courses
software
documentation
tracking
LMS
system
education
e-learning
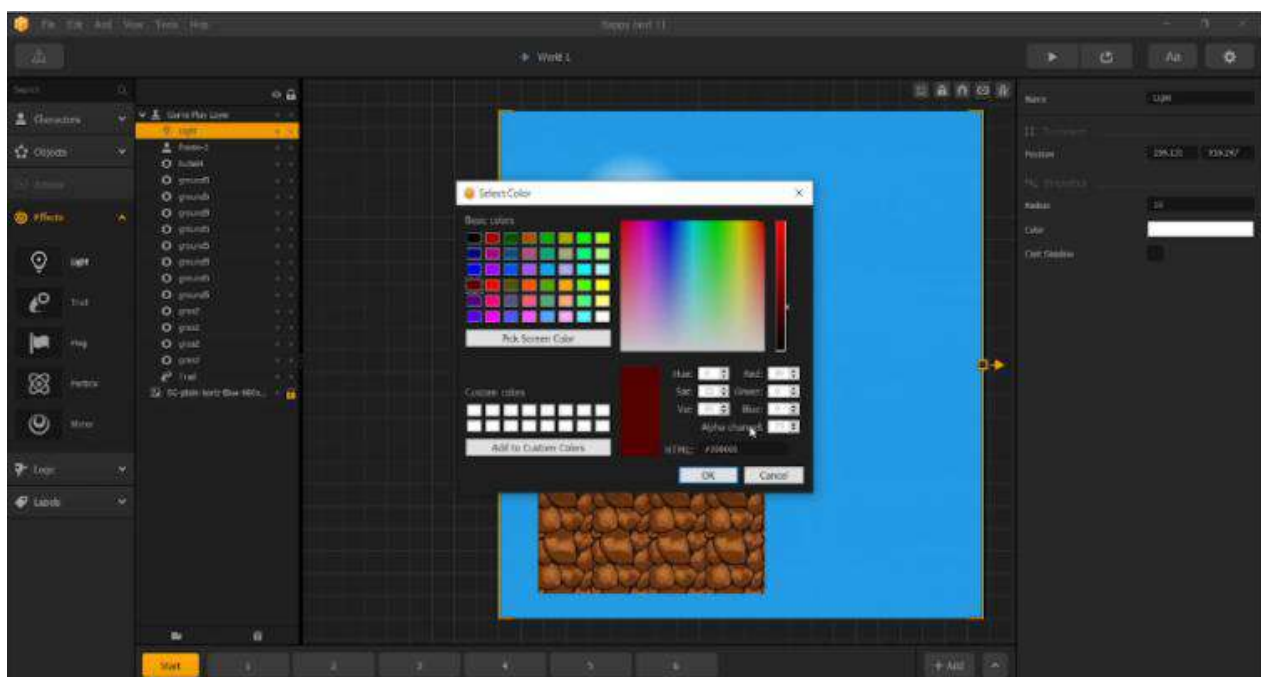management

Game Development Using Buildbox

Effects

Effects:

Light: Drag and Drop the light effect into the scene and see the options on the right side.
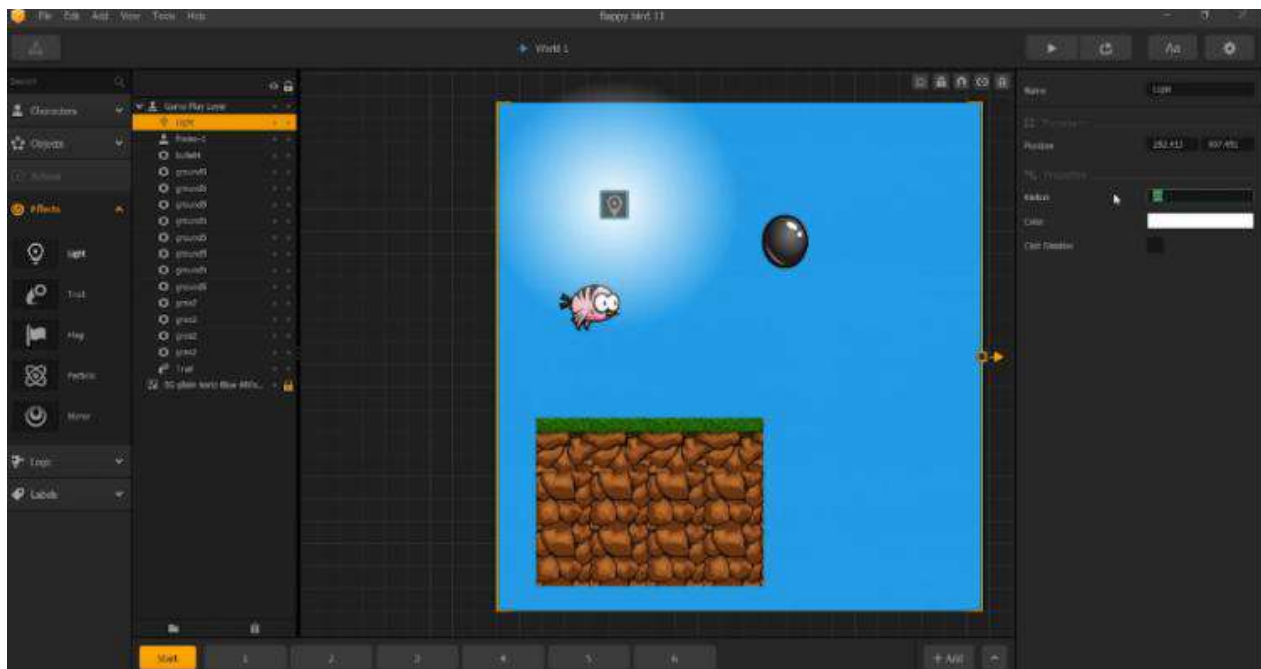
You can choose colors of light effect

Trail:

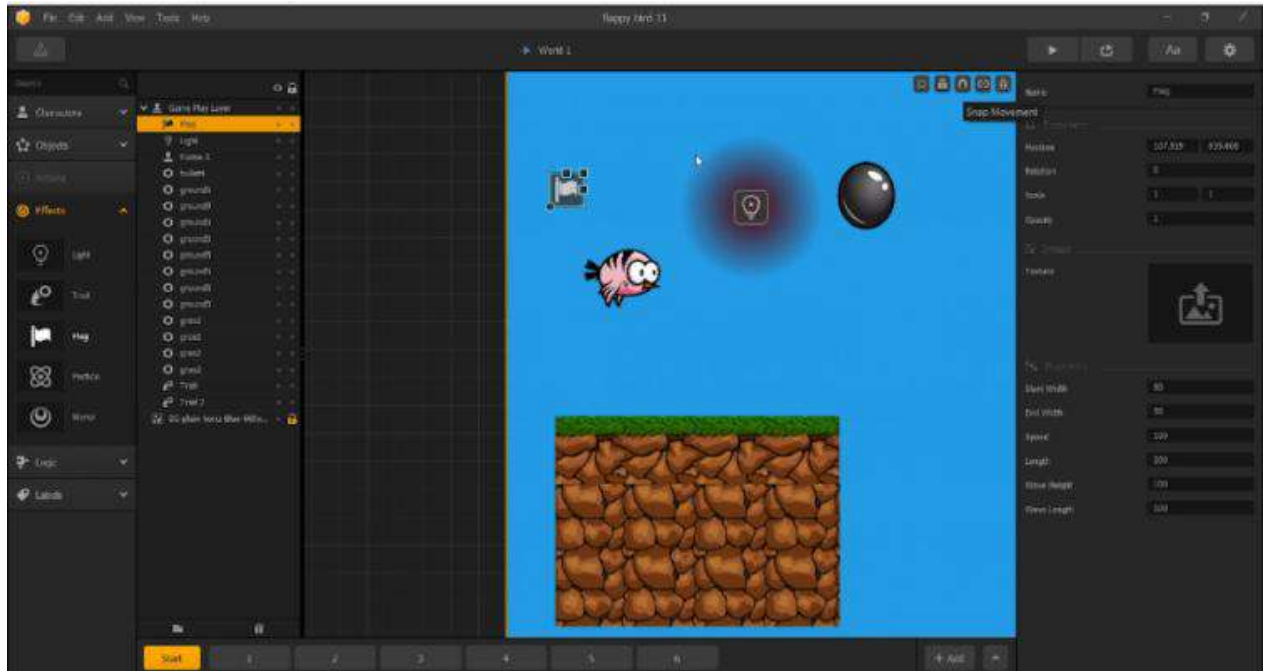Give the Trail effect to the character

Connect the Trail and the character by using activate connection mode. Now the character is a parent and Trail is a child.
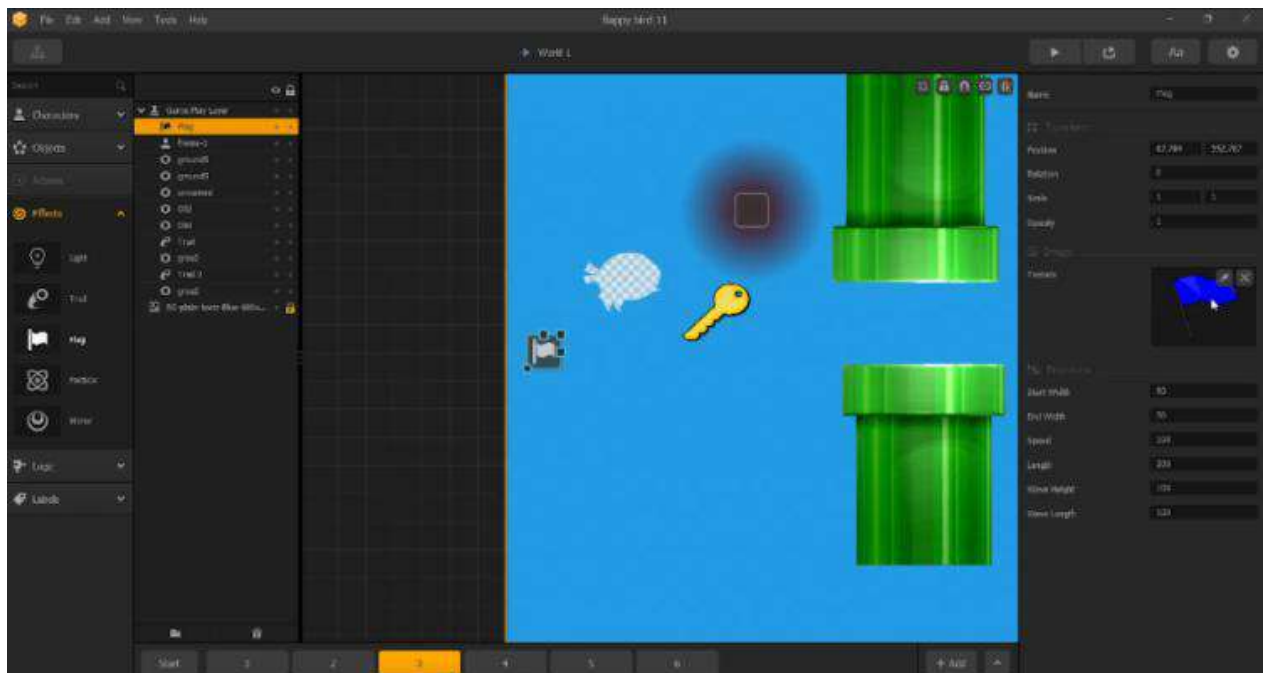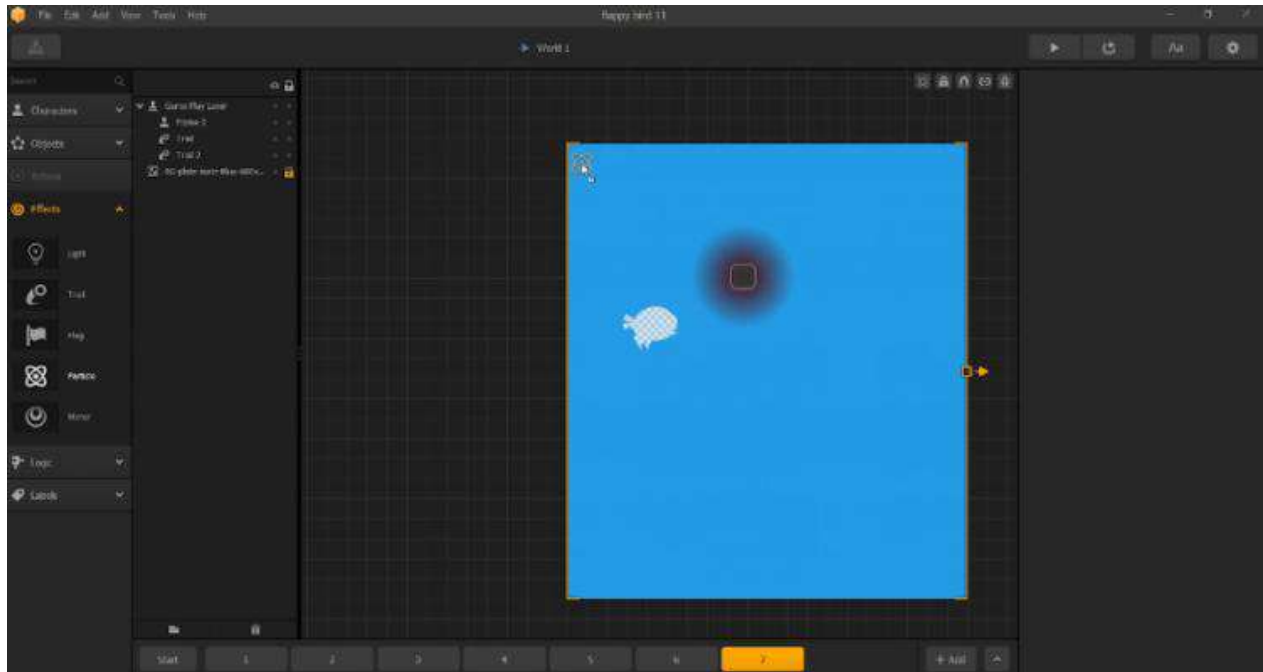
Flag:

