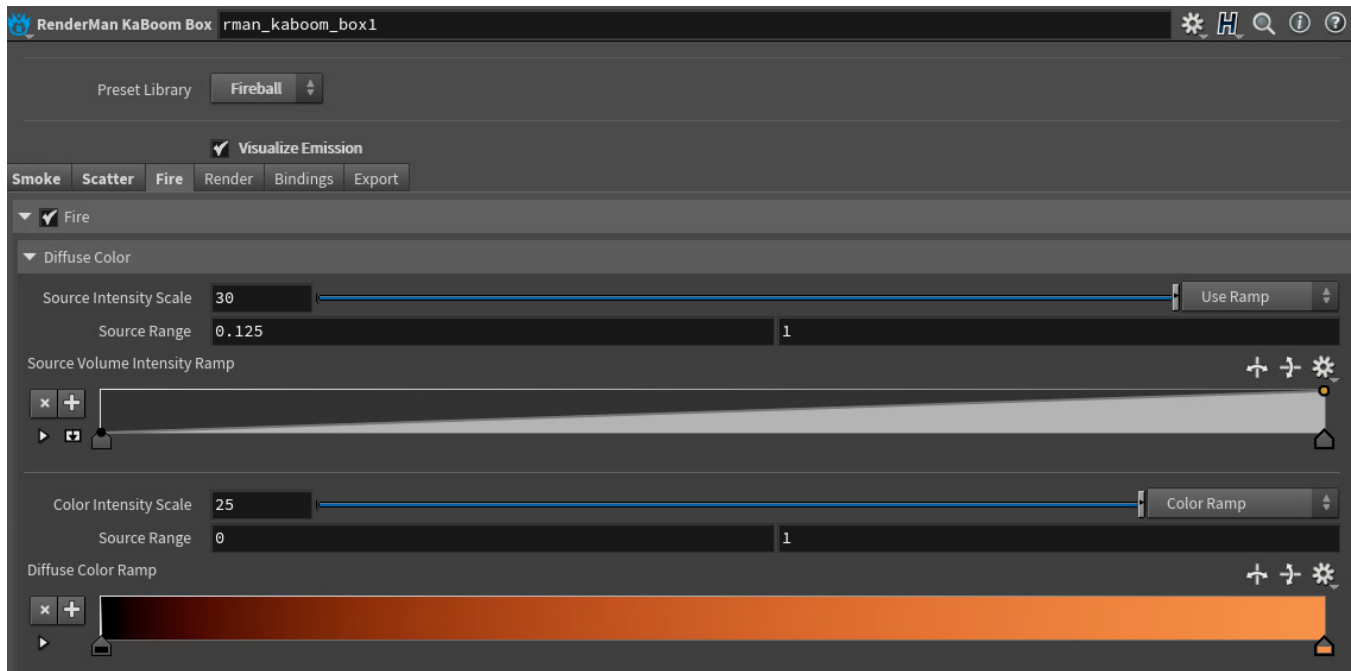


Fire

Decides whether the fire density of volume will render or not. If both smoke and fire are disabled then the result defaults to the input volume. This does not affect data generated from Scatter.

Diffuse Color



Source Intensity Scale

A multiplier on the Intensity Volume field in the Flame section on the Bindings tab to decrease or increase the values used to generate the diffuse color vector. Increasing the maximum value on the Source Range for the Diffuse Color Ramp is necessary to fit the whole range to the ramp if the Source Intensity Scale is increased. Maximum value of the Intensity Volume field * Source Intensity Scale

Source Range

A fit operation that fits these source values to 0-1 for accurate remapping using the ramp. Values outside of this range are clamped. Values should be based on the minimum and maximum of the data generated in SOPs for the Intensity Volume field

