

## DvGarage

The sample animations are interactive QuickTime movies. As a word of warning, there are some movies in which barely anything seems to occur at all. The reason for this is that some of the values that you enter actually control a calculation method, which in turn tells the effect how to calculate what is going on between all of the values. Because of this, you will not see much interaction in those QuickTime movies. Smoke Limit, which is closely related to Smoke Samples, is one of these. Smoke Limit is a controller for the calculation of smoke, and Smoke Samples controls the level of detail.

In some folders, you will notice different versions of the same value movies. In trying to keep the scene consistent, it was necessary at times to show a different look at what is going on when you alter the value, so you can see it clearly in one movie, while in the other you can see how the values interact within the scene.