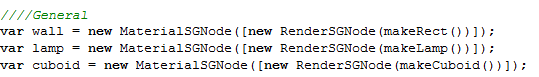
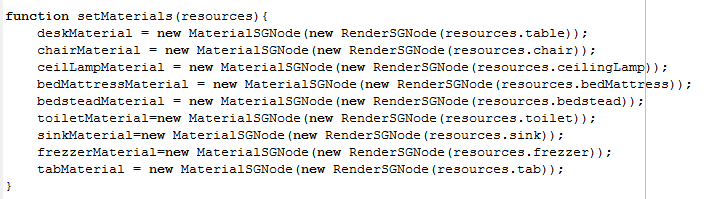
# Basic Movie Effects

## Composed Model

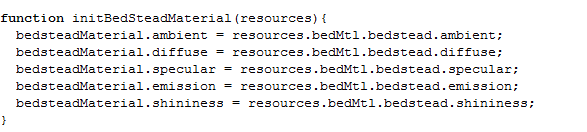
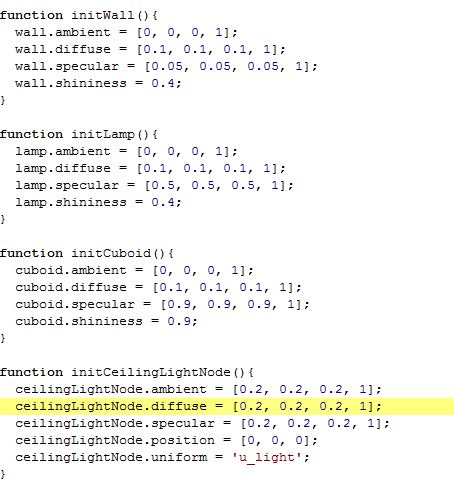
## Material

We set MaterialSGNodes as general Variables or load Models from the resources (for example):



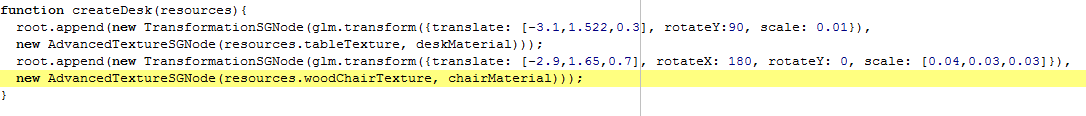


Afterwards within the init Funktion of the Scene, we initialize the nodes with the corresponding Material. The Material is either set manually or stored within the resources (example):

## Texturing

The Textures will be loaded in the load Resource function, afterwards we can apply the Textures to by creating an AdvancedTexturesSGNode:



## Illumination

Directional Light

Spotlight

## Phong Shader

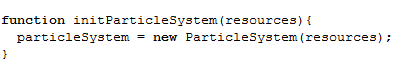
## Transparency

## Camera

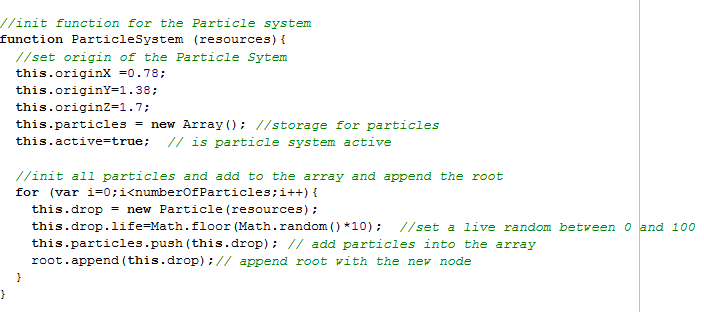
# Special Effects

## Particle System

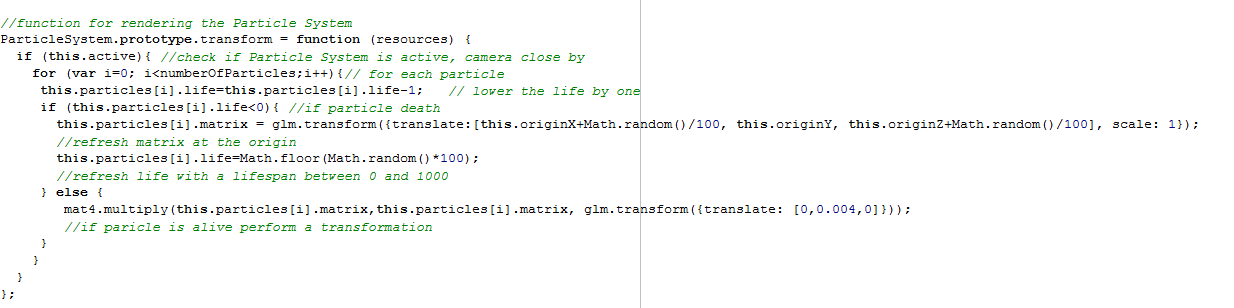
Initialize the Particle System:



The Particle System contains a position, which describes the origin of all particles as well as a an Array, which contain all generated particles.



The particle itself contains a life and a transformationmatrice. Each time the particle moves we reduce the life by one. If the life reaches 0 we will refresh the particle with a new life and the tranformationmatrice will be reset at the origin.



## Multitexuring

# Keyboard