

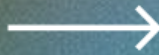


# Unit 4: VFX

2023

*UCA Game Dev Course*





# 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

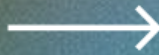


-> EXAMPLE 2



-> 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.*

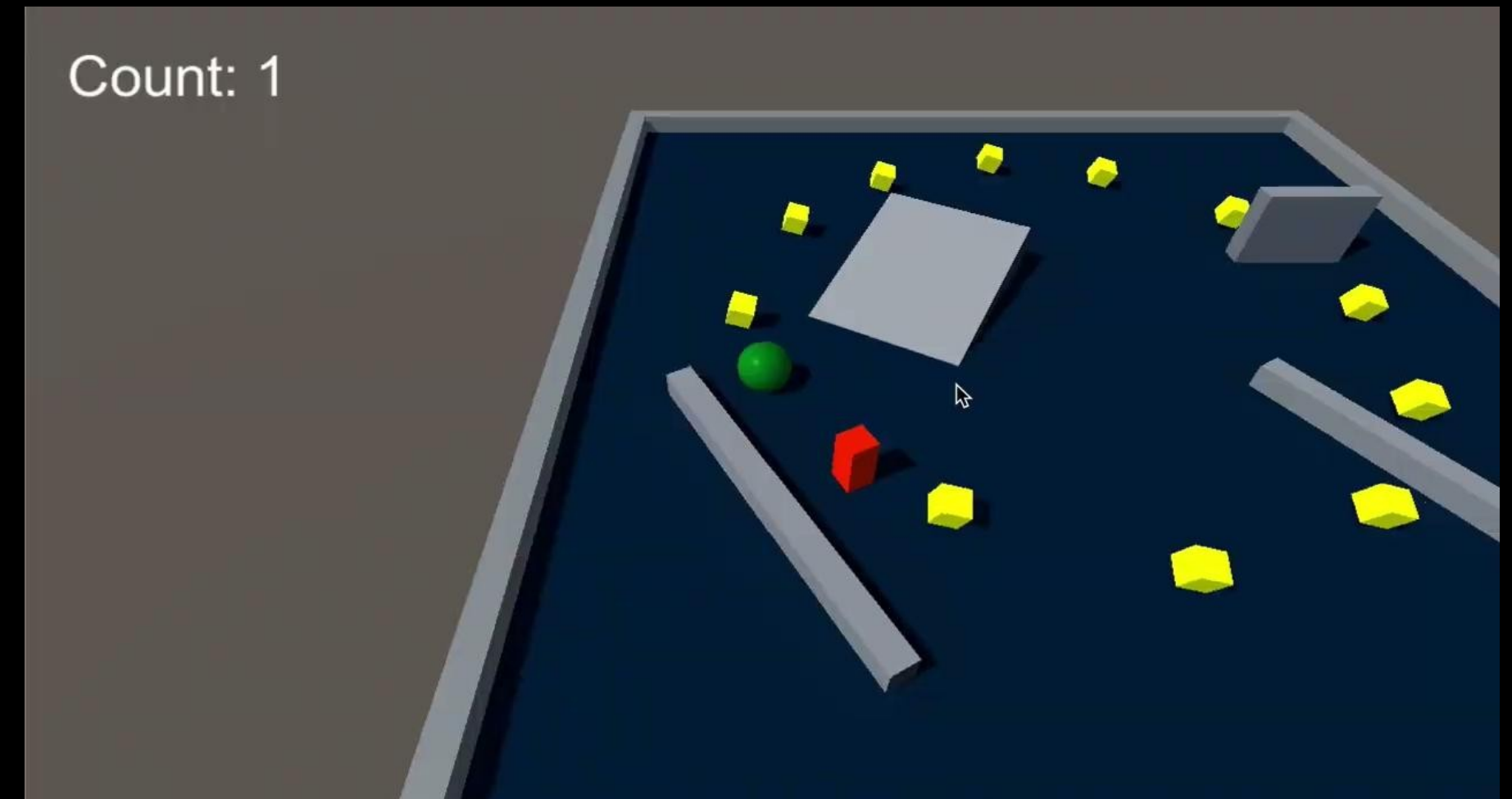




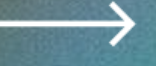
## Apply VFX to your game:

*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.*





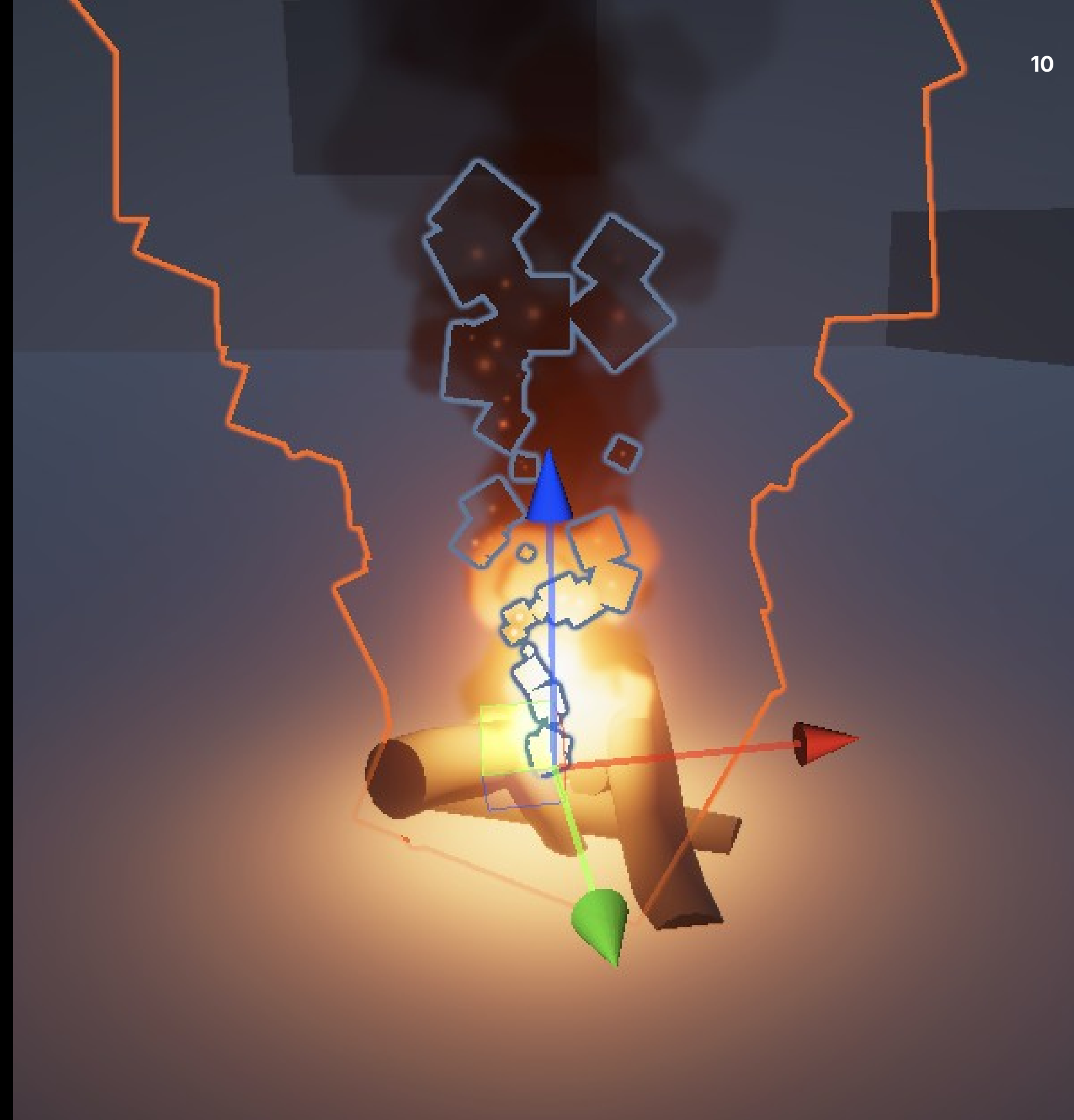


# Key concepts for this unit





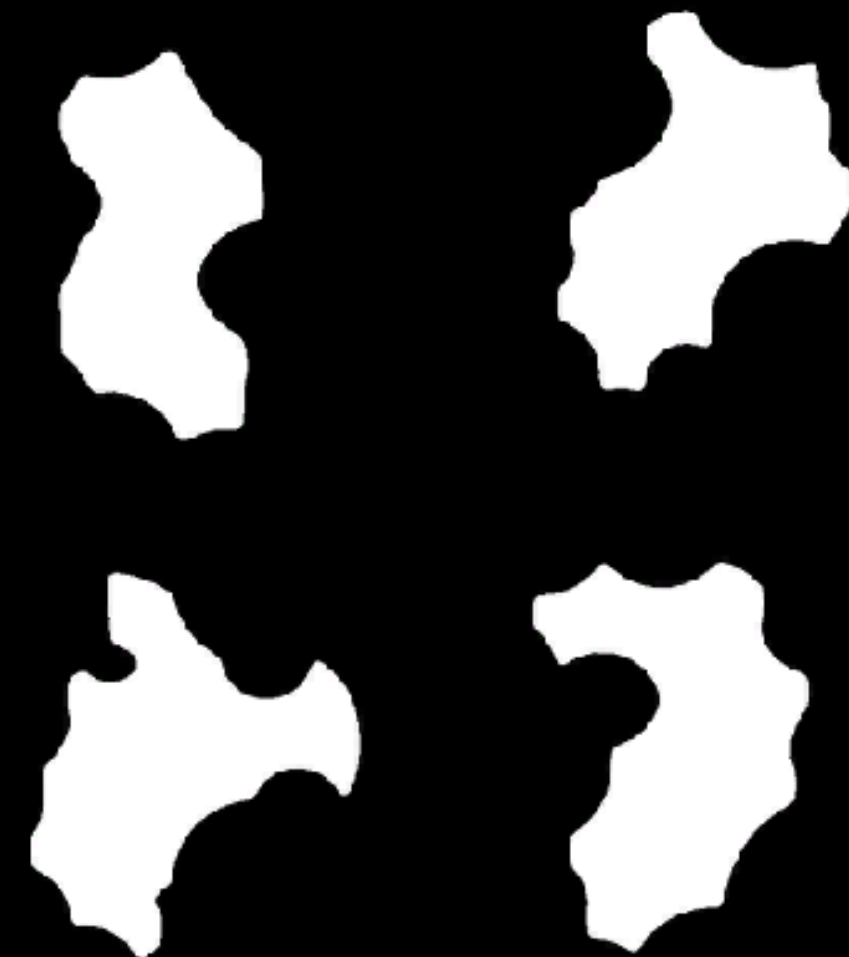