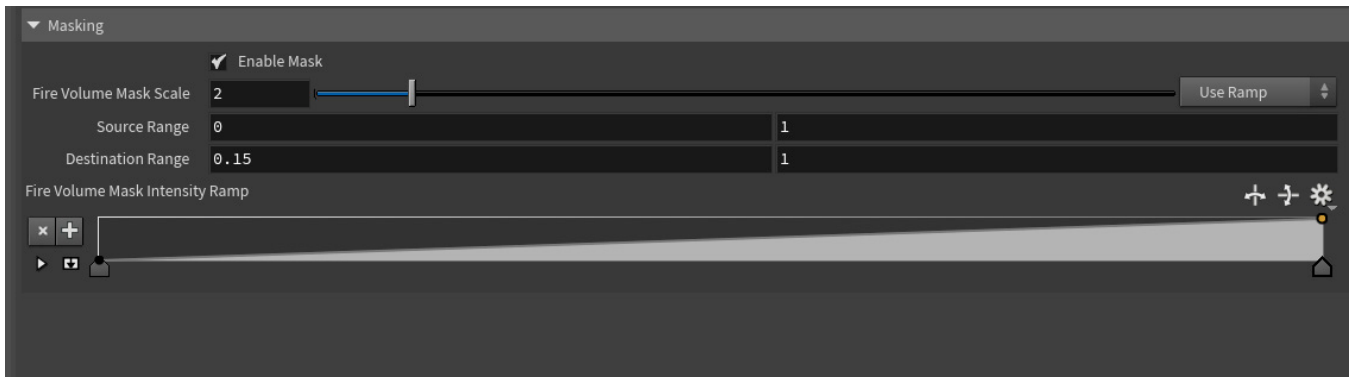
Color Intensity Scale

A multiplier on the color vector generated from the source Intensity Volume and the constant or color ramp in the Flame section on the Bindings tab to decrease or increase the color value intensity in the render.

Source Range

A fit operation that fits these source values to 0-1 for accurate mapping on the Scatter Color Ramp. Values outside of this range are clamped and will receive the color on either end of the ramp.

Diffuse Masking



Enable Mask

Enable mask used to define areas of volume to get the fire Diffuse Color. The mask values are a multiplier on the diffuse color values. Recommended to add more detail and shape features to the color field. The mask is generated from the Flame Volume.

Fire Volume Mask Scale

A multiplier on the Flame Volume field or the result of the Fire Volume Mask Intensity Ramp if enabled to increase contrast of the mask values.

Source Range

Input values of a fit operation that fits these source values to the Destination Range. Values outside of this range are clamped.

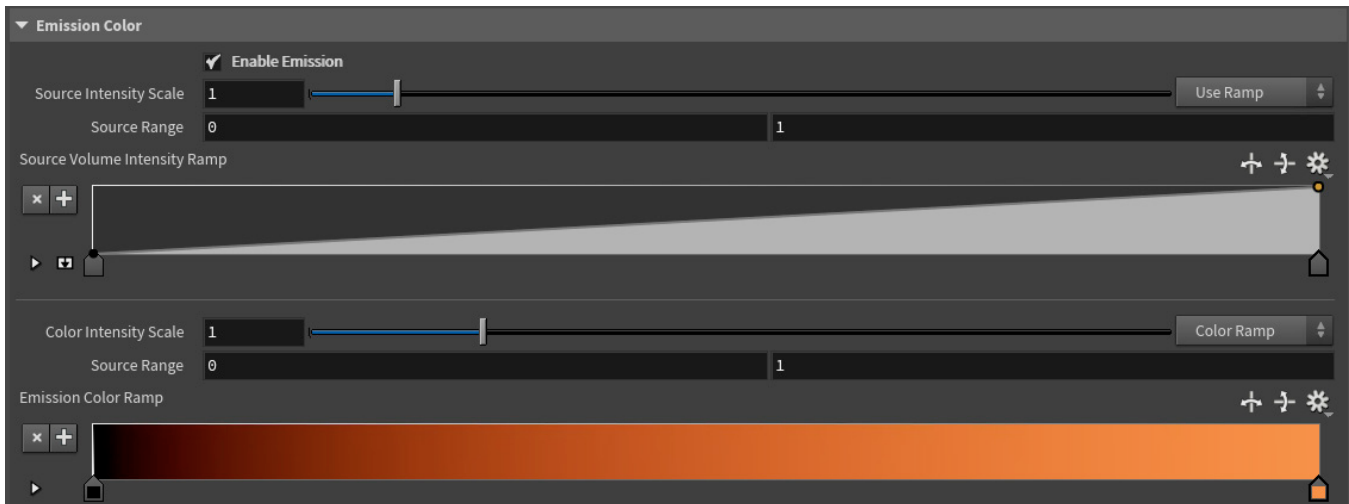
Destination Range

Output values of a fit operation on the Source Range values for the Fire Volume Mask Intensity Ramp.

