

# Create Realistic Water Features and Fountains Using 3ds Max Fluids

Steven Schain

4D Technologies/CADLearning

Post-Production Supervisor | M&E Content Development Manager



## Learning Objectives

- Create a liquid simulation to simulate fountains and other water features.
- Configure the fluid simulation setup for water features.
- Assign a Motion Field space warp to affect the flow of the water.
- Apply materials and render the fluid using the Arnold® renderer.



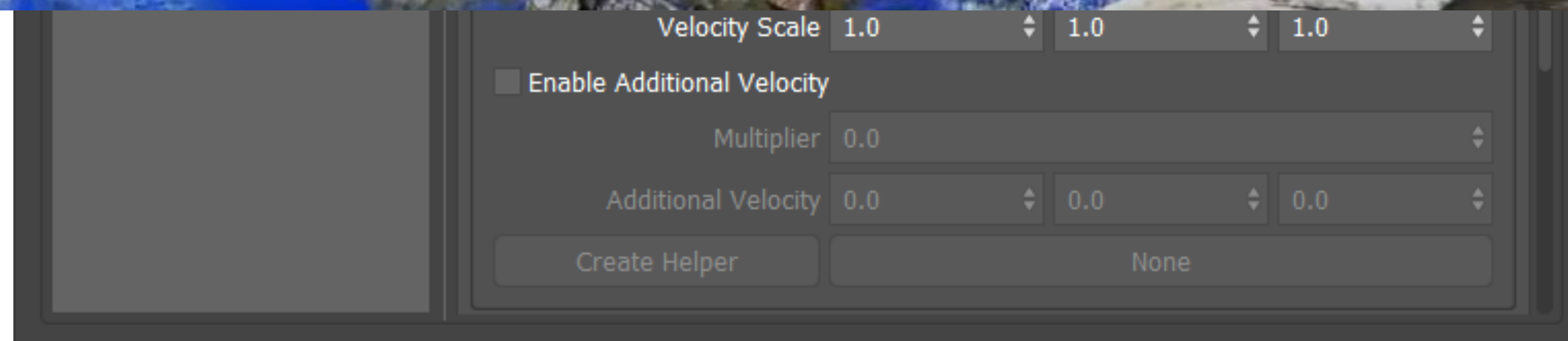
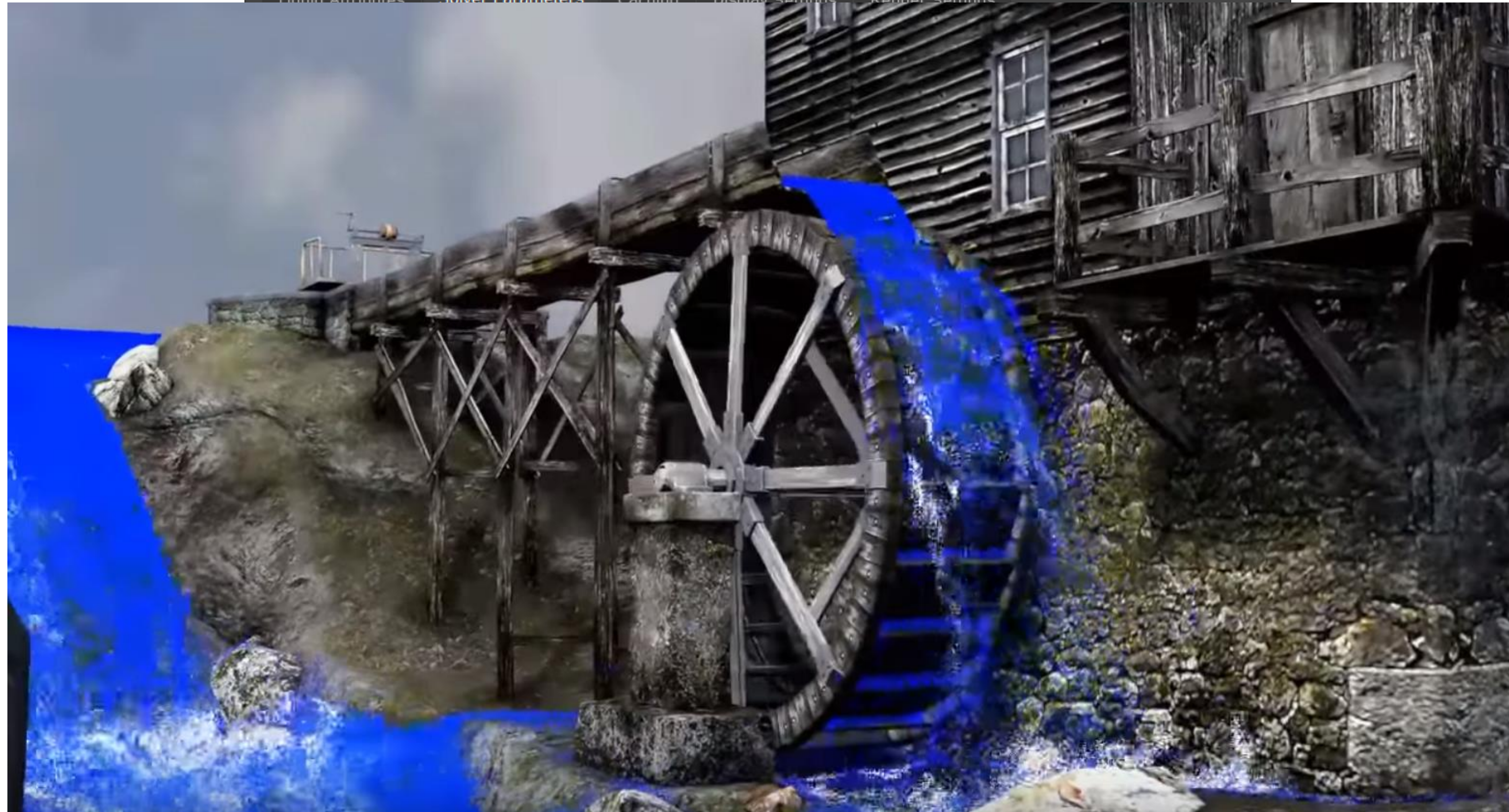
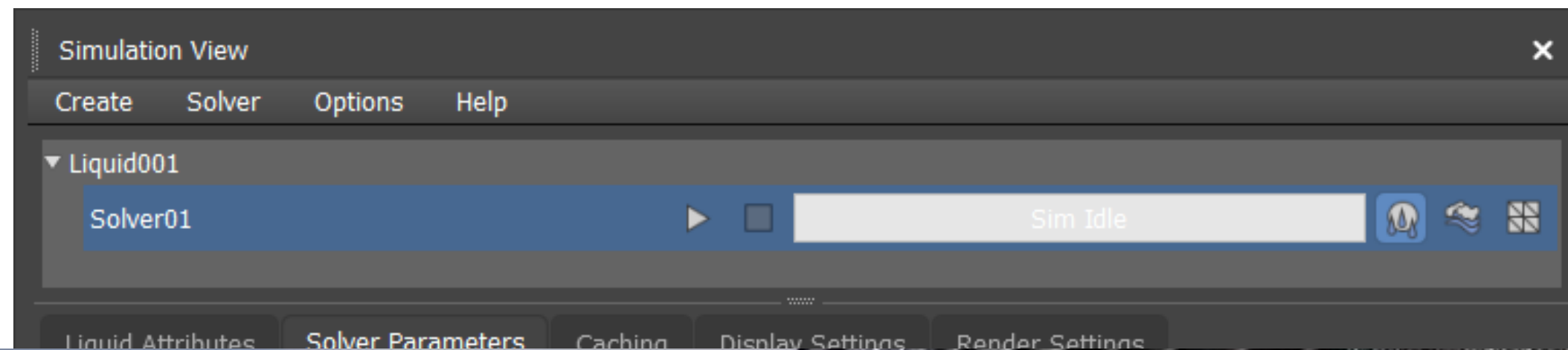
## Question