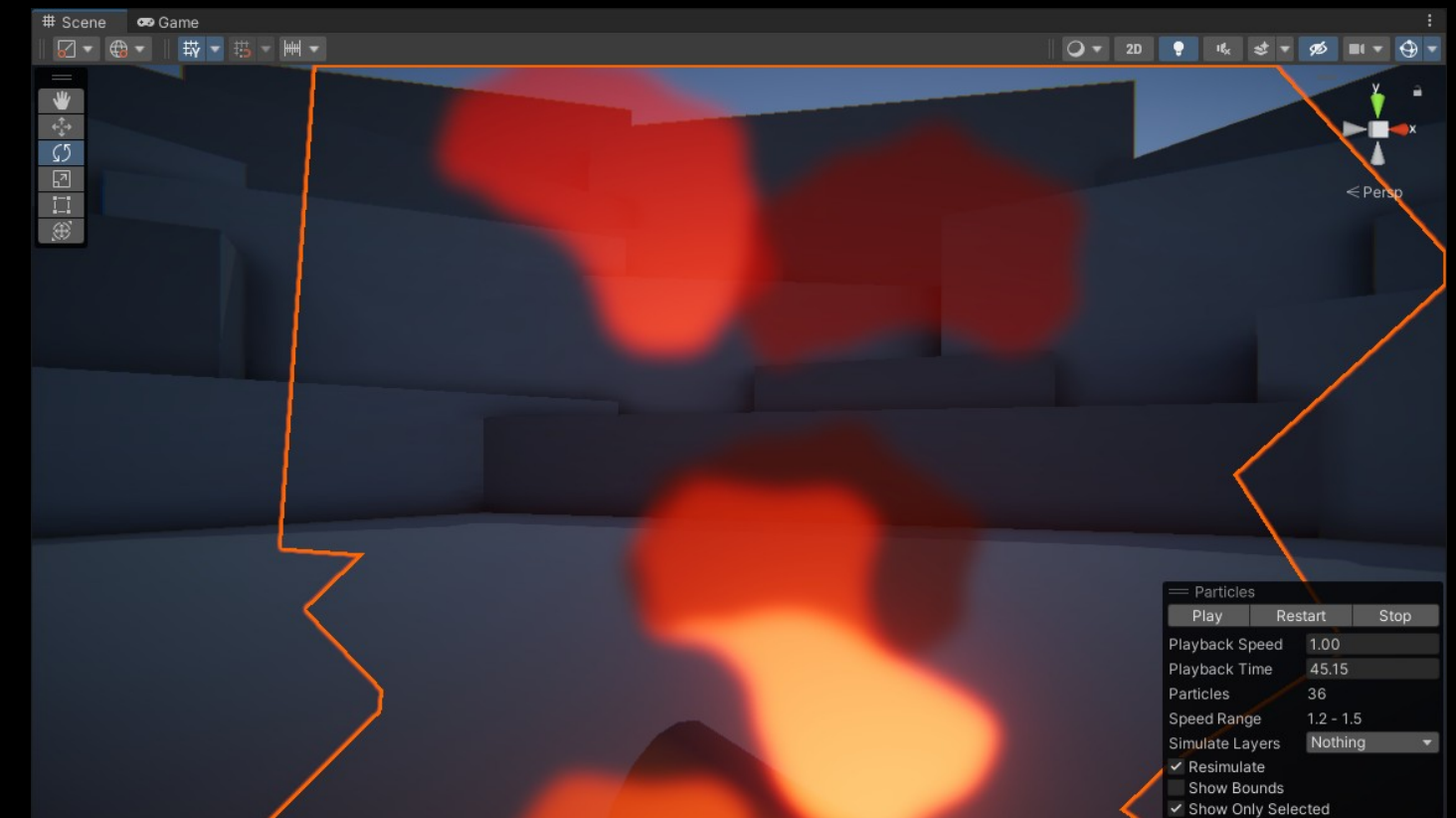
- *Effects are often made up of multiple **particle systems***
- *Particle systems are made up of individual **particles***







