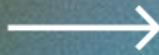




Unit 4: VFX

UCA Game Dev Course

2023



What are VFX?



Types of VFX



→ **ENVIRONMENTAL** Meant to represent physical occurrences, such as fire, rain, mist, or explosions.



→ **GAMEPLAY** Meant to enhance or draw attention to specific user interactions.



Challenge: Identify the VFX





More examples:



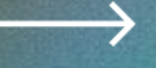
→ EXAMPLE 1



→ EXAMPLE 2



→ EXAMPLE 3



What will *you* do in this unit?



Unit Project:

- You will learn to create your own visual effects from scratch using Unity's particle system, including fire, weather effects, and a puff of smoke.

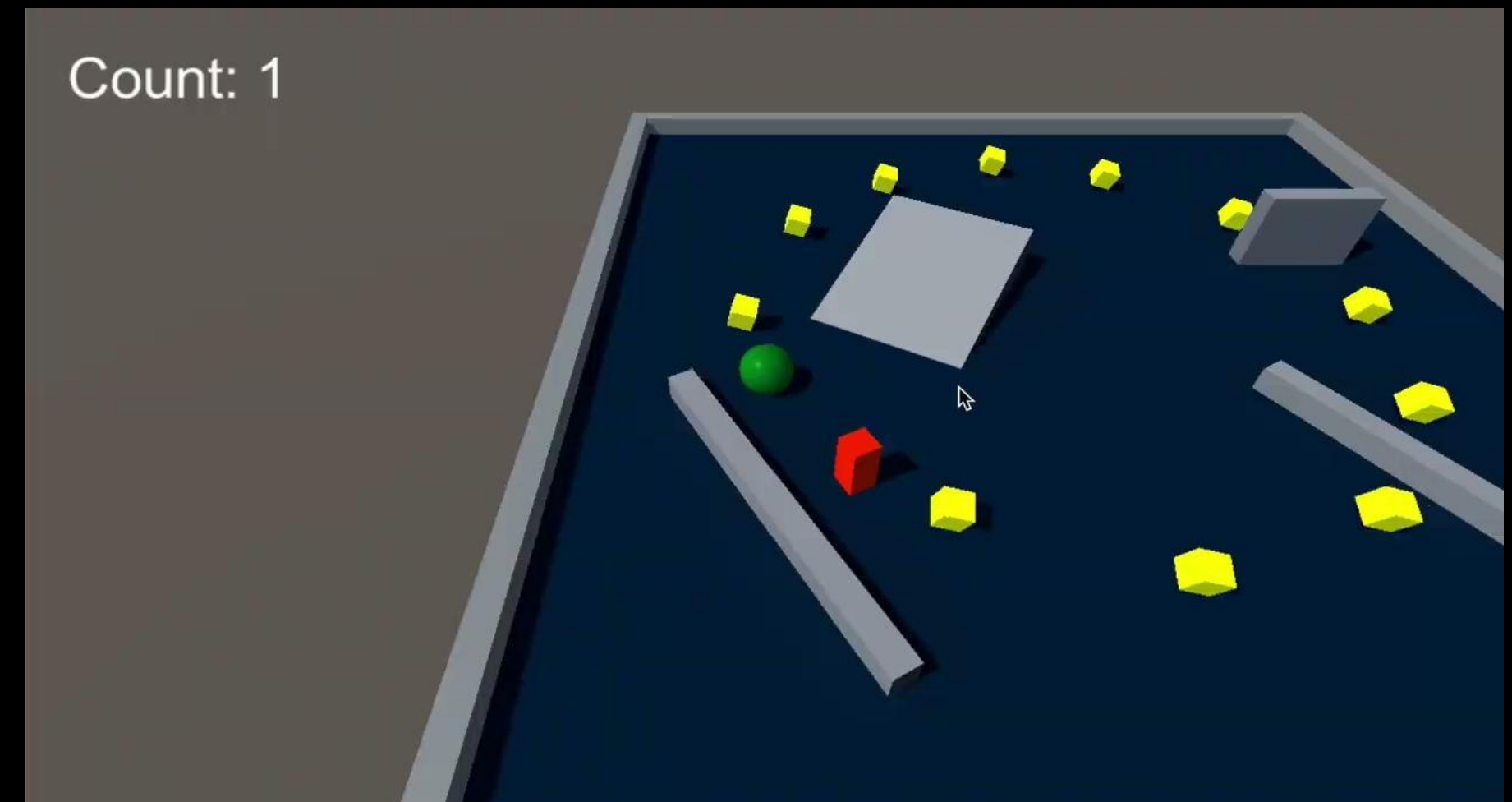


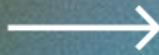


Apply VFX to your game:

You will add the following elements to your game:

- A particle effect when the player collides with a pickup.
- A particle effect when the enemy collides with the player.

