

## Ghostbuster's Spirit Effects Descriptions

- 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

### FX Descriptions

#### **Green effect emitting smoke and spatters followed by a large green glow burst**

Timeline : 0-6.67seconds

Requested effect: Splatter and glow produced when large glowing green spider eggs are struck by weapons fire. This is followed by the egg bursting effect in which goo shoots out and smoke rises.

- This effect employs a material shader on the goo spatter which employs distortion, fresnel based glowing edges which match the normal mapping.
- The goo has velocity based stretch and gravity on the particles.
- The egg burst effect would appear at the center of a glowing egg and had code support to play at the appropriate time

#### **Ectoplasm slime dripping**

Timeline : 6.68-13.40seconds

Requested effect: Slime dripping off surfaces similar to Slimer's ectoplasm

- The slime employs a distortion material, normal mapped with high specularity, and is translucent in nature
- There are several overlapping particles at different rates to avoid any repeating in the effect

#### **Blue sparking spherical effect with a flair at it's center**

Timeline : 13.31-14.40seconds

Requested effect: Stun powerup pick up. This effect appears on the player as he picks up the powerup

- Three additive sprite based particle emitters with create this effect.
- low particle counts since it is in the center of the players view

#### **Blue rings of energy moving skyward as they spread out and dissipate with a spark at it's center**

Timeline: 14.41-18.32seconds

Requested effect: Protection Pylon deploys the effect which appears over the pylon to show the players the device has been activated

- particles rise skyward due to a reversed gravity as they expand in size
- the center spark burst appears timed with other effects on the pylon and animation as pylon occur in sequence. This was critical

### **Red throbbing aura followed by a spiked more intense version to display progression**

Timeline : 18.33-24.27seconds

Requested effect: NPC aura which surrounds ghosts and represents their anger followed by the NPC rage aura

- key framed animation on the sprite size multiplier gives the effect it's jittery frantic feel
- key framed color ramping to keep the glow strobing
- For the anger aura the effects rates were made more extreme
- The anger aura adds spherical emitter with expanding red spikes which emit from the sphere's normals

### **A milky aura with an expanding feel**

Timeline : 24.28-25.07seconds

Requested effect: NPC aura which surrounds a ghost when he steal objects

- Key framed sprite expansion timed with the color ramp color and opacity to give a bursting feel as the particles die

### **Red ghostly streaks with some small glowing orbs**

Timeline : 25.08-32.47seconds

Requested effect: This is one piece of the Pillar of Souls at the center of a level. It is to display souls escaping into the sky.

- Strip render particles emitting from an offset slowly rotating center to give the swirling effect
- Reverse gravity orb particles with a some random movement and emission placement to avoid repeating patterns

### **Glowing yellow star burst with yellow energy ribbon**

Timeline : 32.48-37.93seconds

Requested effect: The glowing effect seen in Ghostbusters over Gozer's pyramid

- Several key framed sprites overlapped with varying size scaling and slow rotation
- A ring emitter which emits strip render particles to give the energy ribbon effect