Drag and drop the Flag effect into scene
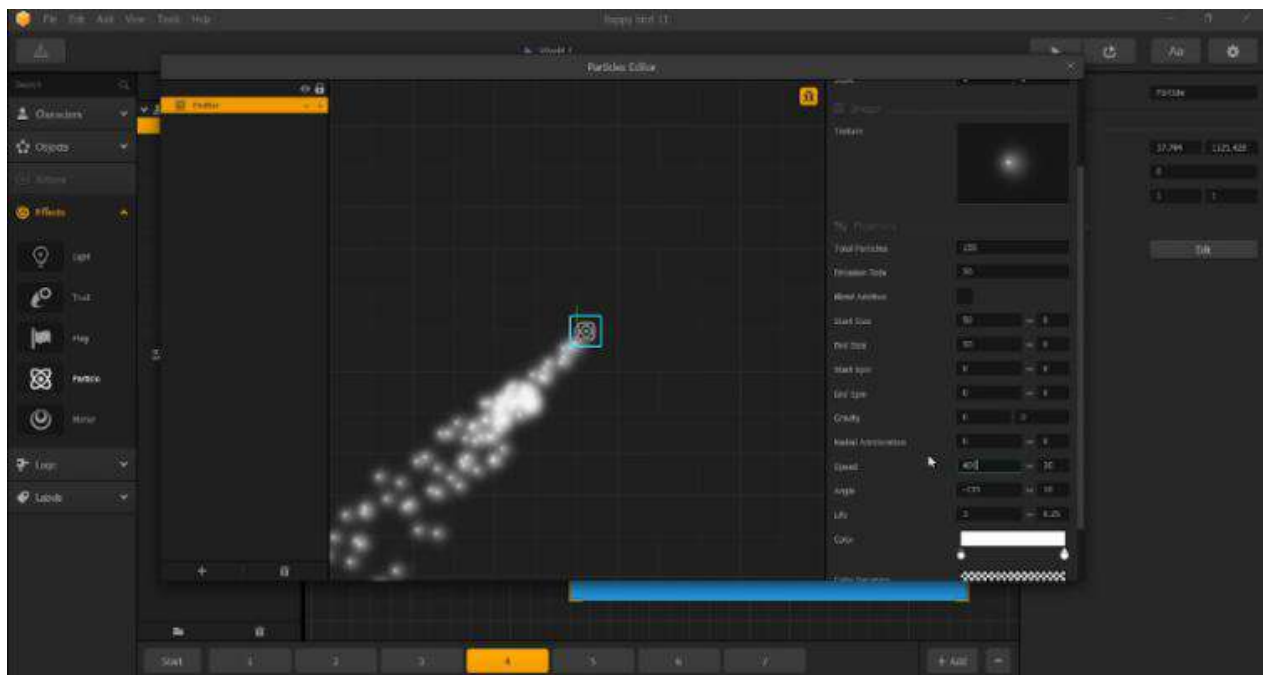

