

LAB Manual 08

Effects and Logic

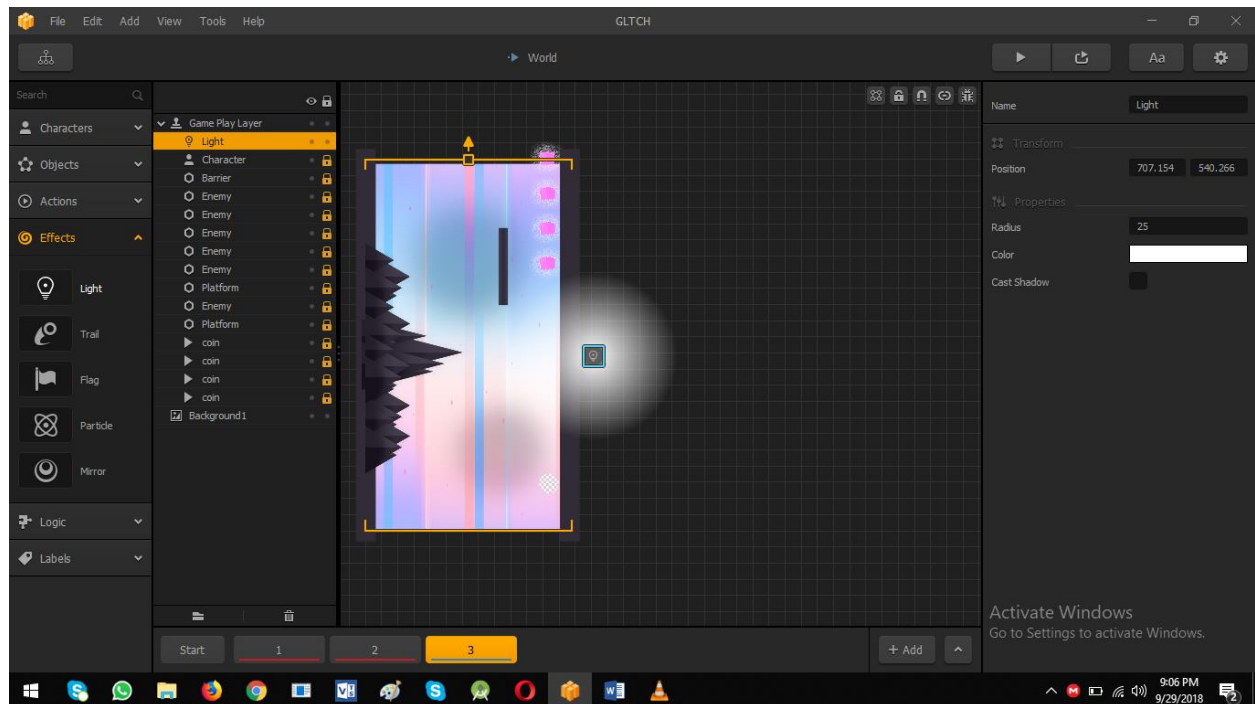
- Create light and particle effects
- Add a path logic piece

