

Water 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

Water splashes as it is struck

Timeline 0-1.40 seconds

Requested effect: Small water splash from water being struck by an object or weapon fire or water hitting an object

- Tight initial particle impact emission
- Smallest water droplet particles disperse at the fastest velocity
- Center of the effect has a churning water decal which orients to the ground plane and slightly above the impact point

Water spout

Timeline 1.41-5.00 seconds

Requested effect: Burst water main spraying water high into the air

- A few strip render particles for the center spray shaft instead of many individual small particles
- Top water particles cover the start of the mist streak particles

Wave break effect

Timeline 5.01-6.13 seconds

Requested effect: Splash from ghost wave effect as water hits the player

- A few strip render particles with a watery distortion shader
- Followed by mist streak particles

Waterfall

Timeline 6.14-15.13 seconds

Requested effect: Waterfall

- A combination of strip render particles
- Two water distortion shaders for center water and outer, more specular, water
- Velocity driven strip render particles which curve the mist streaks to follow gravity