

## PRESS RELEASE

### Phoenix FD in Action! New Videos by Michael McCarthy

*A series of short videos show simulation of water, smoke and more using the Phoenix FD plug-in*

Sofia, Bulgaria - April 15, 2011 - [Chaos Group](http://www.chaosgroup.com) is pleased to announce that a new series of Phoenix FD videos, created by VFX Technical Director and Autodesk Certified Instructor [Michael McCarthy](#), is now available.

[Phoenix Fluid Dynamics](#) combines a grid based simulator with outstanding rendering capabilities that accurately reproduce fluid behavior. It's the solution to rendering waves breaking along a shore, a lit candle, or an explosive cloud of smoke – just to name a few. The plug-in's many features, which can imitate processes like pressure decay, thermal radiation cooling and mass-temperature dependence, have been captured in a series of videos.

McCarthy, whose background includes work in the broadcast, feature film and gaming industry, introduces Phoenix FD with a set of tutorials that walk you through the basics of flames, fluid maps and liquids. He then demonstrates examples of possible simulations in sixteen short video clips. Such simulations include the liquid simulation of a fountain, liquid fuel to flames, and particle flow from an explosion.

To watch all McCarthy's videos and receive updates on Phoenix FD, please [register here](#)

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#### **More Updates - First Chaos Group Monthly Newsletter has been released!**

Chaos Group released the volume one of our [Monthly Newsletter](#) on April 13th. The newsletter features hot topics of the month, past and upcoming events, breaking news and product updates, product reviews and success stories, in addition to industry photos, videos, and tutorials provided by our customers.

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#### **About Chaos Group**

Chaos Group is a global leader in creating rendering solutions for the Architectural, VFX and Film, Media and Entertainment, and the Automotive and Product Design industries. Through a worldwide network of more than 150 distributors and resellers the company delivers the market leading V-Ray rendering engine and continues to build upon its success by continuously surprising the 3D community with new, innovative and trendsetting rendering technologies.

Chaos Group was founded in 1997 with the establishment of a production studio for 3D design and animation services. The company quickly recognized the related software development opportunity and allocated resources for the provision of rendering solutions for production studios. The first product release began in 1998 with Phoenix, launched at the end of 1999. After beginning the

creation of the renowned V-Ray rendering engine in early 2000, and upon its release in March 2002, the company dedicated its efforts to the rendering niche and pursued the development and global distribution of its rendering solutions for the 3D visualization industry.

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