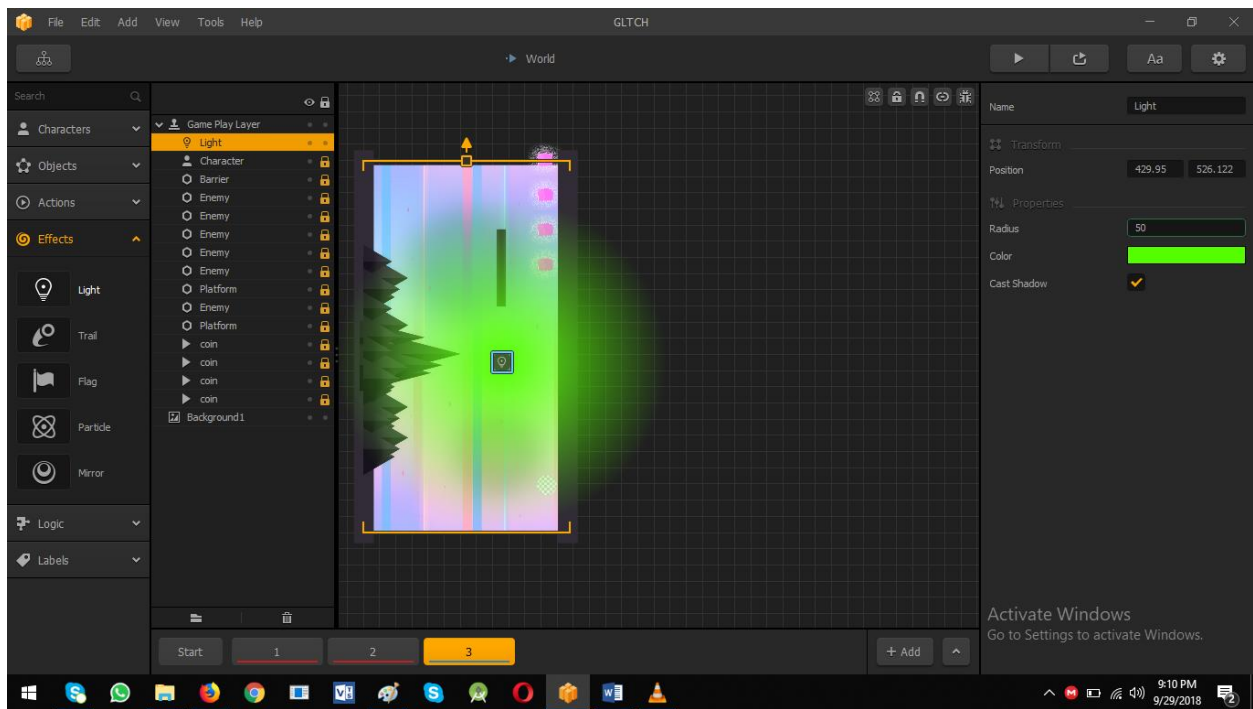
Light Effects

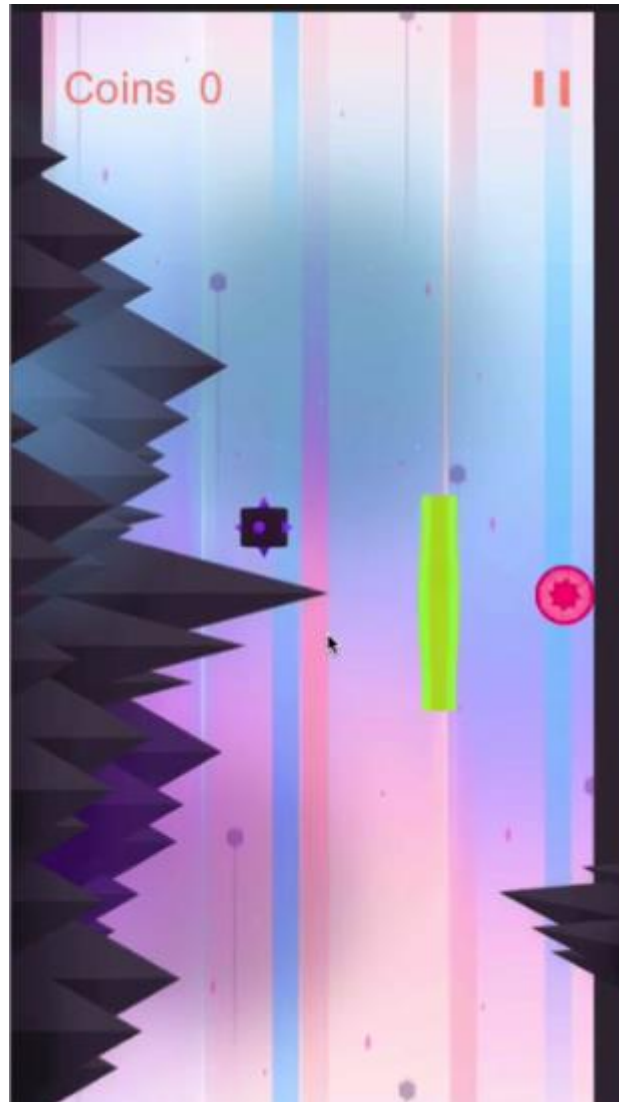
Light is great way to set atmosphere coloring and shadows in a creative ways

Let's lock down everything in the scene, so that it cannot be moved!