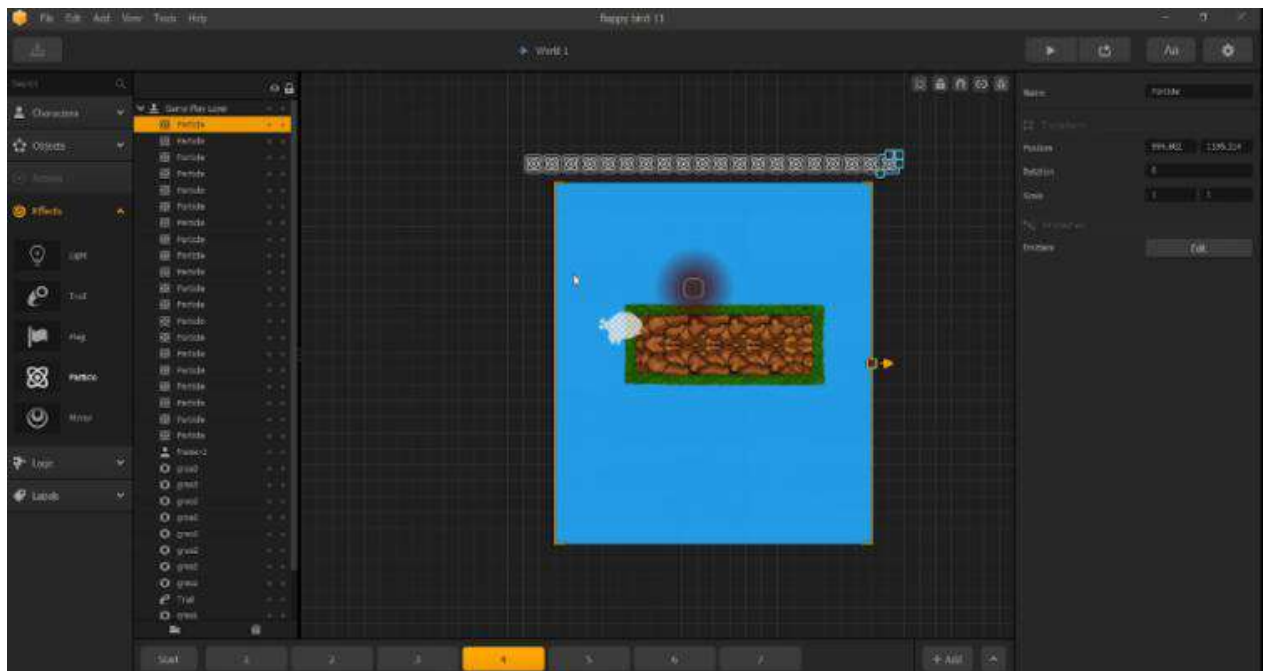Add texture to the Flag and preview the game.

