

Flames and Torches

Poser 5 Presets for MetaForm



This Pack contains a selection of Fire Surface Presets and Emitter Presets for MetaForm and Poser 5.

Using the Presets

This preset pack should be unzipped into the Poser 5 directory with the “Use Folder Names” option enabled in the Extract Dialog. By default, the Presets are stored in the `MetaForm\Presets\Fire\P5` subfolder under the Poser folder.

The Presets are loaded through MetaForm. The Load Preset file browser automatically opens the first time inside the `MetaForm\Presets` subfolder. From there navigate to the P5 folder.

The type of Preset visible depends on the type of object currently selected. Alternatively for Surface Presets you can use the “Load Surface Preset” button in the Surfaces panel to load the flame type Preset into the surface associated with the last selected MetaForm object or emitter.

The Preset files with an `.msf` extension load the current active surface with the Flame Presets which defines dynamic particle characteristic and the surface material.

The `.mde` and `.mse` load the currently selected directional or spherical emitter with the emission data.

The .mmf Presets load the emission data to the current MetaFlow enabled Poser figure or prop.

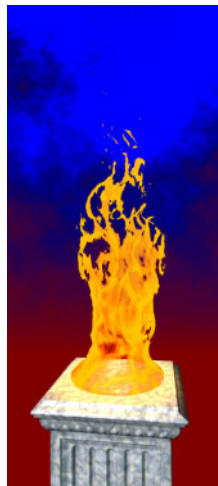
In order to enable MetaFlow emissions for a figure or prop, click on the Object Properties button on the plugin when that figure or prop is selected, then check the Enable Particle Emissions box in the Field and Particles tab of the dialog. Usually it is also a good idea to enable external deflections for the Figure or Prop by checking the box in the Deflections tab of the Dialog for the appropriate surface.

Flame Presets

There are 5 types of Flame provided in this pack (see Tweaks and Controls for more options). They are standard P5 Fire, which provides a varicolored flame, Orange Fire, Bright Fire, which also has more complex flame structure (smaller flame size), Black Fire which has hints of blue and violet and a larger flame size and Oil Fire which combines a large flame size with a purple color and denser, blacker smoke.



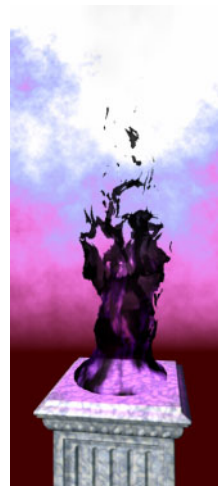
P5 Fire



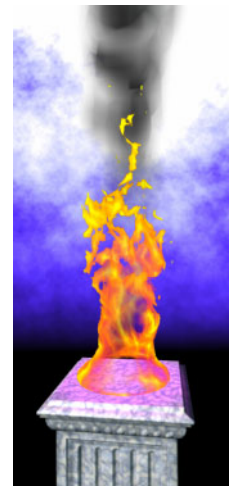
Orange Fire



Bright Fire



Black Fire



Oil Fire

These flame Presets can be loaded either through the Load Surface Preset button of the Surfaces panel or by selecting the surface as the current actor and using the Load Object Preset button at the top of the plugin.

In the images above, the fires are created using a single directional emitter with the P5 Flame emitter Preset applied and a flattened metaball (default values) to flatten out the base of the flames.

Emitters

Emitter Presets can be applied by selecting the appropriate prop or figure in Poser then clicking on the Load Object Preset button at the top of the plugin.



Flame Emitter
(Directional)



Flame Emitter Large
(Directional)



Sphere Emitter

There are 3 basic Presets for standard MetaFlow emitters. The directional emitter has a standard and large flame emission presets and the spherical emitter preset creates a medium sized fire.

The `P5FlameProp50pc.mme` Preset is intended for use with particle emitting standard Poser props scaled to about 30-50% size. These are ideal for making torch heads with Poser cylinders for example.

In the image on the right, a small dark red ambient value has been applied to the material of the cylinder and external particle deflections have been enabled.



