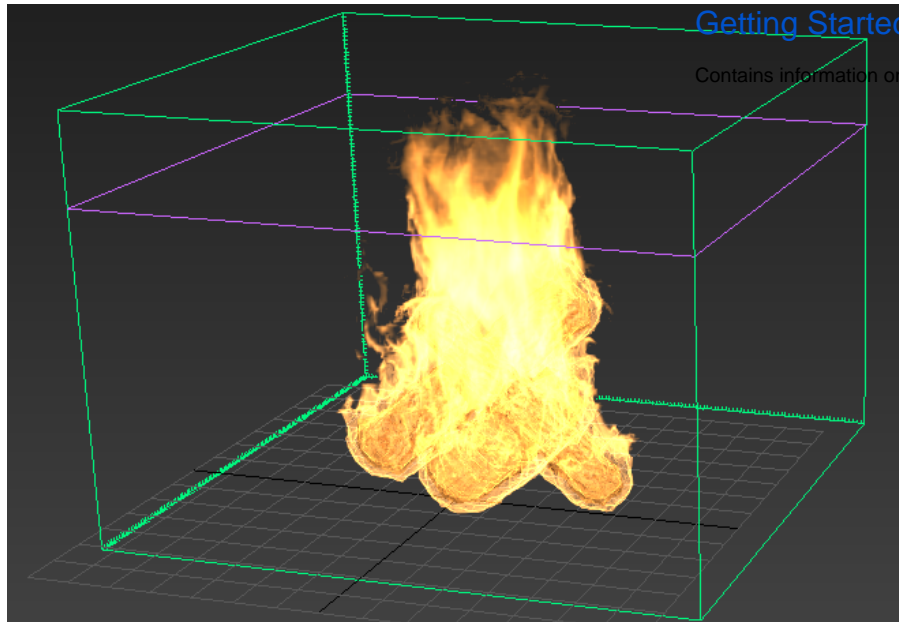


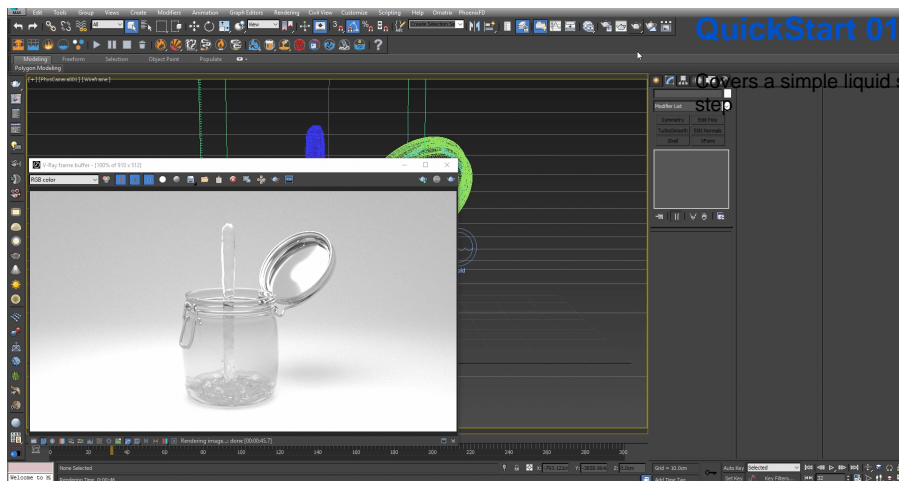
QuickStart Guides

This section will include step-by-step companion guides to videos created to help show how to create common simulations in Chaos Phoenix for 3ds Max.



