Sandra Latt

CMPM163

Forbes

April 24, 2019

<u>Firework Visual Effect in League of Legends</u>

The effect that Jinx uses in League of Legends is applied when her rocket hits the enemy

player. The effect starts as a rocket, then proceeds to explode into a series of colorful fireworks.

When I first saw this effect, I was so amazed. It looked very pretty and clean to me. I

think what stood out to me the most was the different types of fireworks that were produced. The

effect happens very fast, so it was hard to tell if it changed based on the view it was in. I think

the view does not matter as much since it is on the side view all of the time. The lights on the

enemy character did change to a darker shade close to black, but the whole screen does not change. I think this is an effect that changes the colors of the pixels around the target. I think this because it does not alter a texture and it does not update the geometry. I think how this effect works is that it is aimed at a target and when it hits the target, it releases the code to start the fireworks where the enemy was hit. I could not find the specific shader code or articles talking about it, but when I searched about firework shaders I found some answers. I found a specific one that first starts with a particle effect like glow and the artist slowly changes it using the effect sliders. I am thinking of maybe doing something like this for the final project.