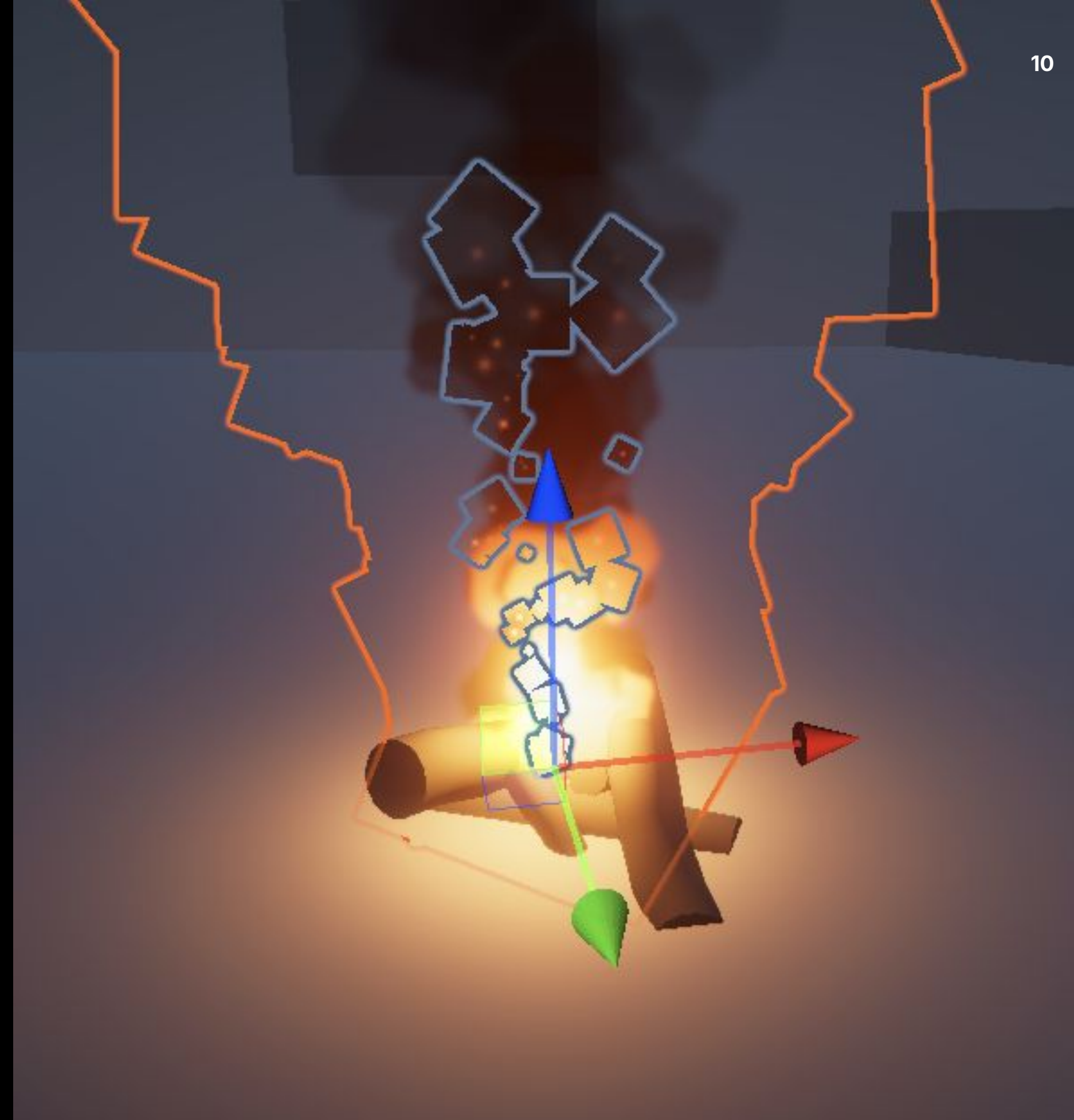




Key concepts for this unit

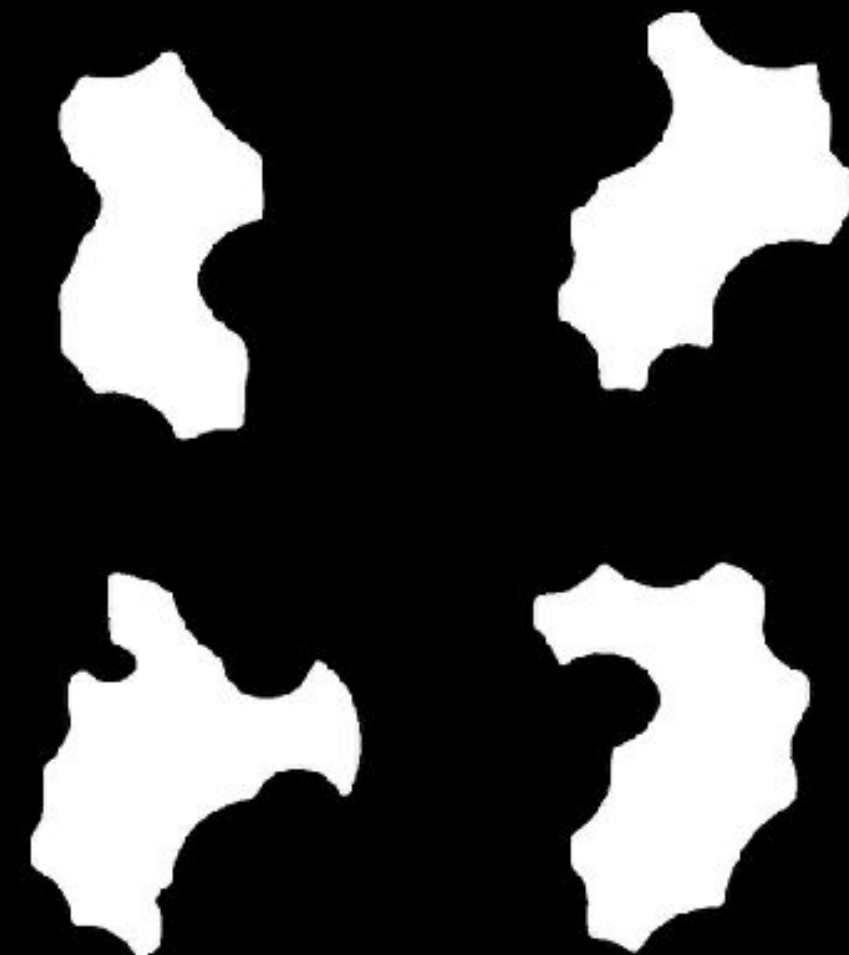


- Effects are often made up of multiple **particle systems**
- Particle systems are made up of individual **particles**