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

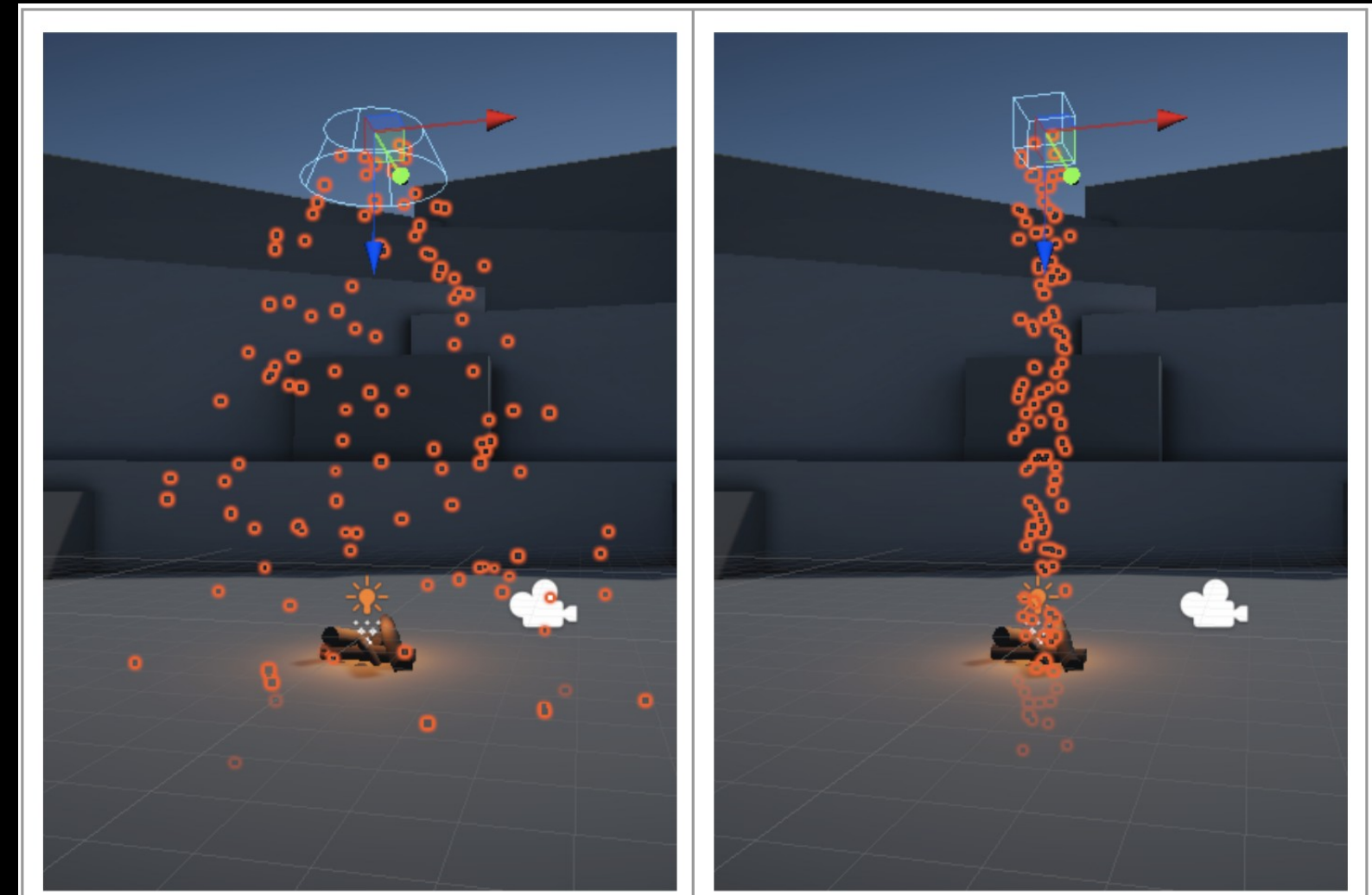


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→ **Emitters** *define the area that particles come from*