- Asset panel: drop down the effects
- Drag the light in scene
- You can see different option in right panel
- Change the value of radius to make light larger or smaller

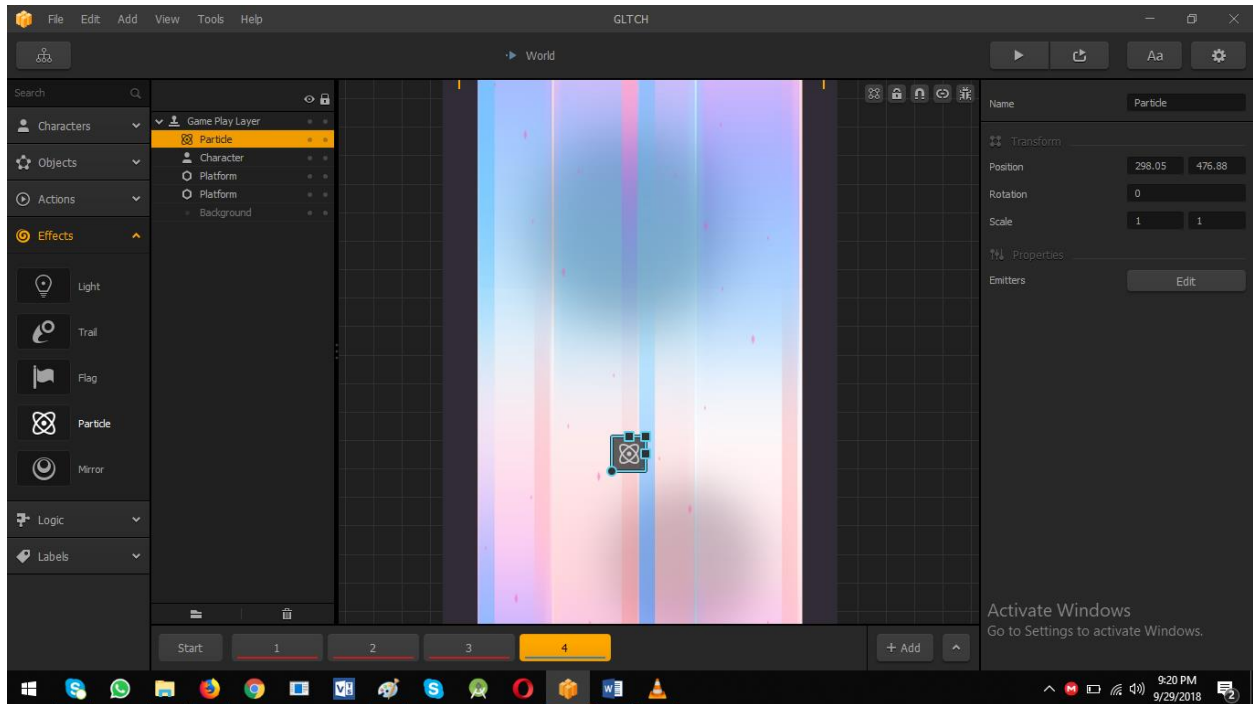




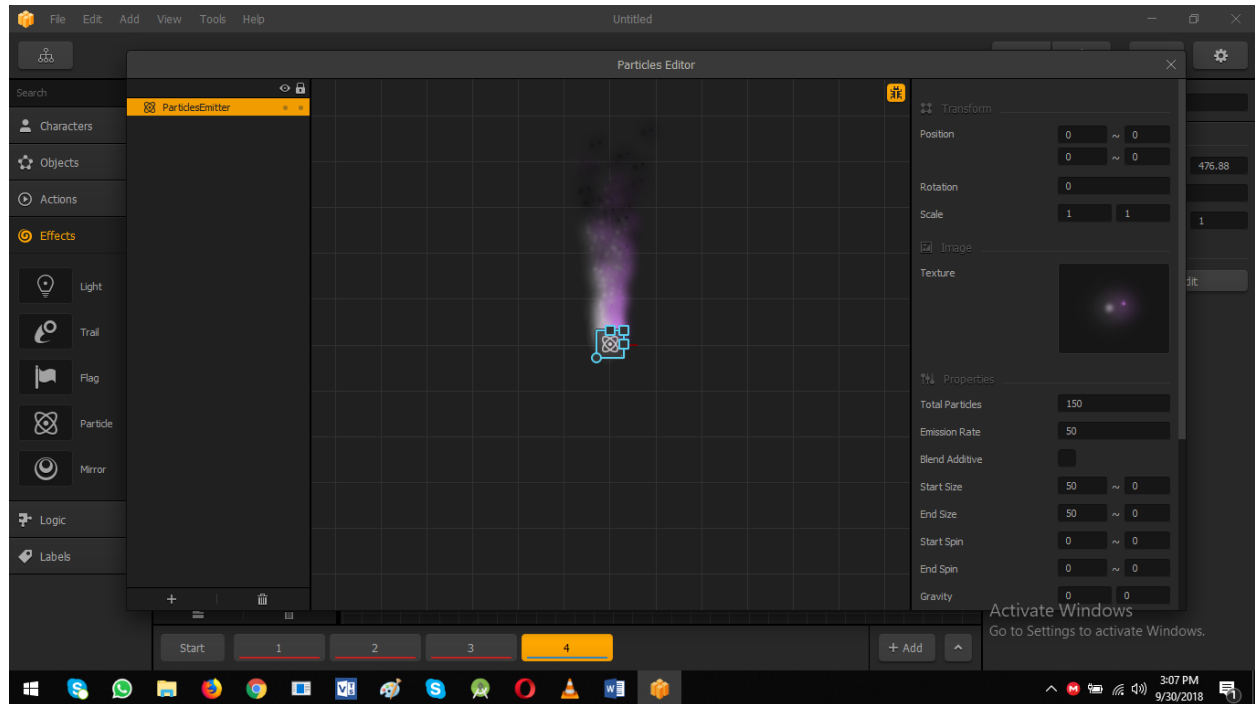


Particle Effects:

