Anime Style FXV

Overall, in both actual anime and anime games the VFX style is fairly consistent. Favouring less dense particle systems and bigger individual particles. It seems that if small particles are present, they are usually kept to a minimum and are still fairly spread out.

Flames are presented very interestingly in most anime, if they are stationary, they follow a very traditional cartoon fire shape, they usually consist of varying shades of yellow and orange, but usually only 2-4 different shades at once. If the flames are mobile then they become streaks, usually consisting of only 2 shades. Sometimes there appears to be “lightning” inside of the flames, this is usually used to imply that the flames are very intense.

Magic in anime varies quite a bit depending on the art-style of the specific anime. Shonen anime tend to all have a similar art-style and a similar style in magic VFX. Magic is the one area where we tend to see some of the smaller particles, but they are far less dense then we would see in western particle systems. The magic tends towards having one primary particle and one secondary (the smaller particles). There also tends to be quite a few streaks here too. No matter how many different particles or streaks they always tend to be in the same colour family.