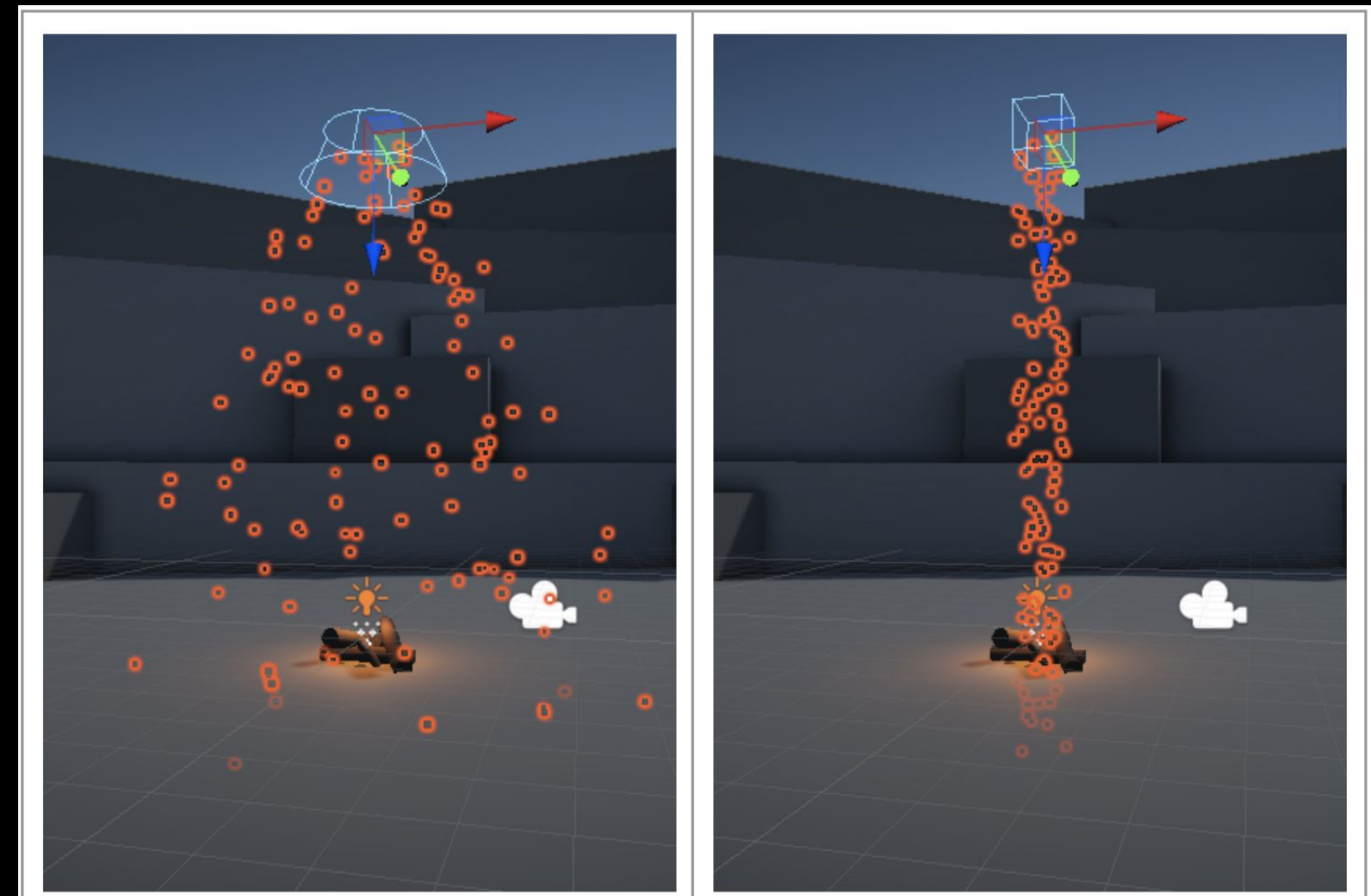
→ Individual particles are often 2D textures, with changes in color, scale, position, etc. over time