- Who uses 3ds Max?
- Who is using Fluids in 3ds Max?

The background features a light blue gradient with abstract, semi-transparent blue wireframe and solid geometric shapes, possibly representing architectural or fluid dynamics models. A thin vertical line is positioned to the left of the text.

# Introducing Max Fluids

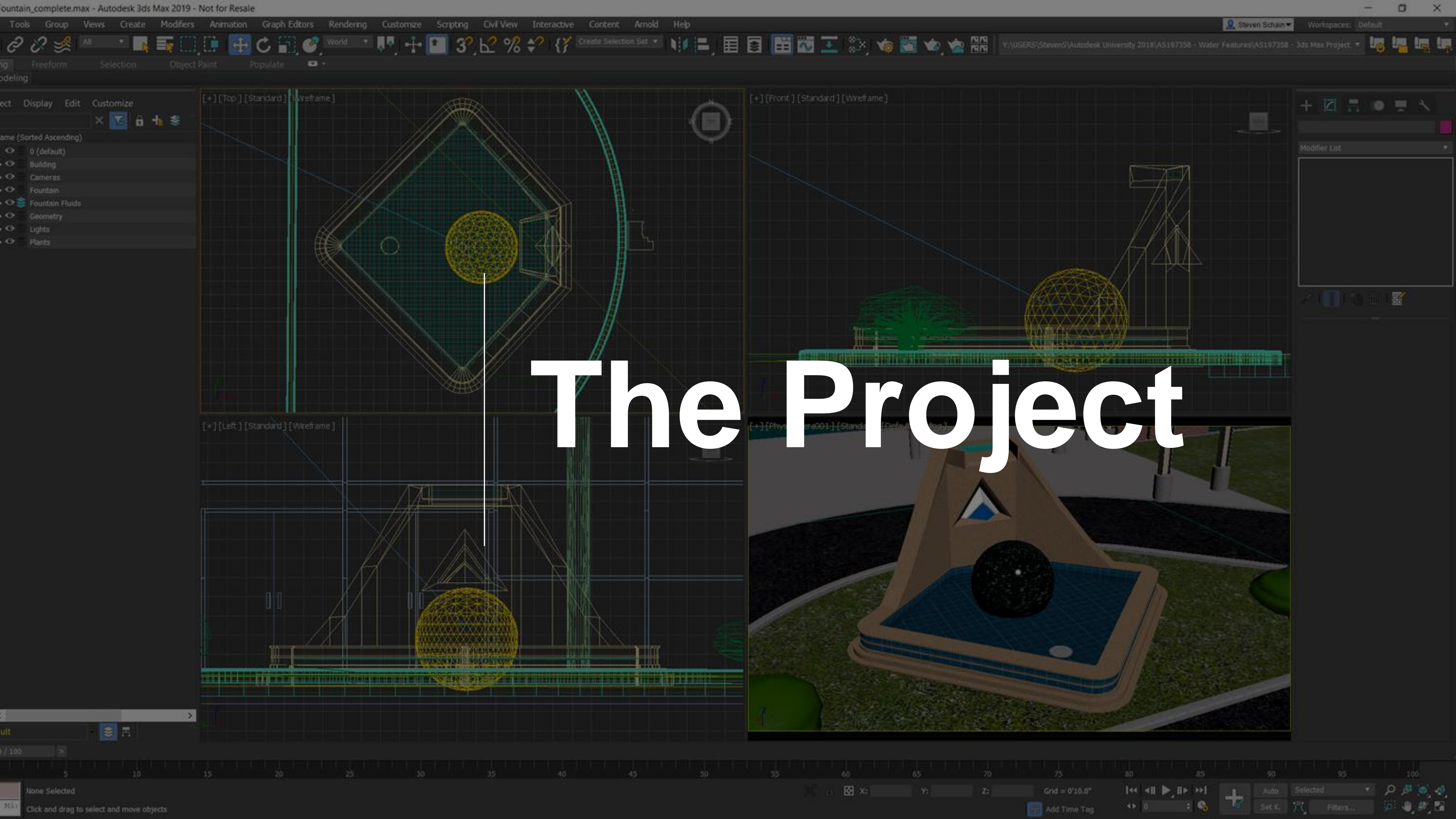