- Gives ability to user in a very creative way all sources required in our game
- Make a blank scene and solo it
- Drag a particle effect from assets panel **(Effects)**

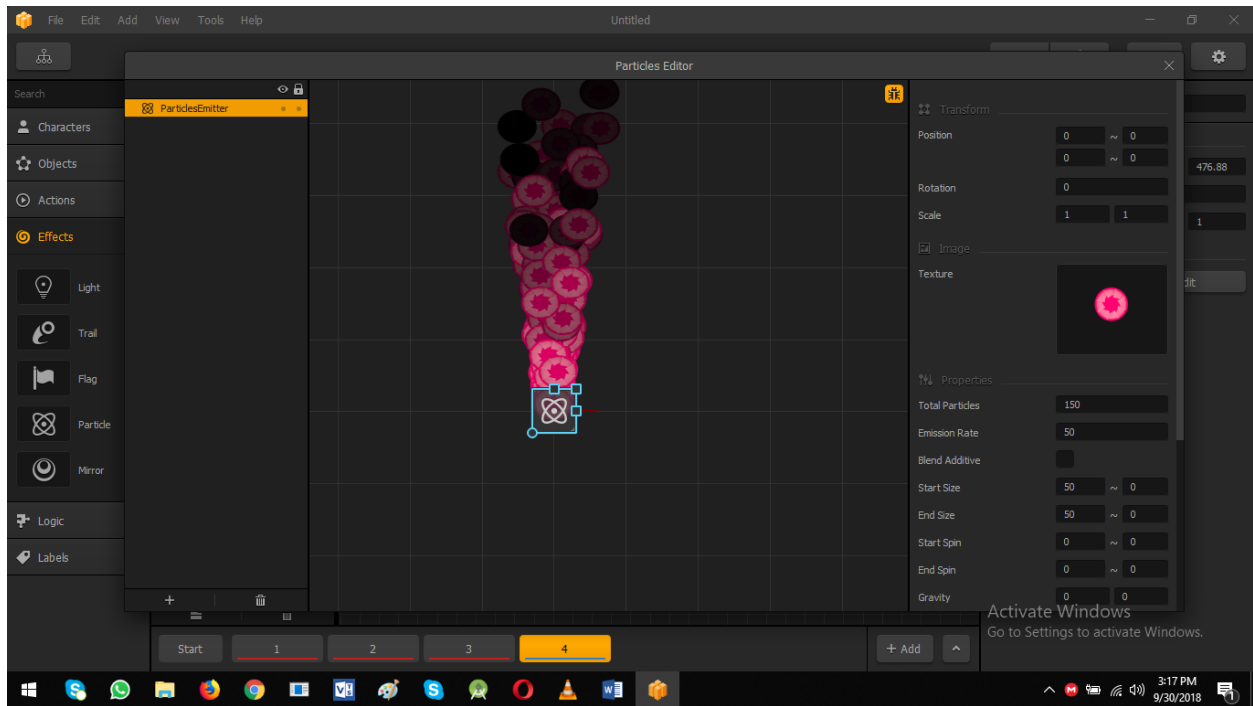


- We can resize it
- Let's see options in this editor
- Put value in x axis range column to **100**