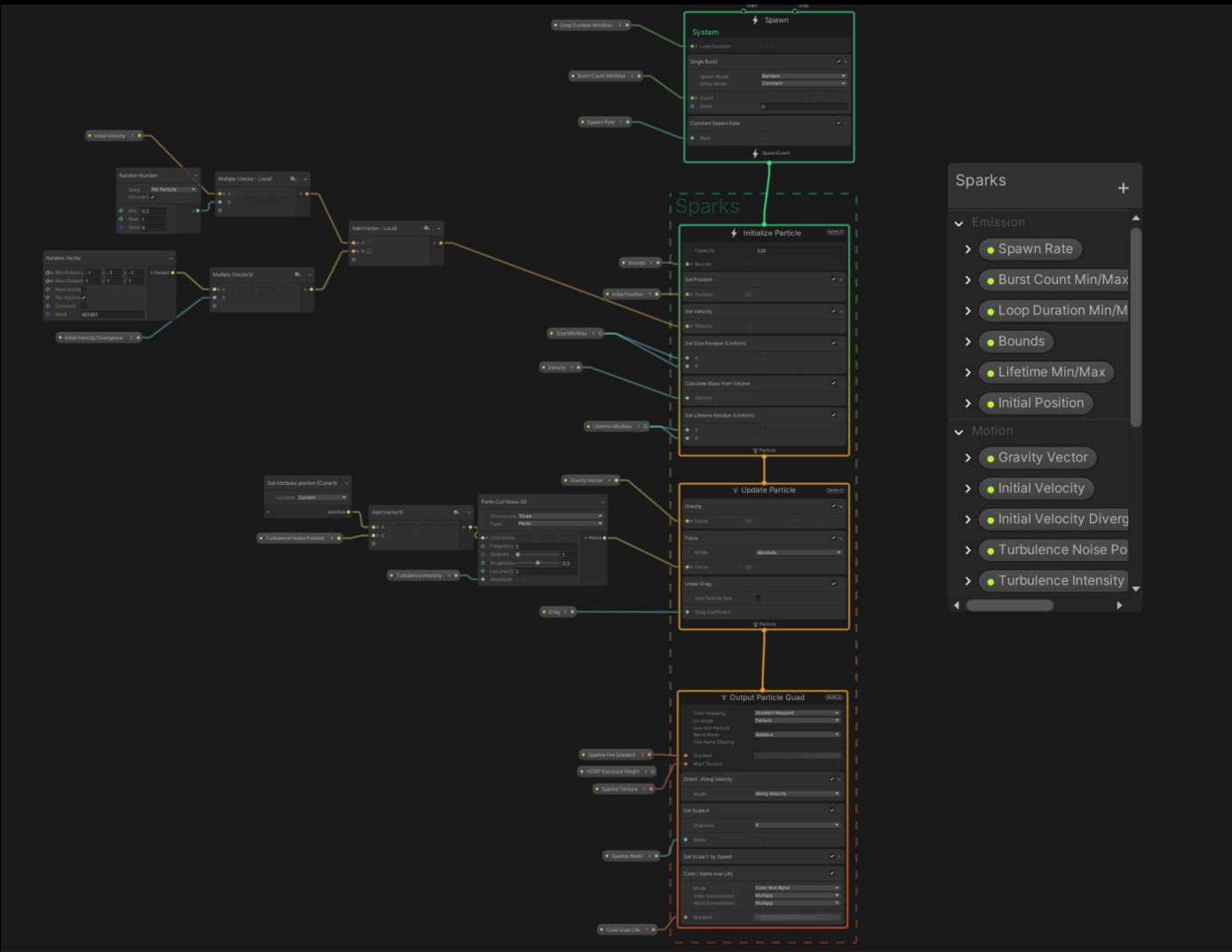
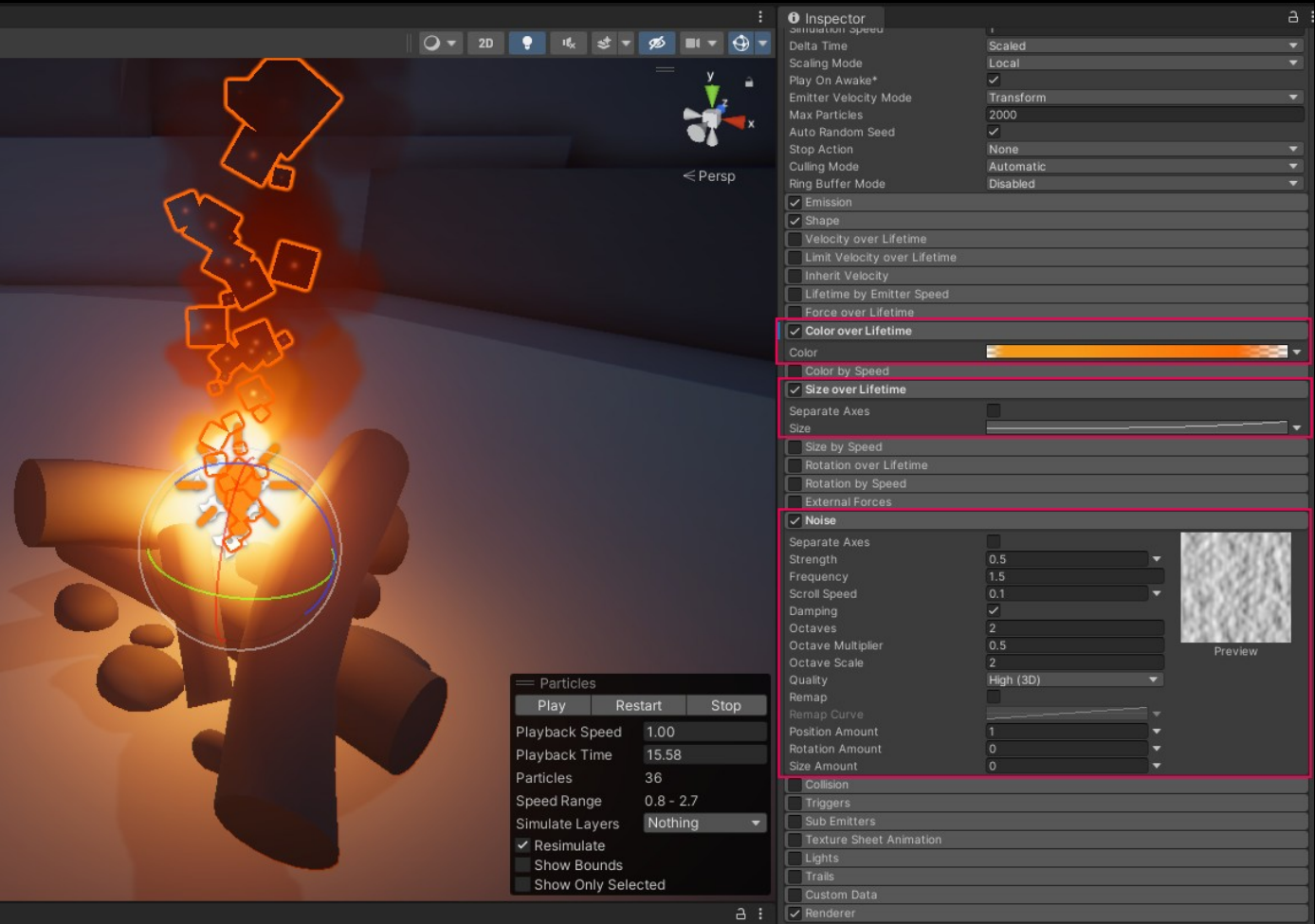




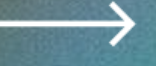
→ *Unity has two options for creating particles:*

**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





Thank  
you

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