Fire Volume Mask Intensity Ramp

Ramp for remapping source values of the Fire Volume Mask. The values from this ramp will be multiplied by the Fire Volume Mask Scale before being used as the mask.

Emission Color



Source Intensity Scale

A multiplier on the Intensity Volume field in the Flame section on the Bindings tab to decrease or increase the values used to generate the diffuse color vector. Increasing the maximum value on the Source Range for the Diffuse Color Ramp is necessary to fit the whole range to the ramp if the Source Intensity Scale is increased. Maximum value of the Intensity Volume field * Source Intensity Scale

Source Range

A fit operation that fits these source values to 0-1 for accurate remapping using the ramp. Values outside of this range are clamped. Values should be based on the minimum and maximum of the data generated in SOPs for the Intensity Volume field

Color Intensity Scale

A multiplier on the color vector generated from the source Intensity Volume and the constant or color ramp in the Flame section on the Bindings tab to decrease or increase the color value intensity in the render.

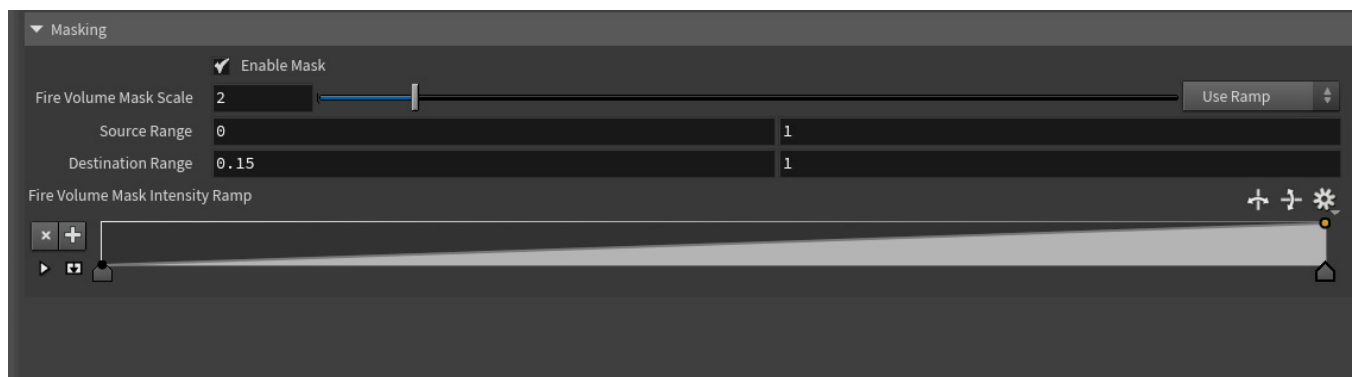
Source Range

A fit operation that fits these source values to 0-1 for accurate mapping on the Scatter Color Ramp. Values outside of this range are clamped and will receive the color on either end of the ramp.

Source Volume Intensity Ramp

Ramp for remapping source values of the Intensity Volume

Emission Masking



Enable Mask

Enable mask used to define areas of volume to get the fire Diffuse Color. The mask values are a multiplier on the diffuse color values. Recommended to add more detail and shape features to the color field. The mask is generated from the Flame Volume.

Fire Volume Mask Scale

A multiplier on the Flame Volume field or the result of the Fire Volume Mask Intensity Ramp if enabled to increase the contrast of the mask values.

Source Range

Input values of a fit operation that fits these source values to the Destination Range. Values outside of this range are clamped.

Destination Range

Output values of a fit operation on the Source Range values for the Fire Volume Mask Intensity Ramp.

Fire Volume Mask Intensity Ramp

Ramp for remapping source values of the Fire Volume Mask. The values from this ramp will be multiplied by the Fire Volume Mask Scale before being used as the mask.