygons. Set the motion blur type to Deformation and render. Be warned though, this is not quick to render so do it overnight.