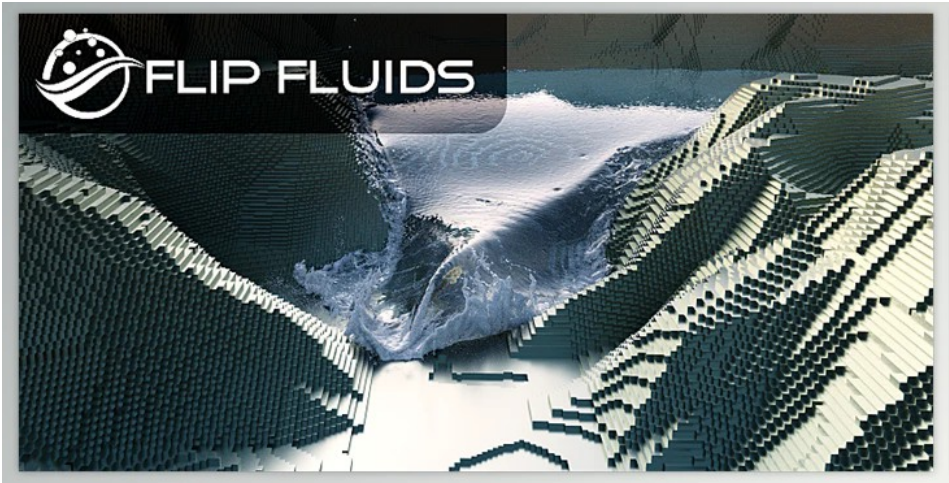




Blender Market – FLIP Fluids v1.8.1

2025-02-10 16:42:17 label 我要反馈 下载页面



Blender Market – FLIP Fluids v1.8.1: The FLIP Fluids Addon is an instrument that allows you to set up, run and render the effects of liquid simulation. Our unique fluid engine is built on the well-known FLIP simulation technique, which can be found in other tools for liquid simulation that is used by professionals. Its FLIP Fluids engine is under constant development for the past four years, with a major emphasis on the tight integration of it into Blender as an add-on. It's like an original Blender tool!

We have a reputation for providing superior quality software and excellent support for customers The FLIP Fluids Addon has become considered to be one of the top-selling products available on the Blender Market.

- 7000+ sales, 5-star rating, excellent value
- There are no subscriptions required, and all future updates are included.

• High-Performance

The engine that runs the core of fluids developed by C++ is specifically designed to run high-performance calculations and massive physical calculations quickly. Multithreaded and highly optimized this simulator is designed to speed.

• Whitewater Effects

Create amazing large-scale effects using the Whitewater Simulator. Make as well as simulate thousands of bubbles, foam, and spray particles to create a realistic feel too huge pools of water.

• HVE

Make use of the high-precision viscosity solver for simulated thin, silky smooth liquids as well as heavy fluids that buckle or coil, and everything between. You'll be able to model thicker fluids with Blender than you have previously!

• Surface Tension Impacts

Create stunning small-scale effects using surface tension! Simulate the natural cohesion the molecules on the surface that cause the fluid to be formed into drips beads and also add a slack look to splashes.

• In-built Mesh Generation

The built-in mesher produces high-quality meshes that ensure that your surface is ready to render immediately following the simulation. The mesh generator is efficient in memory and can produce meshes that contain millions of triangles without needing a huge amount of memory.

• Fracture Modifier Support

Make interesting simulations of destruction employing the FLIP Fluids add-on in conjunction with the Blender Fracture Modifier branch. The engine for fluids is designed to work with fractured objects which might contain hundreds or thousands of pieces.

Why do you prefer FLIP Fluids?

Fluid simulation software may be complex, intimidating, and hard to operate; however, it doesn't have to be. Usability is a priority that should be the first priority when developing simulation software. A simulator could have one of the top technologies available in the world however if it's not reliable, usable, and adaptable, it's not an instrument that will be useful or fun for the artist.

Our aim is to enhance several aspects that are built into the Blender fluid simulator, like usability, stability, and flexibility, and to



去下载

标签

- Other
- Blender Market
- 平面设计

avoid the common issues that artists face in working with simulator software. We aim to provide users With the right tools training tools, and workflows that will help you create stunning effects as fast and effortlessly as possible.

System Requirements

- Windows, macOS, or Linux operating system
- Blender 2.79 or 2.8+* or 2.9+ or 3.0 (64-bit)
- 64-bit processor CPU Intel(r) as well as AMD(r) as well Apple Silicon multi-core processor
- 8 GB RAM minimum. 16 GB or more RAM memory is highly recommended.



产品数量
已有 42647个



付费会员
已有 1676位



价值评估
商业价值约 ¥6635.87万元



下载数量
已下载 222908次