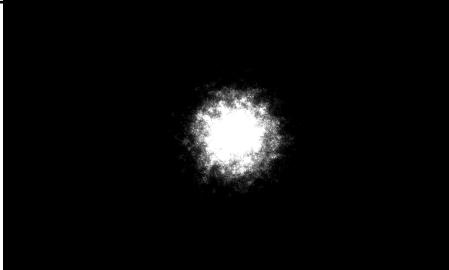
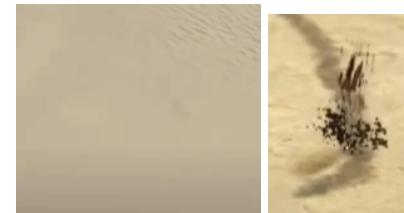
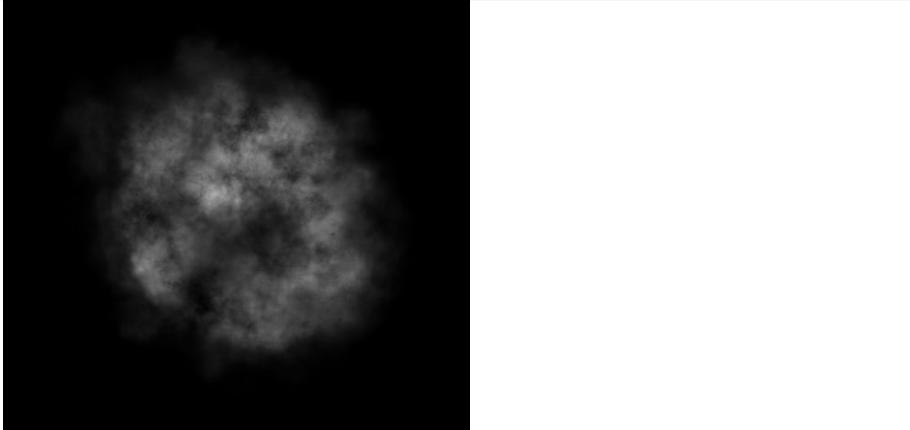
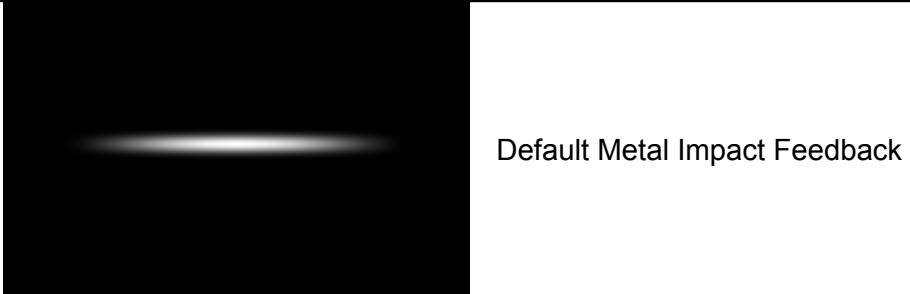
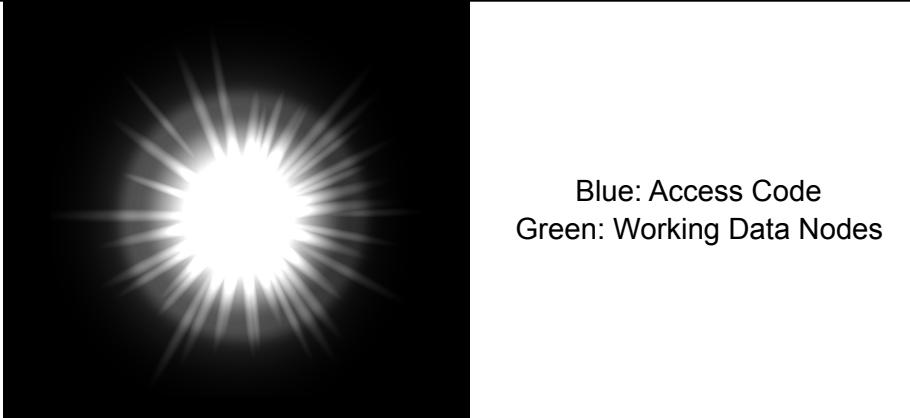