Getting Started with Chaos Phoenix

Contains information on getting started with Chaos Phoenix

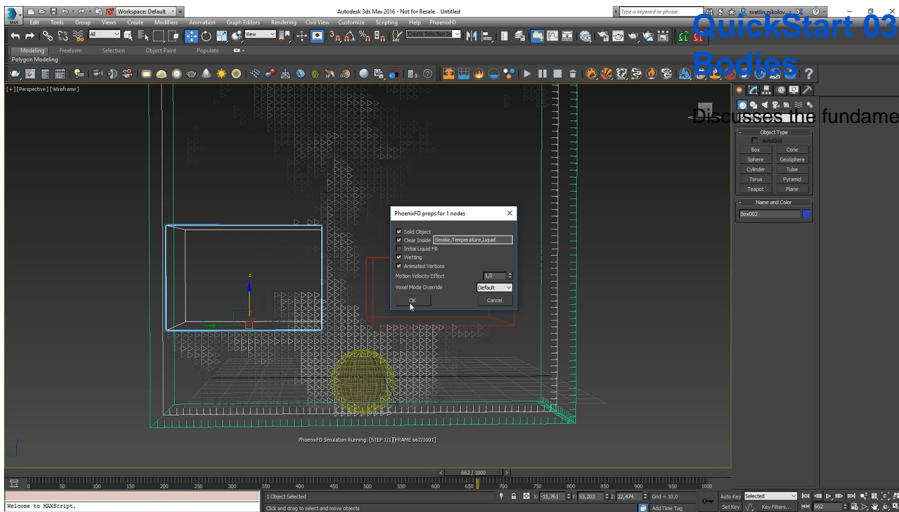
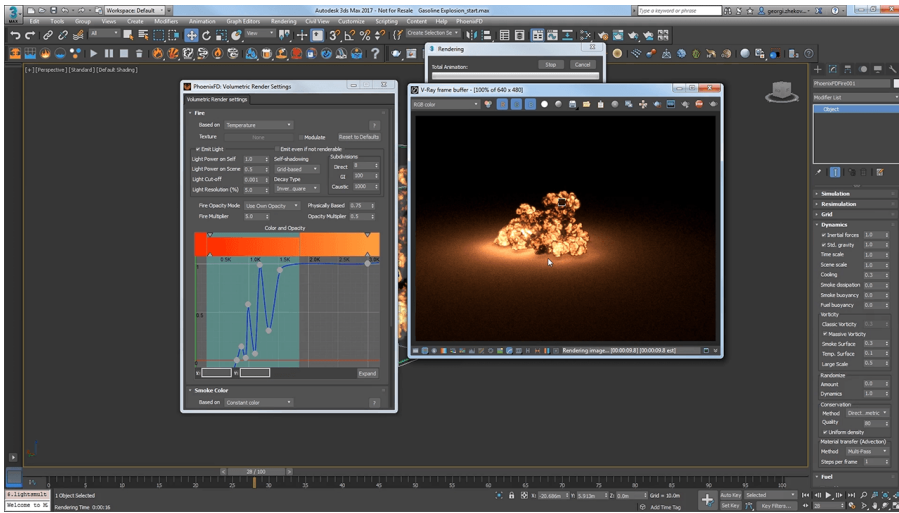


QuickStart 01 - Basic Liquids

Covers a simple liquid simulation from a Preset and manually step-by-step

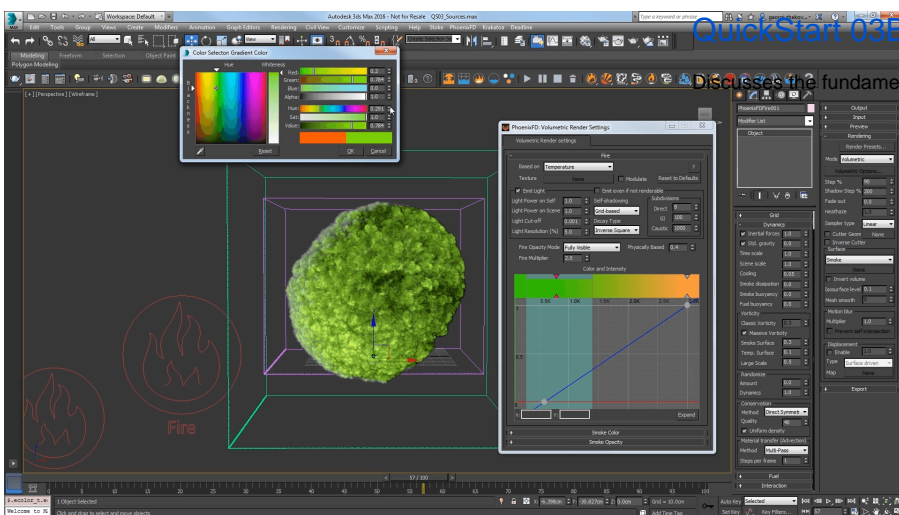
QuickStart 02 - Gasoline Explosion

Covers the basic workflow for creating a gasoline explosion simulation



QuickStart 03A - Solids & Non-Solid Bodies

Discusses the fundamentals of Solid and Non-Solid properties



QuickStart 03B - Emit Mode Types

Discusses the fundamentals of different Emit Mode types for Sources