# Fluids?

- Bifrost fluid dynamics
- Liquid simulation
- Foam simulation





# The Project



Demo

# Adding a Liquid Object

Demo

# Fluid Setup



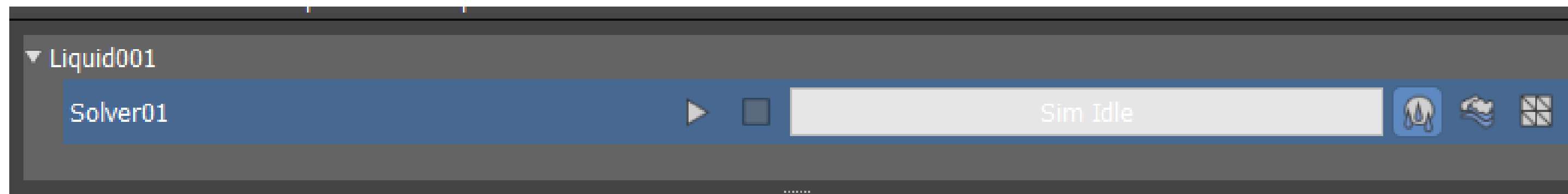
Demo

# Editing Solver Parameters



# Solving the Simulation

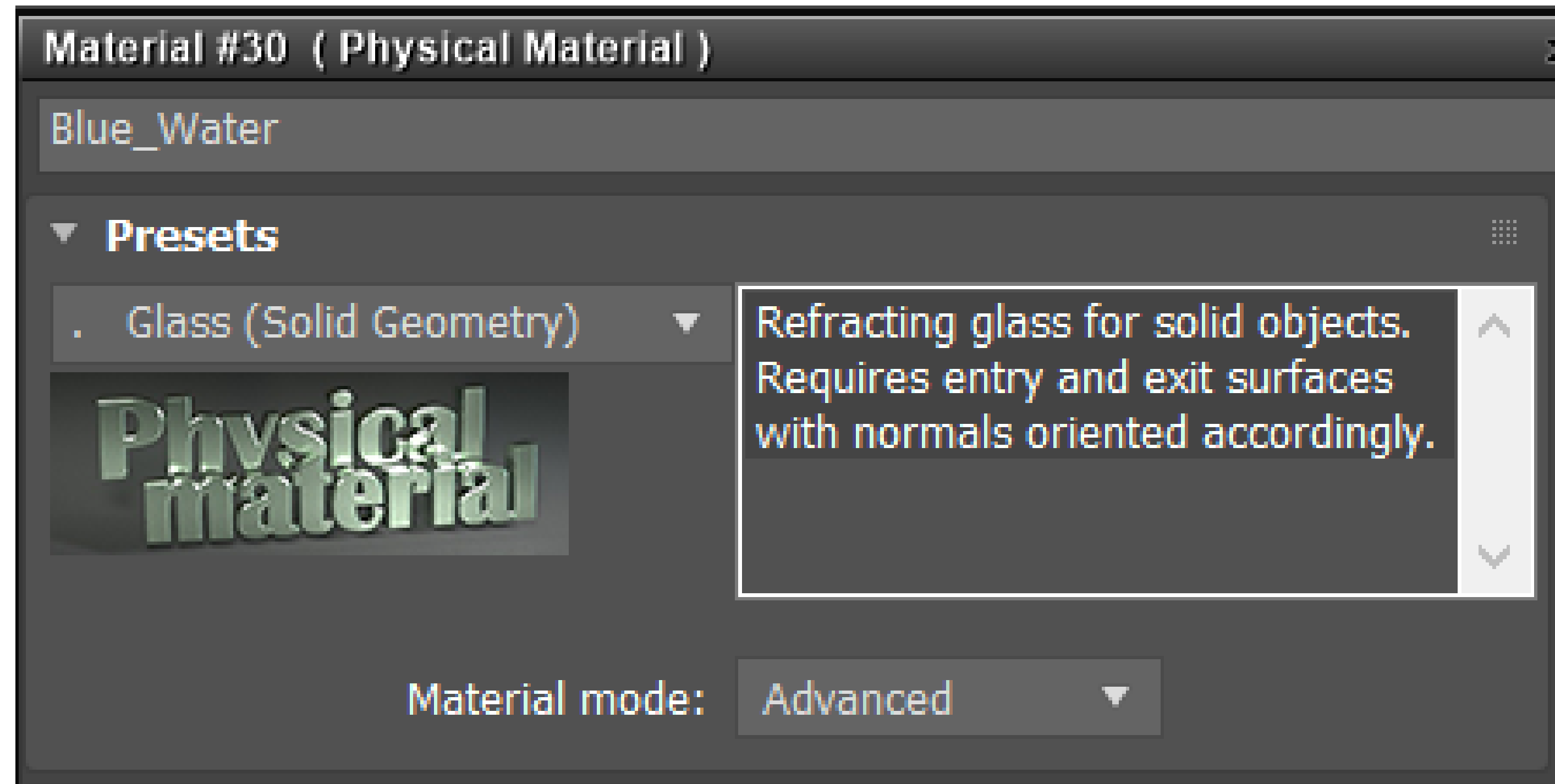
- Liquid Solver
- Solve for?
  - Liquid
  - Foam



