Features List
Phoenix FD is a powerful tool for fluid simulations. Aimed to meet the needs of VFX artists to simulate fire, smoke, explosions as well as liquids, foam and splashes, Phoenix FD has now become universal simulation software for every production house.

Phoenix FD 2.1 for 3ds Max (June, 2013)

NEW FEATURES:
(*) Support for Autodesk 3ds Max 2014
(*) Support for V-Ray 2.41 for 3ds Max
(*) Support for V-Ray RT CPU
(*) Mesher
(*) Ocean surface tools
(*) Ability to render particles in point mode (for big scale foam, splash and mist)
(*) Resimulation of the particles without simulation of the grid
(*) Resimulation which increased resolution
(*) Wavelet turbulence
(*) Foam patterns (simulation of the small scale water vertical movement that produces strings and cells in the real sea foam)
(*) A new less dissipative advection method (multi pass)
(*) Smooth option (post process)

MODIFIED FEATURES:
(*) Splash birth condition changed to produce splash at more suitable positions
(*) The vertices movement of the animated geometry can affect the simulation
(*) Faster simulation
(*) Simplified liquid control

DEPRECATED FEATURES:
(*) Simultaneous simulation of multiple grids.
(*) Multiple instances of the simulator.
(*) Any physical channel can be set as liquid.
(*) Force-mass multiplier
(*) Cut above surface level
(*) Pressure decay

BUGS FIXED:
(*) Wrong rendering with DR when interpolated frames are involved
(*) Bad frame interpolation with adaptive grid
(*) Instability when a body goes underwater in high res grid
(*) If a solid object goes through a jammed wall, it opens a “hole”
(*) Crash when rendering a liquid with sss2 material
(*) The velocity render element exports the physical velocity, not the visible one, and this produces invalid compositing result
(*) The discharge is scaled and can’t be used as percentage for the brush mode
(*) The particle sources (PF, TP, etc) do not emit phoenix particles