

Using MetaParticles to create a Lava Lamp

The Lava Lamp requires that, in addition to using the SuperSpray to create the lava blobs, you also use "Deflectors" and "Gravity" space warps to manage the blobs. The Gravity will pull the lava blobs downward so they don't continue traveling forever upward along with the deflectors that will keep the blobs confined within the lava lamp.

The trick in setting up the lava lamp is to adjust all the elements so that they work together. The SuperSprays' speed, use total, size, tension all must be balanced with one and another and the strength of the Gravity.

Remember...Size matters!

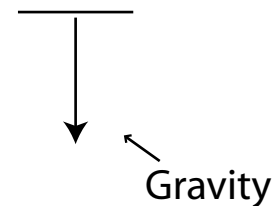
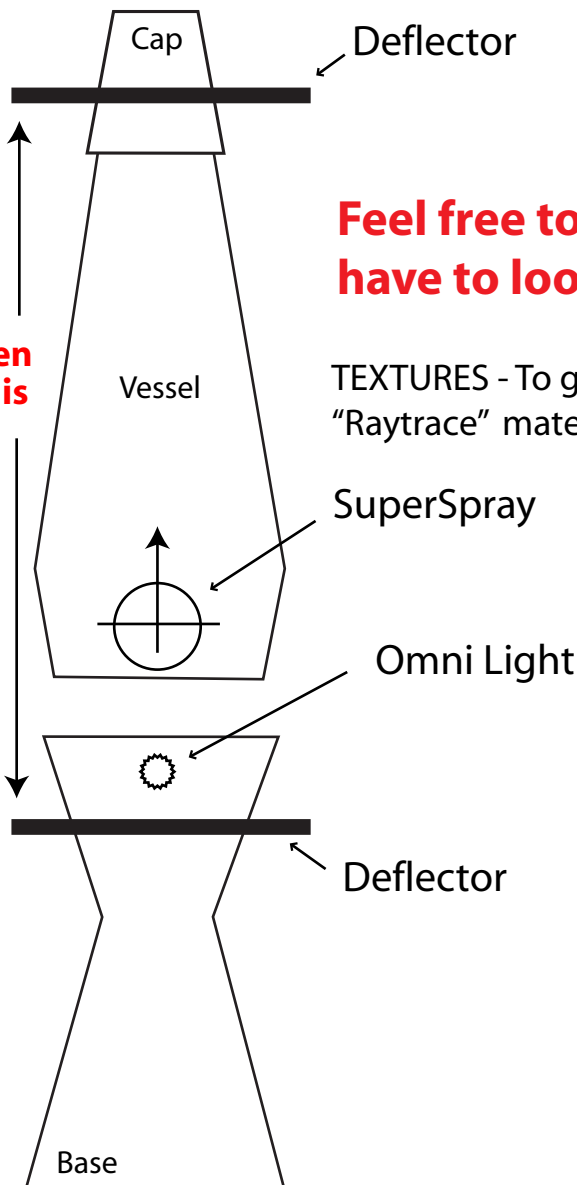
Modeling the Lava Lamp is a simple job of lathing the three lamp components:

- a. cap
- b. vessel
- c. base

Feel free to design your own. It doesn't have to look like the example!

Units between "Deflectors" is 175

TEXTURES - To get a realistic looking effect, you must use a "Raytrace" material on the glass part of the lamp.



Note: Gravity can be placed anywhere in the scene