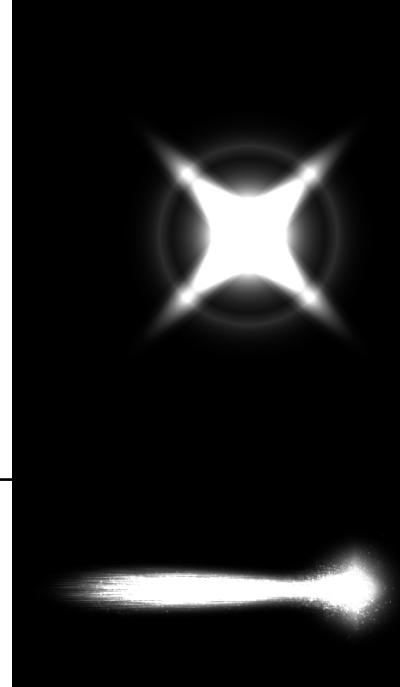
Effects & Particles

Environment

Effect	Assets	Usage	Example/Reference
Spice floating		Spice spots	
Sand particles		<p>Default Sand Feedback (Walking, ambient, running, Pushing boulders down)</p> <p>From both spaceship and thopters when taking off</p>	 

		
Projectile collision		Default Metal Impact Feedback 
Server Interactables		Blue: Access Code Green: Working Data Nodes 

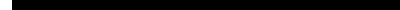
Lootable corpses



White: Lootable corpses



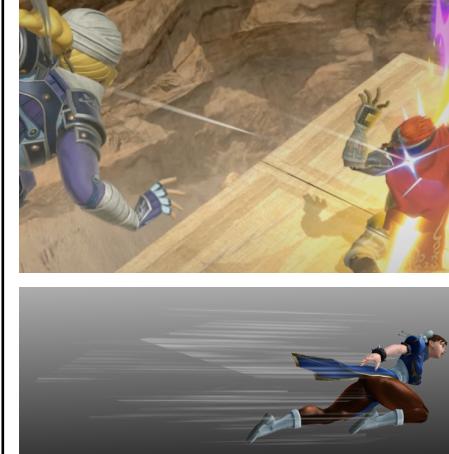
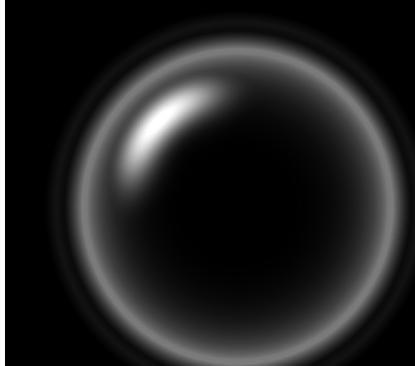
Blue afterburner