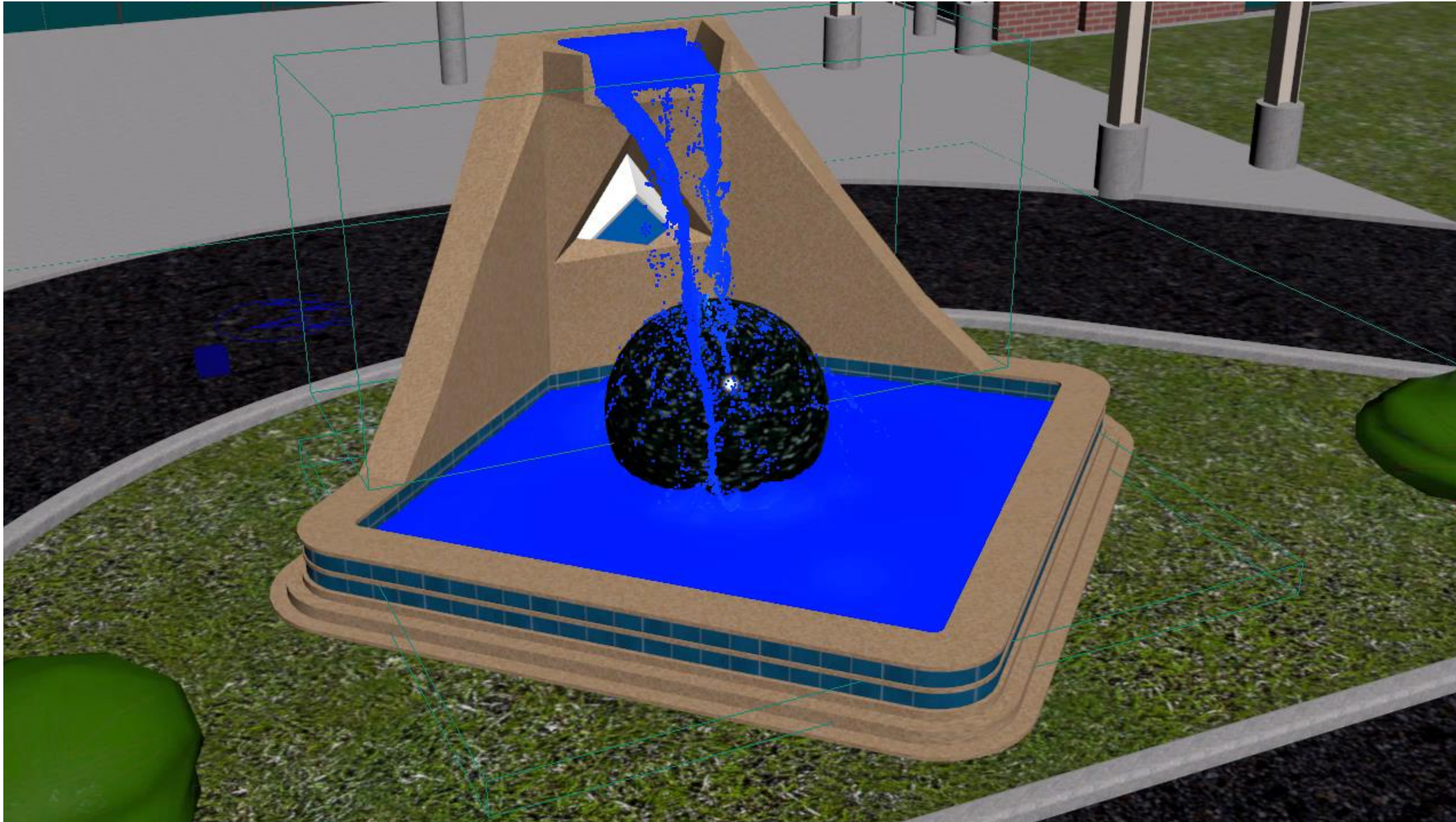


# Assigning Materials

- Physical Material
- Glass (Solid Geometry) Preset
- Modify the material







## Creating a Preview

- Loading a cached simulation
- Real-time preview
- Viewport quality





**The Result**





# Thank you for your time.

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For more information:



[www.cadlearning.com](http://www.cadlearning.com)



[sschain@cadlearning.com](mailto:sschain@cadlearning.com)



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