

Ghostbuster's Explosion Effects Descriptions

General notes

- All effects were created using the Proton engine for Ghostbusters (multi-player)
- The renders are directly from the editor. The only adjustments were sizing and cropping to fit into the movie format.
- All effects were designed to fit in with the overall look of Ghostbusters

Fireball burst

Timeline: 0-.93 seconds

Requested effect: Small fireball to show incendiary blast

- Quick scaling center particles
- Animated flame particles
- Small reverse gravity ember particles

Book pages explosion

Timeline: .94-2.27 seconds

Requested Effect: Large paper Gollum destruction effect

- Offset center page sprites with particle rotation tied to particle velocity
- Smaller grit particles which expand outward faster than other particles as they would in a real blast

Molotov blast

Timeline: 2.28-5.13 seconds

Requested effect: Molotov blast with flaming fluid

- Intense center blast was achieved with three overlapping short lived emitters to give the look of a glowing detonation and rising fire
- Strip render particles for the flame streaks with velocity orientation to show the arching flight paths
- Animated particles for smoke cloud

Tower explosion - a large scale fiery blast

Timeline: 5.14-7.27 seconds

Requested effect: Explosion for the top of the Ghostbuster's Tower - a large scale fiery blast at the movie's finale

- Several layers of flame cloud particles forming the shape of the building roof
- Model based particles for building debris flying off the roof (difficult to see in this sample's resolution)

Bone and skull explosion

Timeline: 7.28-12.13 seconds

Requested Effect: Coffin missile explosion effect

- Several model particle emitters with collision based physics applied to the particles
- Two conical dust particle emitters with upward velocity and downward gravity for a quick collapse rate