512x512 RGBA Compressed DXT5 UNorm 341.4 KB

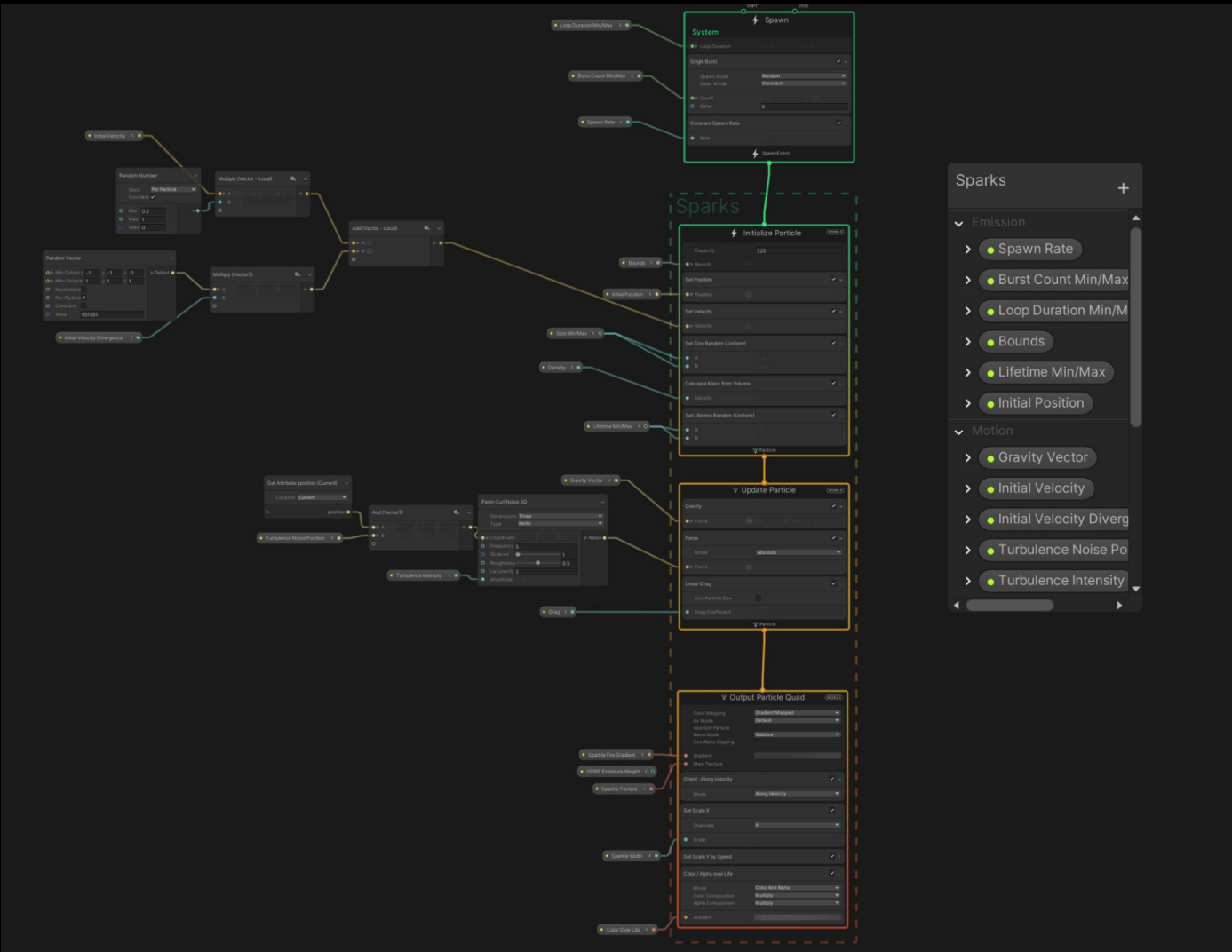
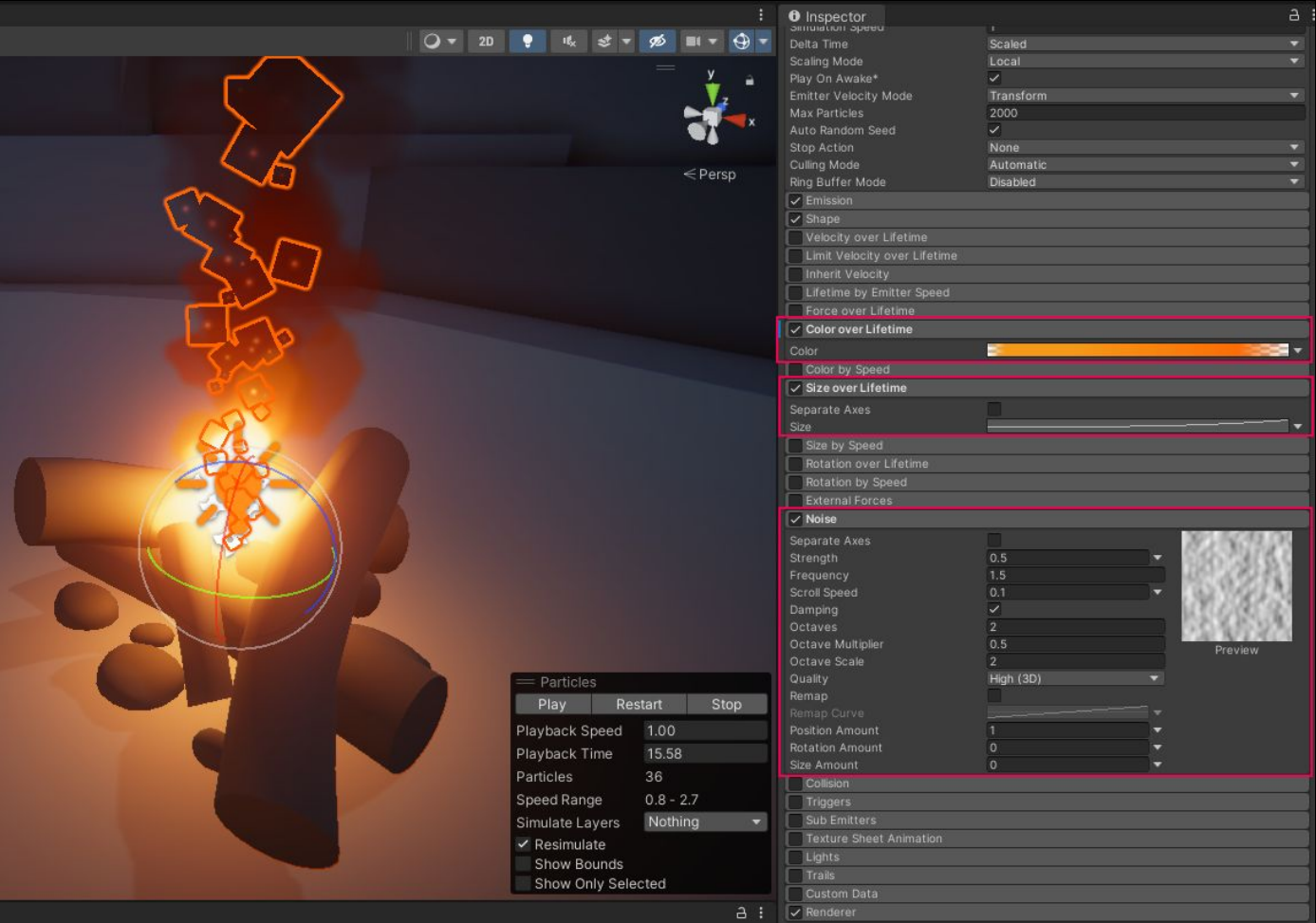


