

Discussing a visual effect

The visual effect I chose to discuss is one of the goal explosions in Rocket League. When a player scores, a certain effect is played in the goal they scored on, accompanied by a sound effect. The one that I found really interesting is the Jurassic Park T-Rex explosion. It shows a T-Rex made of fire, then disappears from back to front.

I found this effect really cool because it shows a dinosaur completely made of fire, surrounded by a violent explosion of flames. The dinosaur roars after a goal is made, and the sound effect of a massive T-Rex plays. The effect is unchanged by the camera position and the light position. The dinosaur is animated so it moves, and the fire that forms from the dinosaur fade in and fade out.

I think that this effect was created by applying a shader to a dinosaur mesh, with multiple different explosion particle systems surrounding it. This effect is known as applying a texture to a dynamic mesh. Emulating this in Unity would be possible, but very difficult to get it looking that good. I would start by modeling, rigging and animating a dinosaur. The shader file would be black and orange fire effect, and then somehow making it fade from back to front. The particle systems would also be pretty difficult to emulate.

