Adam deGrandis' Lifelike Effects Pack

version 1.0

A Note From Adam

Thanks for purchasing the Lifelike Effects Pack! If you like these effects and need additional artwork or art consulting on your game, don't hesitate to get in touch with me through my website, www.adamdegrandis.com. Thanks again!

Installation of the Lifelike Effects Pack

1) Drag or copy/paste the “LifelikeEffectsPack” folder included in the .zip to the game\art\shapes\particles\ directory of your project.

2) Drag or copy/paste the “LifelikeEffectsPackScripts” folder included in the .zip to the game\art\datablocks directory of your project

3) Finally, add these lines to your datablockExec.cs file, found in game\art\datablocks.

```
// Load the Lifelike Effects Pack
exec ("./LifelikeEffectsPackScripts/LifelikeEffectsPackExec.cs");
```

After these steps, the Lifelike Effects Pack will be installed and ready for use.

Use of the Lifelike Effects Pack

The following are the names and brief descriptions of all the ambient emitters included in the pack. Consult the official documentation for help adding emitters to your level.

LifelikeSmokeLargeBlackEmitter – a thick plume of black smoke
LifelikeSmokeSmallBlackEmitter – a thin trail of black smoke
LifelikeSmokeLargeWhiteEmitter – a thick plume of white/gray smoke
LifelikeSmokeSmallWhiteEmitter – a thin trail of white/gray smoke
LifelikeFireSmallEmitter – a small fire, best when used with LifelikeEmbersSmallEmitter
LifelikeFireBigEmitter – a large fire, best when used with LifelikeEmbersLargeEmitter
LifelikeEmbersSmallEmitter – a small collection of dancing embers
LifelikeEmbersBigEmitter – a large collection of dancing embers
LifelikeFlareSmokeEmitter – a thick plume of red signal flare smoke

Expert Tip! When using fire, embers and smoke together, I've found that placing the the embers and fire emitters at the same location in the world, while placing the smoke a few units above yields the best results. For example, if your fire and embers emitters are at 0, 0, 0, try placing your smoke emitter at 0, 0, 2 (or more if you're using the “big” emitters).

The following are the names and brief descriptions of all the explosion datablocks. These can be added to the “explosion” field in things like projectile or vehicle datablocks.

LifelikeComplexLargeExplosion – A large, dazzling explosion. Good for vehicle explosions.
LifelikeComplexSmallExplosion – A small, dazzling explosion
LifelikeSimpleLargeExplosion – a large, basic smoke-and-fire explosion
LifelikeSimpleSmallExplosion – a small, basic smoke-and-fire explosion
LifelikeGroundHitLargeExplosion – A large explosion that displaces earth. Good for artillery.
LifelikeGroundHitSmallExplosion – A small explosion that displaces earth.
LifelikeFirebombLargeExplosion – A large fiery explosion
LifelikeFirebombSmallExplosion – A large fiery explosion
LifelikeFlakExplosion – An aerial flak explosion
LifelikeFlashbangExplosion – The explosion for a flashbang grenade. Best when used with a post-processing effect to white out and blur the screen.

Frequently Asked Questions

Q: I notice poor performance if I get lots of explosions on screen at one time. What's up with that?
A: There are obviously many different kinds of games, each with their own technical requirements and poly budgets. That being the case, making a pack like this that works great for everybody is a tall order. If you're finding you're getting slowdowns with too many explosions on screen, there's a few things to do. First, if you're using the complex explosions, firebomb explosions, or ground hit explosions, try switching to the simple explosions; The simple explosions emit fewer particles in their lifetime. If that isn't an option, you can look at increasing the “ejectionPeriodMS” field in the particleEmitter datablocks used by the explosions. These can be found right in the .cs file of any given explosion. Doubling the ejectionPeriodMS of given emitter will effectively halve the amount of particles it emits, which is a good starting point if you're going for performance but don't want to sacrifice visual fidelity. Finally, most of the particle images ship at 512x512 pixels in size. You can reduce these to 256x256 or even 128x128 to get a boost to performance.

Q: This pack is great, but it'd be even better if it had [effect suggestion]. Any chance that's going to be added in the future?
A: I'm always interested in suggestions for content ideas straight from developers using my content packs. If you have a suggestion, get in touch with me through my website, and it will be considered for a future update or future pack.