The `P5FlameStandardFigure.mme` Preset is intended to be used with a standard sized Poser figure.

Both the prop and the figure Presets require that the Poser object has had particle emissions enabled for the appropriate surface. They also work best when external deflections are enabled.

Enabling Field Emissions (also in the dialog) can also be used to ensure that the fire entirely envelopes the mesh.

In order to use the Presets with other props and figures of different sizes, it may be necessary to adjust the values of the Particle Rate and Particle Size parameters of the prop or body part of the figure.

Tweaks and Controls



The height of the flames and the transition between smoke and flames are determined by the texture v coordinate of the Surface and the rate that it changes after the particles have been emitted.

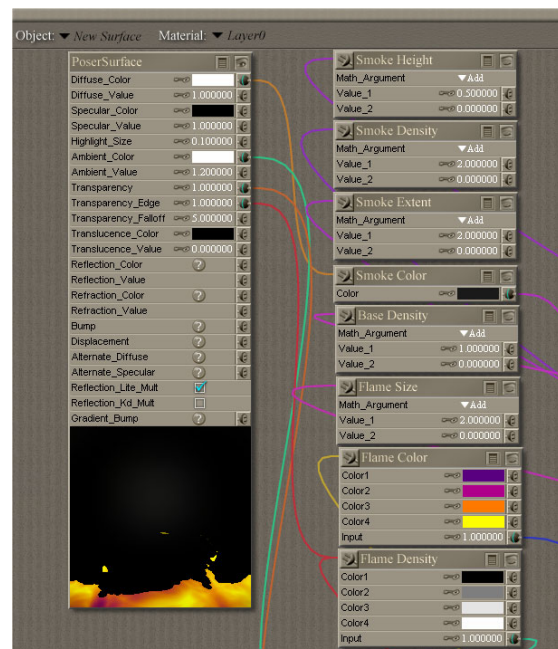
The V Particle Rate parameter of the emitter can be used to control this directly. Increasing the value causes the flames to age quicker and therefore be shorter and the smoke to start earlier. Decreasing the parameter value has the opposite effect. Similarly, the Particle V-Modifier can be used to control the stage at which the fire begins to change. Setting negative numbers causes a greater column of solid fire before the flames and smoke begin to appear.

The Particle Lifetime parameter of the emitter can also be reduced to cause the flames to die out quicker. This is useful when generating fire from Poser figures as long lived particles generated from the lower portion of the figure can overwhelm the material contributions of particles generated at the upper portion of the figure, making the flames disappear.

The Gravity Mod slider in the Particles tab of the Surface Properties dialog can be changed to make the fire rise faster or slower.

The size of the flames can be adjusted using the control in the Layer0 material of the flame surface. The **Flame Size** node in that material is actually just a standard addition math node with no inputs. Changing the value of the first input value of this node controls the scaling of the materials.

The smoke effect can also be adjusted by changing the values of the controls in the Layer0 material. **Smoke Height**, **Smoke Density**, **Smoke Extent** and **Smoke Color** are all implemented as simple nodes. You can use these to make this smoke disappear altogether or make it dense and black.



The **Base Density** node controls the transparency of the fire around the emitter itself.

The **Flame Color** node can be used to determine the colors of the fire regions, from the coolest regions (Color 1) to the hottest (Color 4). The **Flame Density** node controls the transparency of the fire in these regions.

An Environment prop from the MetaFlow panel can also be added to the scene to affect the path of the fire and further enhance the image or animation. A light breeze can be set with a Wind Speed value of 0.05. A strong wind has a value of 1.0 or more. Increasing the value of the Wind Speed may require increasing the emitters' Particle Rate parameters to prevent the fire from breaking up.



Wind turbulence can also be added by using the Turbulence parameter of the Environment prop. A Turbulence value of 1.0, Turbulence Scale of 0.1 and Turbulence Phase Rate of 1.0 (to make the turbulence move in animations) creates a nicely disturbed effect.