Why Fire?

- Because burning stuff is cool
- Fire is a very nice effect in scenes
- Adds realism
- Can set mood of scene
This tutorial will give you a step by step process to creating fire-like effects in Lightwave using the Hypervoxel controls and options.
Step One

- Start up Lightwave Modeler
- Create a ball with lots of sides and segments
Step Two

- Press ‘k’ to get rid of the polygons
- Use the Jitter tool to scramble the points
Step Three

- Use the Stretch tool to model your fire
- Delete any unnecessary points
Step Four

- Open Lightwave Layout and load your model
- Under the Scene tab, click the Volumetrics tab
- In the Volumetrics panel, add HyperVoxelFilter
Step Five

- Double click the HyperVoxel option
- In the HyperVoxel panel, change the Object Type to Sprite
- Change the particle size to whatever you want. (I recommend 650 mm)
- Don’t forget to check the “Show Particles” box so you can actually see your model in layout
- Now would be a good time to use VIPER to preview your fire. Click on the VIPER tool, which is still under the Scene tab
Step Six

- Under the Shader tab, change the color to orange
Step Seven

- Close the HyperVoxel and Volumetric panels
- Press ‘p’ to bring up the Object Properties
Step Eight

- Click on the ‘T’ next to where it says “Displacement Map”
- In the new Texture Editor panel that was opened, change the Layer Type to Procedural Texture
- Change the Blending Mode to Additive
- Change the Procedural Type to Ripple2
- You should play around with the following 4 options; Texture Value, Wave Sources, Wavelength, and Wave Speed. I recommend using 2.0, 4, 0.5, and 0.025 respectively.
Step Eight continued

- Under the Falloff tab, change the X and Z values to 10%
Step Nine

- Open the HyperVoxel panel again
- Under the HyperTexture tab, change Texture to Turbulance
- Change the Texture Amplitude and Effect Speed to whatever you want. (For this example, I used 100% and 60%)
Step Nine picture
Step Ten

- Click on the Shading tab
- Next to the Color field, click the ‘T’ to bring up a color texture panel
Step Eleven

- Change the Texture Color to a light yellow
Thank God We Are Done!
Final Comments

- Although this seemed very procedural, there is a lot of variability to making a flame. I highly recommend you to play with the many options for different effects.
Questions?

As if I had answers