

# Portal 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

### Blue portal and collapse

Timeline: 0-3.27 seconds

Requested effect: Blue portal to cover item spawn, with collapse when the event terminates

- Swirling energy mass particles with variations in color and movement
- Small particles which draw to the center from the outer rim then disappear using a particle attractor field and key framed particle fading
- Key framed particle size reduction and attractor fields to draw inward for the collapse
- Quick key framed star burst to finish

### White warping portal field

Timeline: 3.28-5.93 seconds

Requested effect: Ghostly portal to cover ghost spawning

- Small orb particles which draw toward the center using key framed attraction field
- Two distorted vortex materials

### Mauve orange portal drawing inward

Timeline: 5.94-7.6seconds

Requested effect: Shrinker portal effect which shrinks ghosts

- Two alternating collapsing particle rings to give the shrinking feeling

### Green tendril portal

Timeline: 7.61-10.2 seconds

Requested effect: Ghostification portal effect which plays over a player powerup

- Two sprites that are stationary. The whole effect is created by a swirling shader material

### Green portal

Timeline : 10.21-16.4 seconds

Requested effect: Green portal to cover NPC spawn

- Small particles which draw to the center from the outer rim then disappear using a particle attractor field and key framed particle fading
- Swirling energy mass particles with variations in color and movement