Particle:

Place the Particle into the scene and open the particle editor to edit the particles angle.
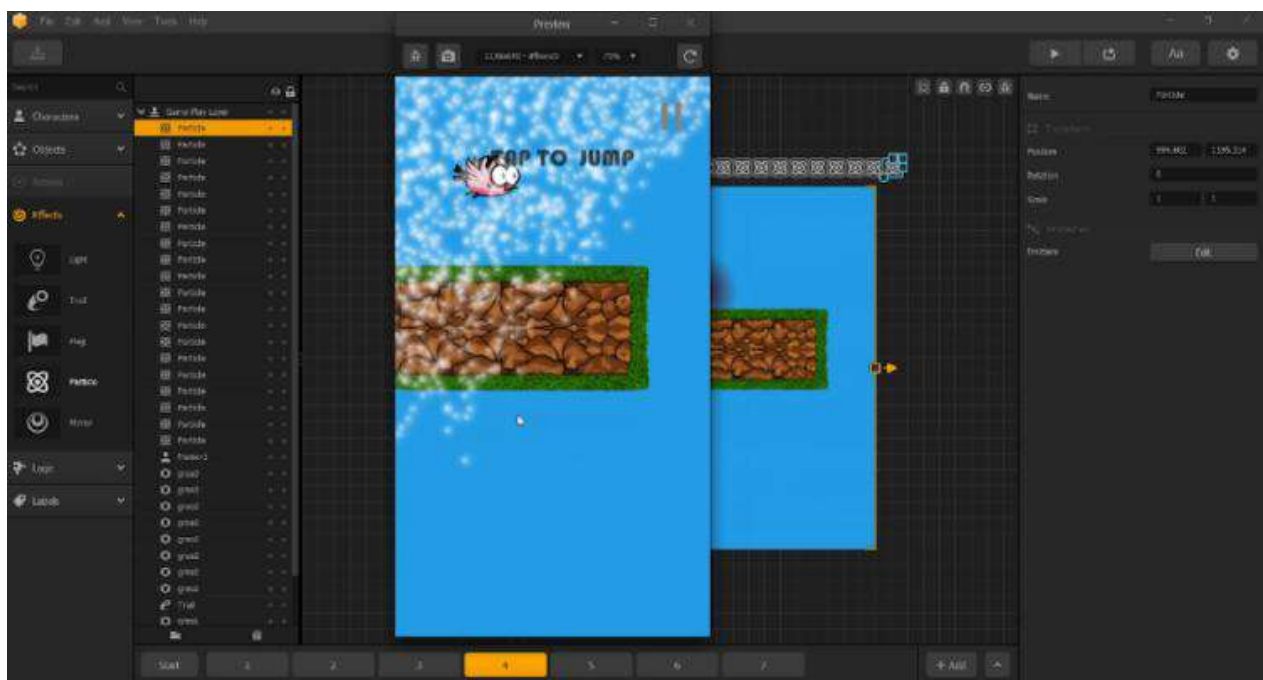

Give the speed, and color of the particle.

Duplicate the particles like as below:

Click on preview to see the output.

Mirror:

Drag and drop the mirror and extend it to see the output.