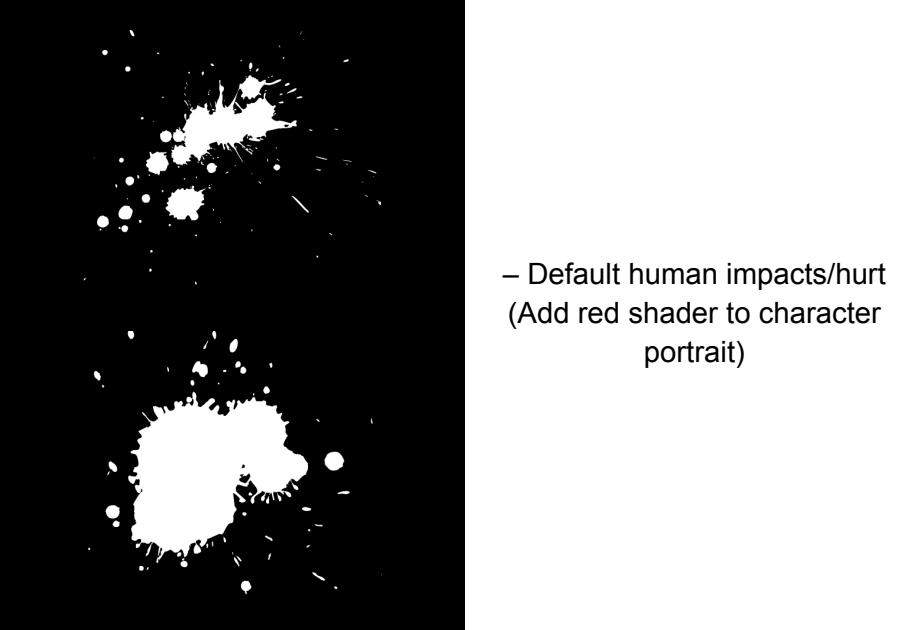


Spaceship motor



Character/Enemies

Effect	Assets	Usage	Example/Reference
Swoosh		<p>Anything dash/movement-related:</p> <ul style="list-style-type: none"> – Zhib's Throwing Knives – Zhib's Weirding Way Dash – Nerala's Dart 	<p>https://www.youtube.com/watch?v=RjMypEG9LRg</p> 
Energy Shield		Shield	

<p>Blood particles</p> 	<ul style="list-style-type: none"> – Default human impacts/hurt (Add red shader to character portrait) 	 
<p>Slash</p> 	<ul style="list-style-type: none"> – Zhib's Weirding Way 	

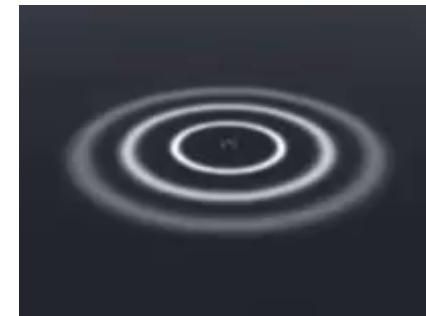
Wave particles



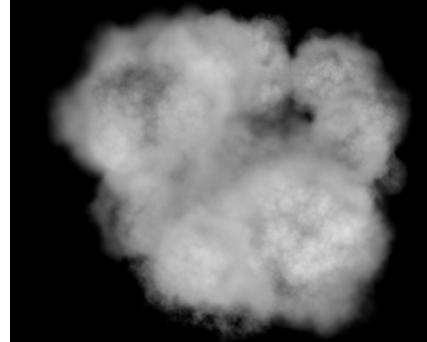
Zhib's Decoy

Omozra's "Seek them"
(Smaller rate)

