

Fire Elements

Remember: Fire and Smoke elements can be layered together and edited to create a multitude of different conditions.



Auto Ignition

This dark, turbulent Fire/Smoke element is available in the smoke elements tab also. It is a good element to show hot, volatile smoke from doors and windows.



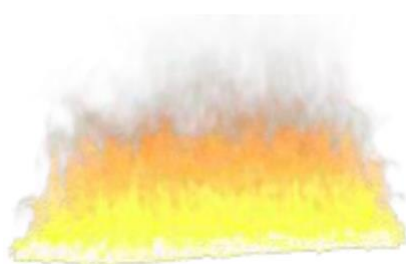
Basic Fire

This fire element is good to pair with smoke elements showing from doors or windows.



Bright Cloud

This is another fire element that is good to pair with smoke elements showing from doors or windows or as a stand-alone fire element.



Bright Row

This is another fire element that is good to pair with smoke elements showing from doors or windows or as a stand-alone fire element.

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Ceiling Fire

This element is designed to be an interior room or hallway ceiling flame. When paired with “Banking down” smoke element you can create pre-flashover like interior conditions.



Fire Burst

This element is as the name implies a momentary flame effect. You can use the delay timer feature to program when the fire burst occurs in your simulation



Fire Burst Sustained

Similar to the fire burst element the fire burst sustained occurs but then continues burning.



Fire Line Long

A good element to use along the eaves or ridge line of a structure but can also be used a ground fire element.



Fire Track Angled

This is a great fire layer that will work well on interior and exterior backgrounds as well as a hillside ground fire. It will also work well layered into smoke elements.

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Flame Jet

This is a fire element that has many uses including use as a gas jet flame in hazardous materials simulations.



Flash Burst

This is a unique short-lived flash fire element that can use the delay timer feature to program when the flash burst occurs in your simulation



Frame Front

This is a fire layer that will work well on a hard edge from a window or roof line or as an interior fire element in a room. Resize this element to match your background in SimsUshare.



Frame Side

This is a great fire element for showing flames coming from a side door or window. You can flip this element horizontally using the “Transform” tab in the editing tools

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Ground Fire Ignition

Although the name implies that this is a ground fire element it works equally well as an interior fire element too.



Slow Wide Ground Fire

Another ground fire element that works well as an interior fire. Try rotating it 180 degrees or flipping vertically to create another ceiling fire effect.



Small Ground Fire

Again, the name implies that this is a ground fire element, but it works equally well as an interior fire element too.



Wall Fire

As the name implies this is a fire element used as either an exterior or interior wall fire (great for showing a vinyl siding fire extending up an exterior wall)



Wide Row

Another good element to use along the eaves or ridge line of a structure but can also be used as a ground fire element

Smoke Elements



Angry Thin

This is a great Smoke element to show from doors or windows. It also works well from behind a mask (such as smoke coming from the roof line or opposite side of a building).



Auto Ignition

This dark, turbulent Fire/Smoke element is available in the Fire elements tab also. It is a good element to show hot, volatile smoke from doors and windows.



Banking Down

This is a Smoke element that can be used as the interior smoke in rooms and hallways. It can also be rotated 180 degrees and scaled-up to fill a large area with smoke.



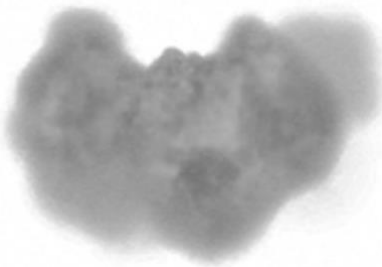
Distant Plume

A smoke element that can be used to represent a large plume of smoke from anything from a wildland fire to an oil refinery fire.



Eaves

As the name implies this smoke element can be used along the eaves, soffit, or ridge line of a building.



Gas Approach

A smoke element that is commonly used in the interior of a structure since the smoke emanates from the top and expands downward. It can also be rotated 180 degrees and used as background smoke for almost any fire situation.



Ground Smoke Rising

As the name implies this smoke element can be used as ground level smoke for wildland simulations. Combine it with any of the ground fire elements for a realistic wildland or urban interface fire.

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Laminar



This is one of the most widely used smoke element in SimsUshare. Using the editing tools, you can create various smoke and knockdown effects.

Thin Dark Smoke



This smoke layer is similar to the “ground smoke rising” smoke element and can be used in the same way or as either an interior or exterior smoke in structure fire simulations.

Turbulent



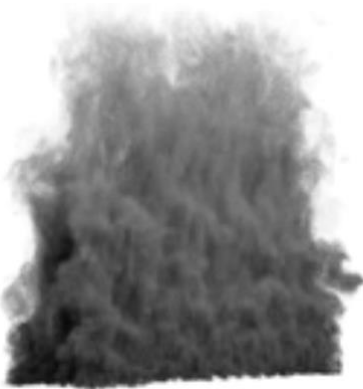
This is the most commonly used structure fire smoke element in SimsUshare. It can be positioned in doors and windows or placed behind a mask to show smoke coming from the opposite side of a building.

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Wide Plume

This smoke element can be used much like the “Distant Plume” element to represent a variety of smoke plumes.



Wide Smoke

This is another smoke element that can be used to represent a large volume of smoke or rotated 180 degrees to represent interior smoke in rooms and hallways.