- We can rotate the emitter
- Change the scale
- Below the texture window are the properties of particles themselves

Let's change the image of texture to our character



Total Particles

- Number of particles present on screen at any one time
- New particles will not be spawn until existing particles will be disappeared
- Check by inserting **value 3** --- only 3 particles will be on screen
- Put value to 35

Emission Rate

- How fast to emit the particles
- Change value to 1: means 1 particle per second
- Put value to 10

Blend Addictive

- Overlapping particles will add to each other making the overlapped areas to brighter
- Used for flames

Start Size

- Size of particle when it is spawn
- Put values to 30 in column 1 and 25 in second column

End Size

- Size of particle when it is dissipate.
- Put value to 1

Start Spin

- Rotation of the particle when it is spawned
- Put value to 45 in second column
- Put straight images like barrier to check

End Spin

- Rotation of particle when its disappeared
- Put end spin to 90 and start spin to 0

Gravity

- Wind force to particles
- X axis to 25 and y axis to -45

Radial Acceleration

- How much acceleration from point of emission is given to the particle

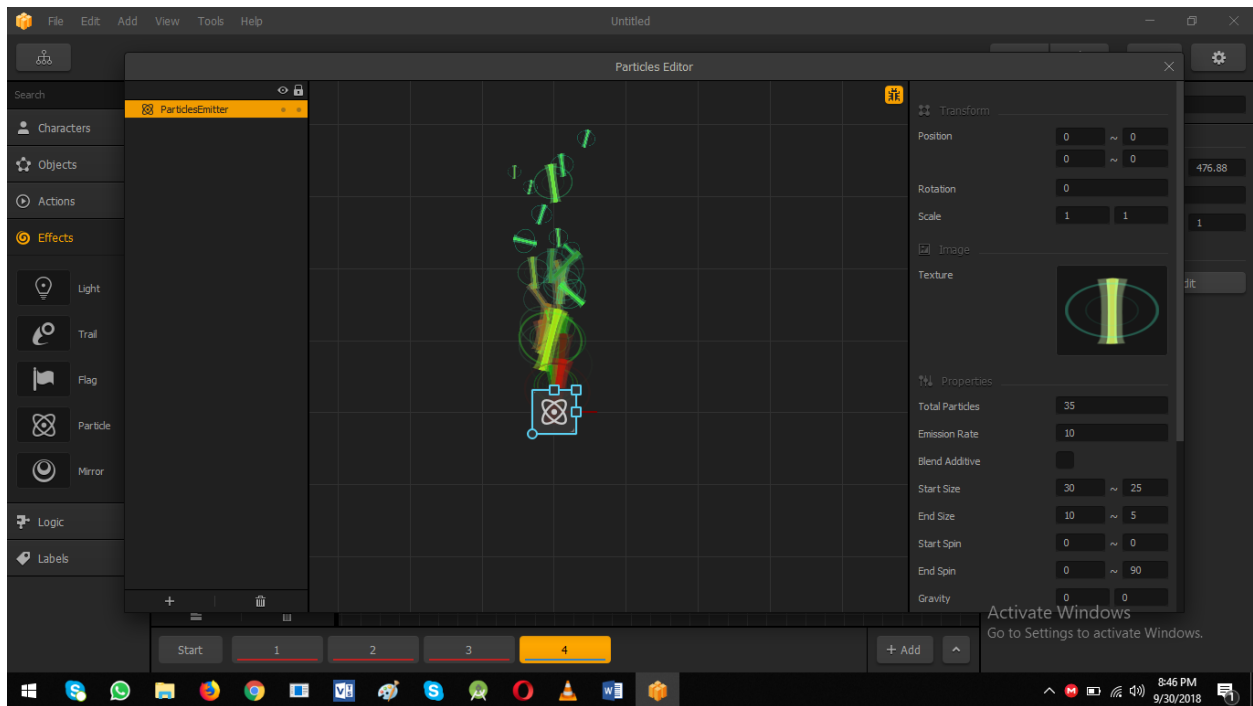
Speed

Angle

- Particle angel at the time of emission
- Check it by putting value 0, 180, 270 and back to 90

