

[Depth study of Adorage - Smoke Tab](#)

We arrive at the third step in our journey of discovery in the process of creating an effect in Adorage. You will see that this will be the shortest, the settings of the **Smoke** step being the least likely.

One more time, I advise you, if not already done, to read the tutorials [Adorage, first visit](#), [Depth study of Adorage - Video Tab](#) and [Depth study of Adorage - Mixer Tab](#) and start this lesson by creating a new effect.

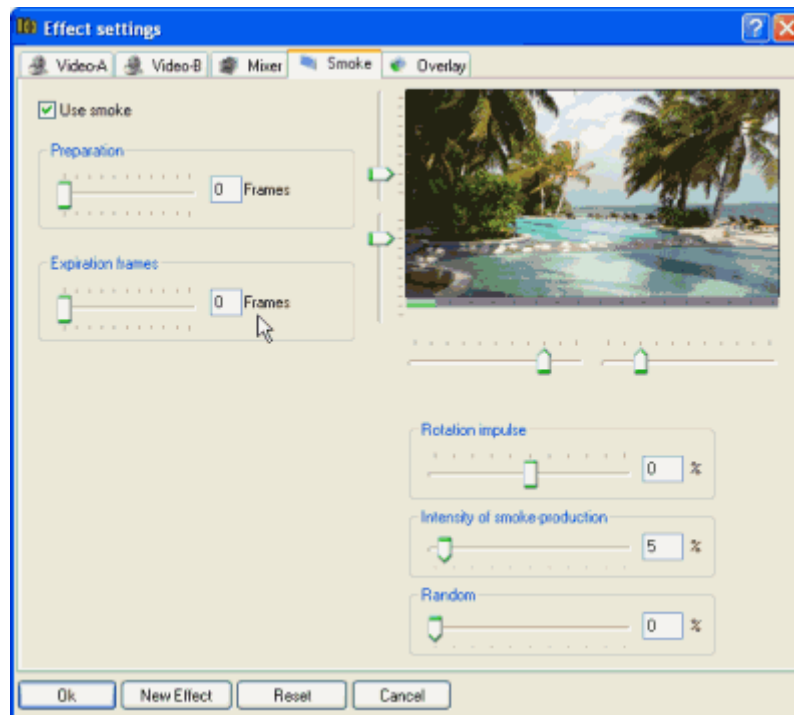
Smoke step

To understand easily what is the **Smoke** tab , I suggest you watch this video :

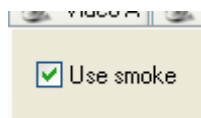
Have you noticed that feeling of drag in the wake of the aircraft? It is thanks to the **Smoke** tab that this effect is reproduced.

In fact it is necessary that a mask is used in the **Mixer** tab. The progression of the video under the mask will be accompanied by a kind of smoke or drag.

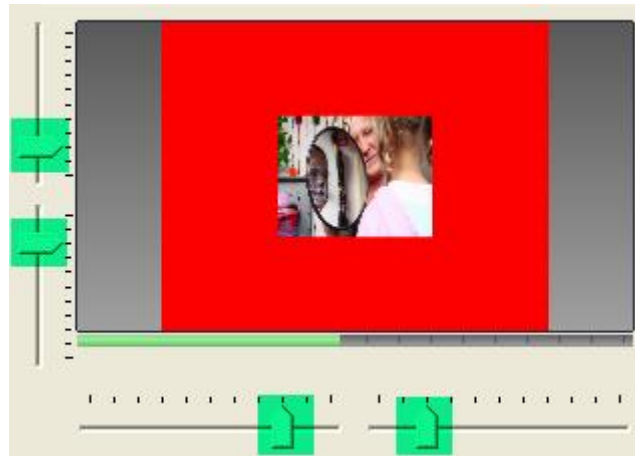
Here is what you see by opening the **Smoke** tab :



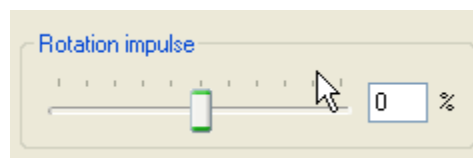
First, it is imperative to check **Use smoke** if you want the smoke to appear :



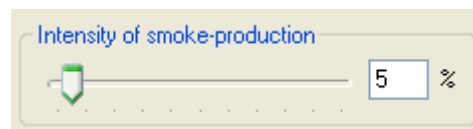
With cursors located around the preview window you can determine in what direction and how much smoke will spread :



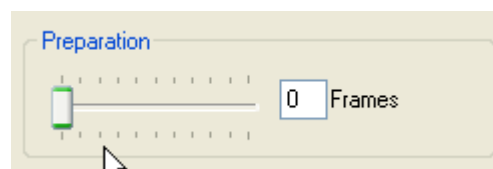
You can apply rotation to the smoke with **Rotation impulse**. This rotation can be clockwise or counter clockwise :



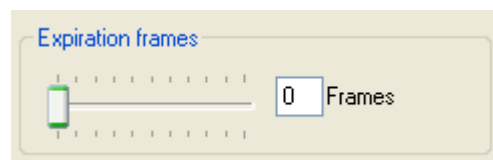
The intensity of the smoke can be adjusted with the cursor **Intensity of smoke production** :



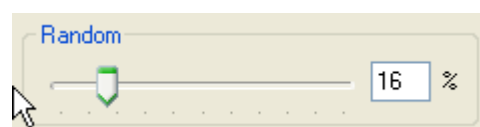
Preparation will determine at what point in the video the smoke must be present. **0** for no smoke at all at start. **100** for smoke present at most at the beginning :



With **Expiration frames**, the same principle, but by the end of the video :



Random cursor can make the effect more fluid in some situations :



Indeed, depending on the speed of movement of the mask, a sort of residual effect of the edges of the mask may appear when the smoke is added. The **Random** setting will distribute randomly the edge pixels of the picture, making it more fluid.

A small visual example to illustrate this. Take this video :

Place the cursor so that the smoke is directed only downward and to the right with a maximum amplitude, apply a maximum clockwise rotation effect, a 60 % smoke production, the rest do not touch.