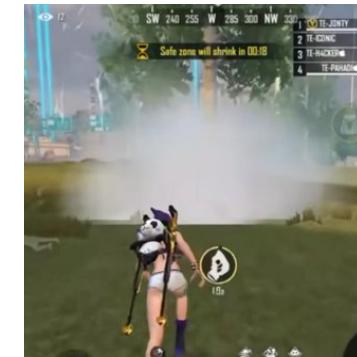
Mentat Summon

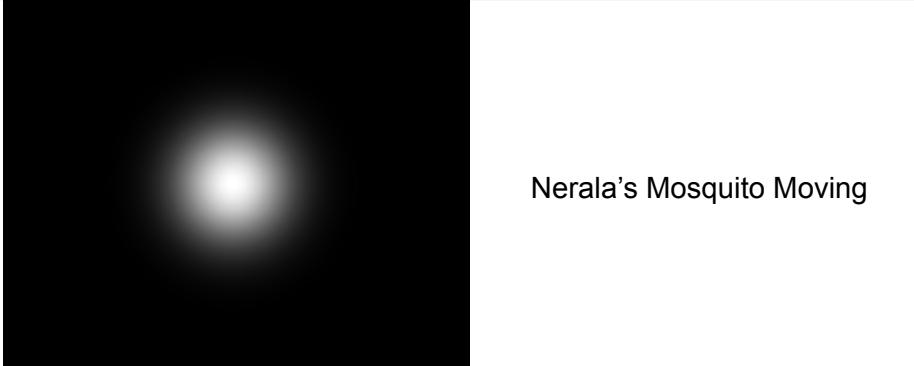
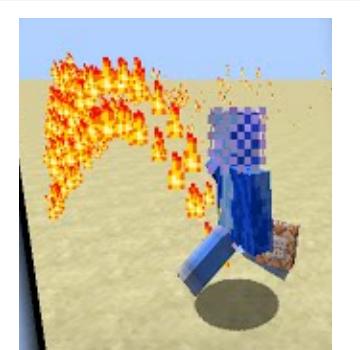
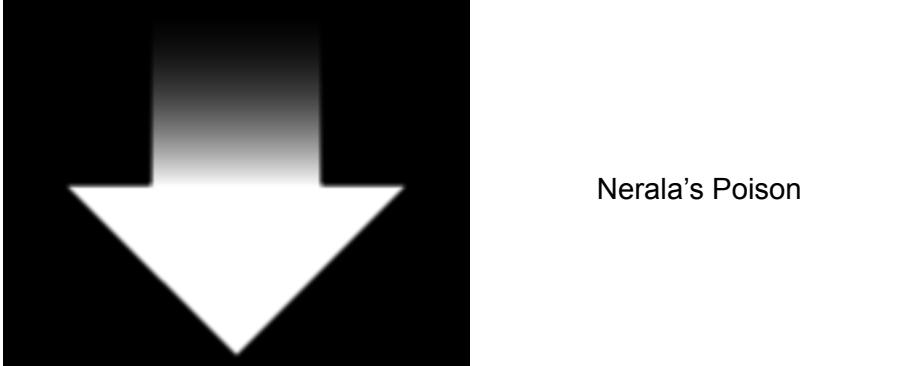
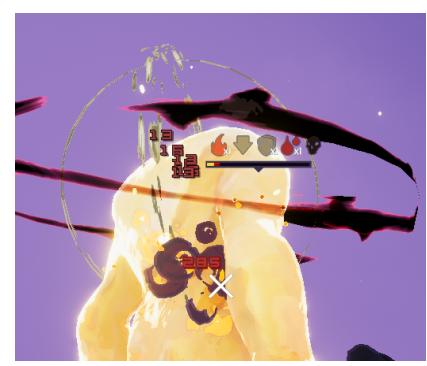


Smoke

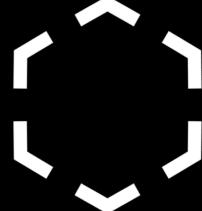


Nerala's smoke

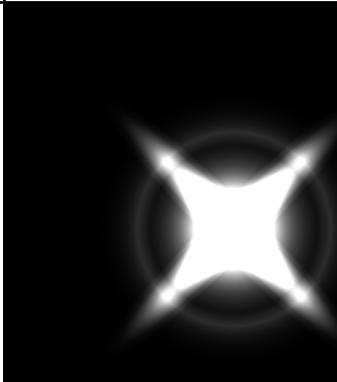


Trail		Nerala's Mosquito Moving	
Debuff Indicator		Nerala's Poison	
Electric particles		Worm is going to come out	

User Interface

Effect	Assets	Usage	Example/Reference
Arrow down		Indicate movement destination	
Question mark		Character is within the enemy's cone of vision	
Exclamation mark		Player stays in the vision cone	
Mouse target		Selected character (Blue) Choosing target (Orange, Dark Orange, Red)	
Vision cone	It will be drawn directly from code	-Enemy's vision cone	

Other

Effect	Assets	Usage	Example/Reference
Golden shine		Thumper	
Golden glow		Thumper planting spot	