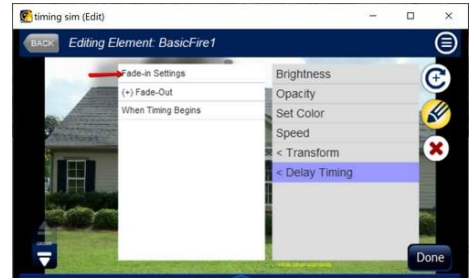


How to Make Smoke or Fire Fade-In or Fade-Out over Time

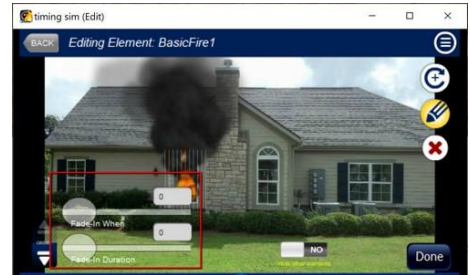
You set the timing of effects one-by-one, i.e., you adjust the fade-in or fade-out settings by editing each effect. First choose the effect you want to edit, such as the fire in the accompanying image, then select the Pencil icon and “Fade-in Settings”



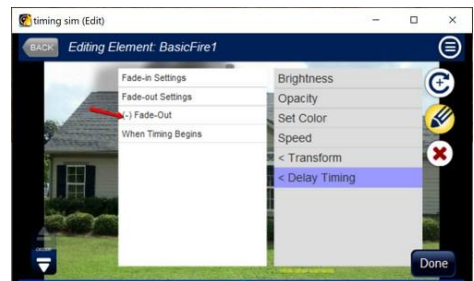
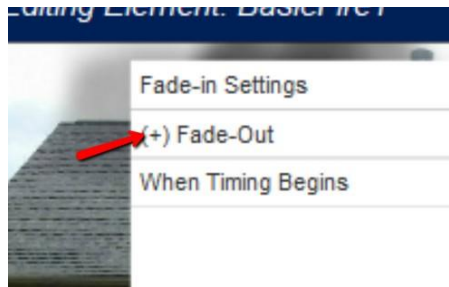
SimsUshare gives you two options (sliders) for fading-in:

- **Fade-in When:** In how many seconds (since the sim started) should the effect start coming in?
- **Fade-in Duration:** How long (in seconds) should the effect take to become fully visible?

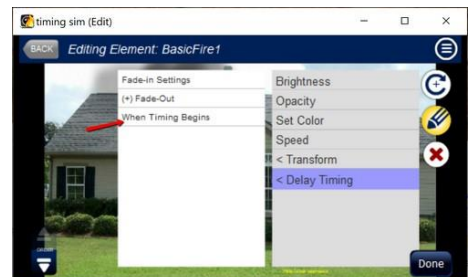
Adjust the sliders according to your wishes. If you want more than 30 seconds, type the number of seconds into the box above the slider.



If you want to have the effect fade-out, press the Pencil button and select “(+) Fade-Out”. You will then have an option to change the “Fade-out Settings”. Press “(-) Fade-Out” to remove a fade-out.



By default, the number of seconds is measured from the start of the exercise. If you prefer to have the timing start from when the viewer enters this slide/location, select “When Timing Begins” and choose “Location” from the dropdown.



While timing is set on an individual effect basis, you can view all the timings in the location when you are in the general edit mode, i.e., not editing a specific element, and select “Show Location Timeline” from the menu. A box will pop-up with a chronological ordering of the effects and when they come in () and when they come out, if there are fade-out's.