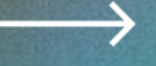
→ **Emitters** define the area that particles come from





- Unity has two options for creating particles:
Particle System vs VFX Graph
- This course focuses on Particle Systems





Learning Objective Review



Exam objectives in the unit

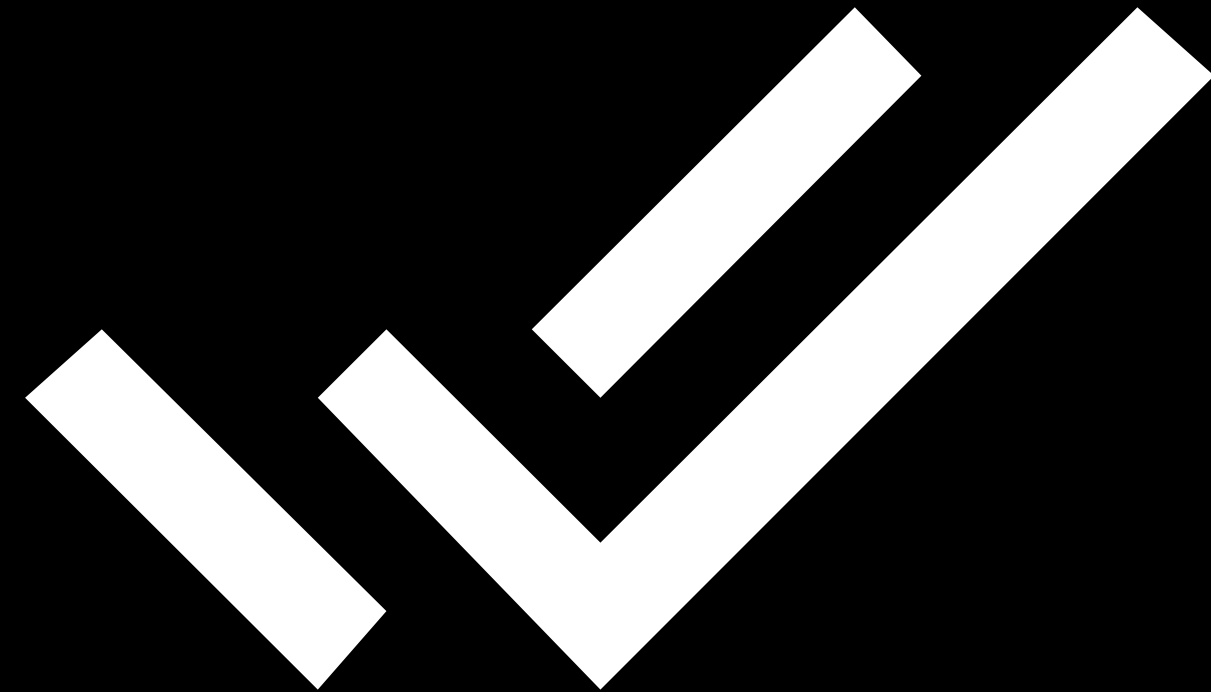
- 76: Materials and Effects | Effects | Image Effects - Predict particle option results
- 80: Materials and Effects | Particle System | Emitters - Explain particle system settings
- 81: Materials and Effects | Particle System | Emitters - Differentiate particle options by their result
- 82: Materials and Effects | Particle System | Particle Systems - Predict particle option results



Quiz review

If you have already completed the unit, you can review the unit quiz at the following link:

<https://learn.unity.com/quiz/unit-4-vfx>





Thank
you

[UNITY.COM](https://unity.com)

