Fire and smoke created with HyperVoxels.
1. Open Layout
2. Create 2 Null Objects:
   a. Fireball
   b. Smoke
1. Open Volumetrics Panel: Window → Volumetrics…
2. Press Add Volumetrics and Choose HyperVoxels.
With HyperVoxels selected, press the Edit button and select Properties.
Part 1: Making the fireball:

1. Double-click fireball to enable it.

2. Set Particle Size to 1.5 m.

3. Set Size Variation to 500 %.
1. Switch to Shading panel.
2. Press Texture button (T).
3. Set layer type to Gradient.
4. Change color to bright yellow.
1. Add a second key at 20%.
2. Change its color to dark orange.
Test render in VIPER
Continue working on the fireball...

Luminosity: 320%
Opacity: 50%
Smoothness: 20%
1. Switch to Advanced sub-panel.
2. Set Render Quality to Very Good.
3. Set Near Clip Distance to 1m.
4. Disable Volumetric Shadows.
4. Set Illumination to Self.
1. Switch to the HyperTexture Panel.
2. Set Texture to FBM.
3. Set Frequencies to 6.
4. Set Amplitude to 10%.
5. Set Texture Effect to Turbulence.
6. Set Effect Speed to 200%.
1. Switch back to Geometry.
2. Set Dissolve to 70%.
Testing…
Save fireball settings...
Part 2: Where there is fire there is smoke.

1. Double-click Smoke to enable it.

2. With smoke selected, load the fireball settings.
1. Set Dissolve to 0 %.
2. Set Particle Size to 1.5 m
3. Set Size Variation to 270 %.
1. Switch to the Shading panel.
2. Disable the Texture (T) box (Shift+L-Click)
3. Set color to dark grey (40 40 40).

Luminosity: 100 %
Opacity: 100%
1. Switch to the Advanced sub-panel.
2. Enable Volumetric Shadows.
3. Set Shadow Quality to Very Good.
4. Set Shadow Strength to 50%.
1. Switch to the HyperTexture panel.
2. Set Texture to FBM.
3. Set Texture Amplitude to 100 %.
Fireball and smoke...
Part 3: Creating a halo.

1. Create a Point Light and name it Gas.
1. With Gas light selected press “p” to open the Light Properties window.
2. Set Light Intensity to 100%.
3. Disable the circled objects (Affect Diffuse, etc.)
4. Check the Volumetric Lighting box.
1. Open the Volumetric Light Options window.
2. Set Quality to Good.
3. Set Radius to 2.2 m.
4. Set Opacity to 100 %.
5. Set Medium Color to dark orange (200 90 20).
1. Press the Edit Texture button.
2. Set Procedural Type to FBM
3. Set Texture Color to bright yellow (240 190 120).
4. Set the X, Y, and Z scale to 500 mm.
Conclusion

• HyperVoxels is a quick and easy way to create realistic effects such as fire, smoke, and others.

• HyperVoxels can be time consuming when it comes to rendering complex effects with high quality settings.
Original Tutorial Can Be Found At

http://www.lwg3d.org/forums/showthread.php?t=14531