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4/20/22

## A7 Magic VFX Companion Doc

For this assignment I wanted to create a big, powerful effect. Since it was requested that I use 3-5 layered emitters, I decided to try and use all the techniques we learned in the two magic lectures. I chose an animation that would create a full body magic spell to give me a lot of room for creativity. I decided to combine a rune circle, a thick powerful beam, lightning side pieces, and a brief pulse when the effect starts.

For the rune circle I found a png online of a magic rune, and brought that in and attached it to a grid. It took just a few delete groups to get what I wanted, which was the black outline of the png showing, then I made some modifications to the birthing. I increased the amount of particles a ton so that the lines of the circle would be very clear, and added a short life expectancy with a tiny bit of velocity so that it would pop out a little bit. I have it appear from the center, but when it disappears I preferred the whole thing dissipating at once.

For the beam I took a spherical particle emitter and added nodes for pop velocity, pop wind, and pop drag to get the desired effect. I played with the roughness and amplitude until it was just a little wavy, but not crazy disjointed so the direction was clear.

For the lightning I used the random color technique with the separate scattered spheres, delete groups, and the point vop modifier. Again since I have multiple effects I didn't want any one effect to be too crazy, so I did just 10 points of lightning with fairly minimal disturbance in the shape of the charges.

The pulse is a small added effect that I made using the axis force. I wanted this to give just a little energy to the beginning of the magic because it was somewhat boring with just the lightning and beam growing out from the rune circle. I did a very short life expectancy, but the ending of it felt very abrupt which I fixed with a high life variance which gives it the smooth completion,

Since we weren't expected to render this out as much or do much shader work I only touched the color of the effects, but if I were to go back in the future that's somewhere I would add work and make the particles more interesting with shaders.