Life

- Life span of the particle before began to disappear
- Make value to 1 and remove the randomizer, particles last 1 second
- Column 1 = 2 & column 2 = 1



Position Type

Grouped:

- Particles will moved and dissipate in a manner which looks attached directly to emitter

Free

- Particles will emit, they are free to disappeared based on they are spawned

Relative

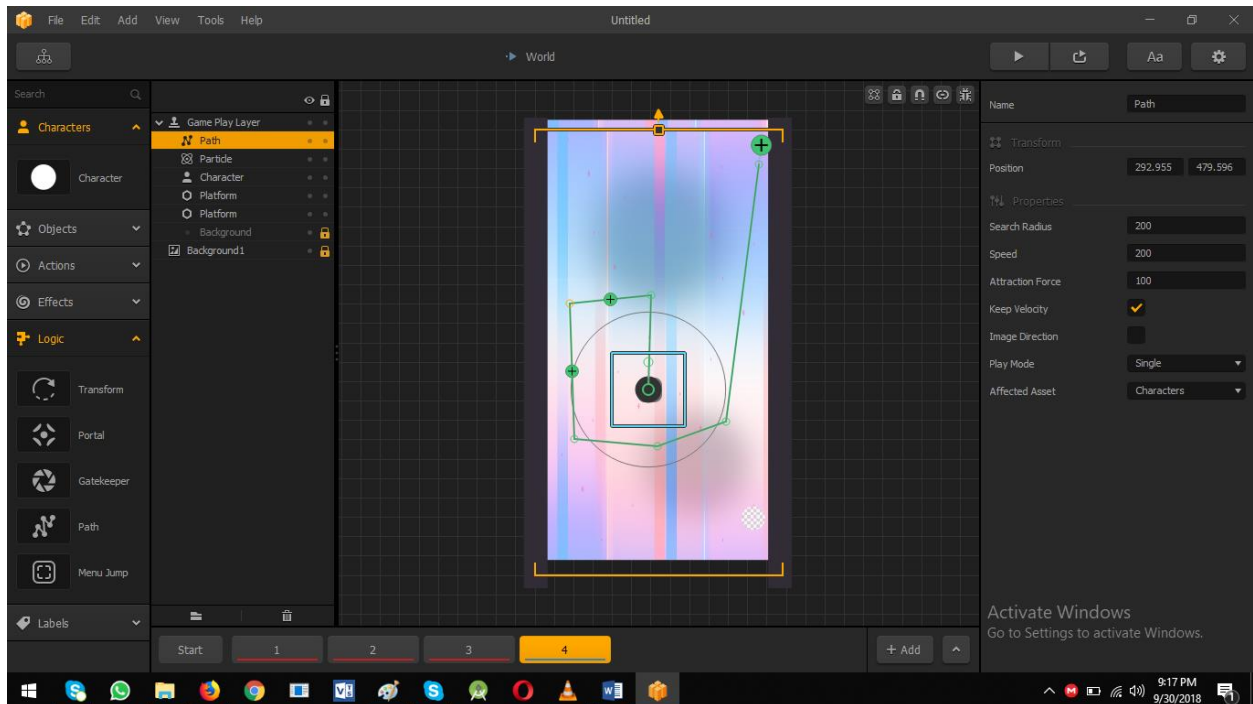
- Particles will dissipate in a manner they looks like attached to game mode not emitter
- It's a type of real world emission

Logic Pieces

- Are items which dynamically controls the game objects

Path Logic Piece

- Can force the objects to follow its path
- Can force character to follow its path



See different options

Search Radius

- How close is the object or character needs to starting point to follow the path
- If search radius is greater than path then it force to never leave it

Speed

- Speed of character within the path

Attraction Force

- Force between each path node basically a gravity

Keep Velocity

- Character to keep its original velocity after exiting from path

Let's use path logic piece to grap the coins

