

11. Visual Effects

Series

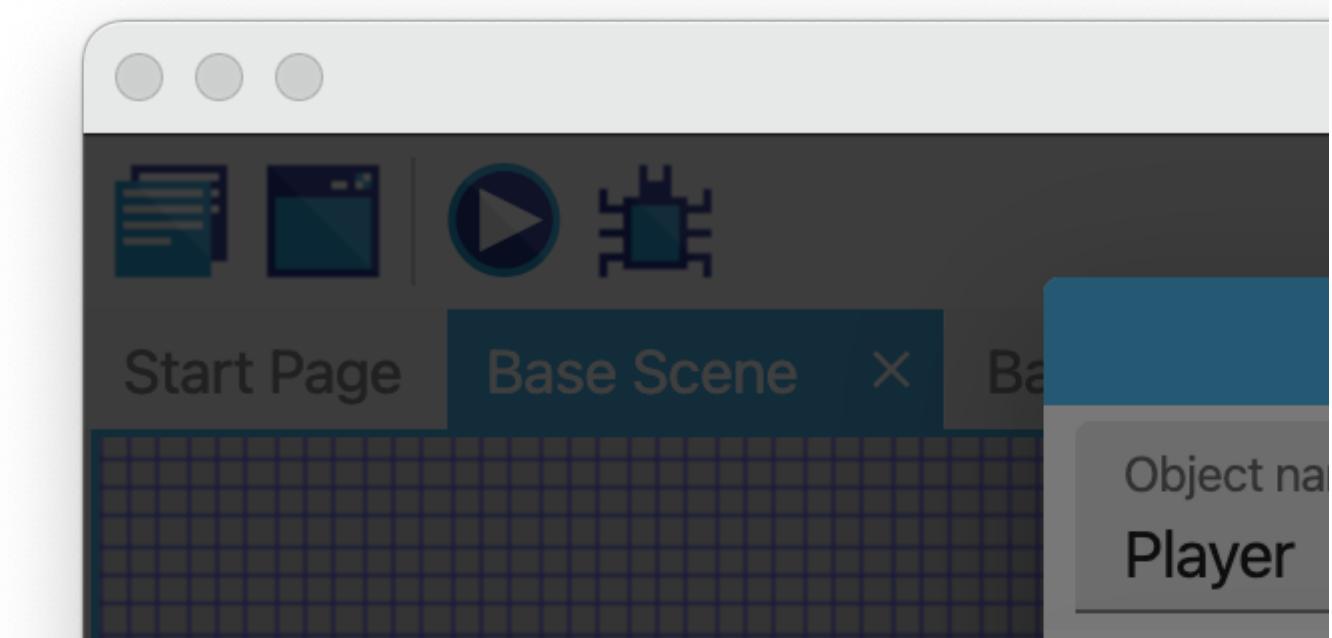
You are reading **Part 11** of the [Space Shooter Tutorial](#).

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In this chapter, we will learn how to add visual effects to our game objects.

Making the player blink

We will use a blinking effect for the player when the player gets damaged. In GDevelop, there is a behavior for blinking, so go to the player's behavior settings. Then search “**blink**” to install the action called **Flash**.



Behavior

Add a n

blink

align

Camera

camera

fire

health

procedur

sprites

z-order

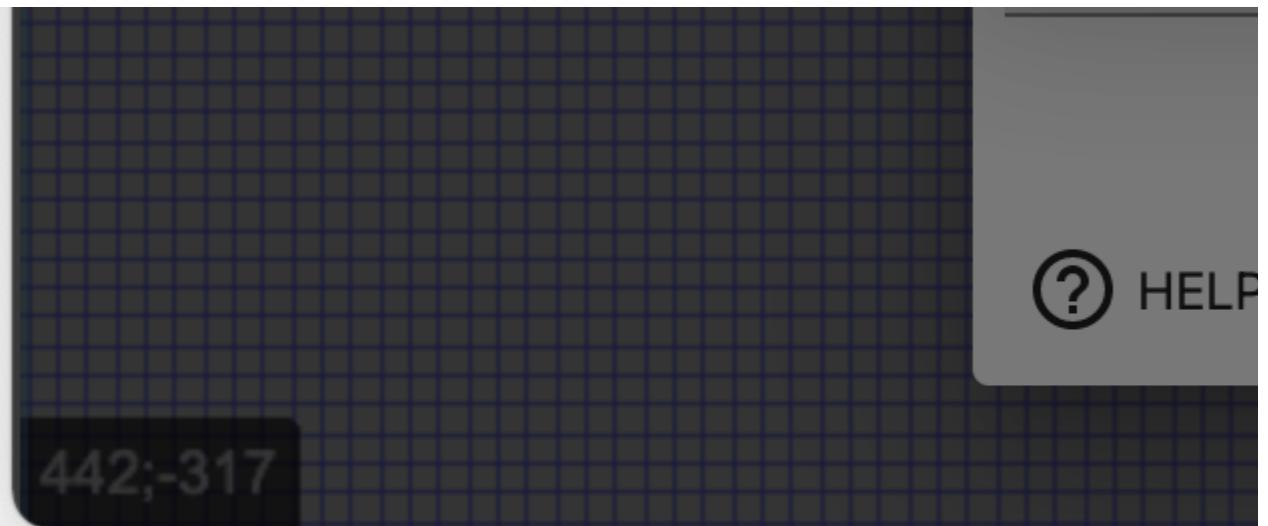
Flash (bl

Make the

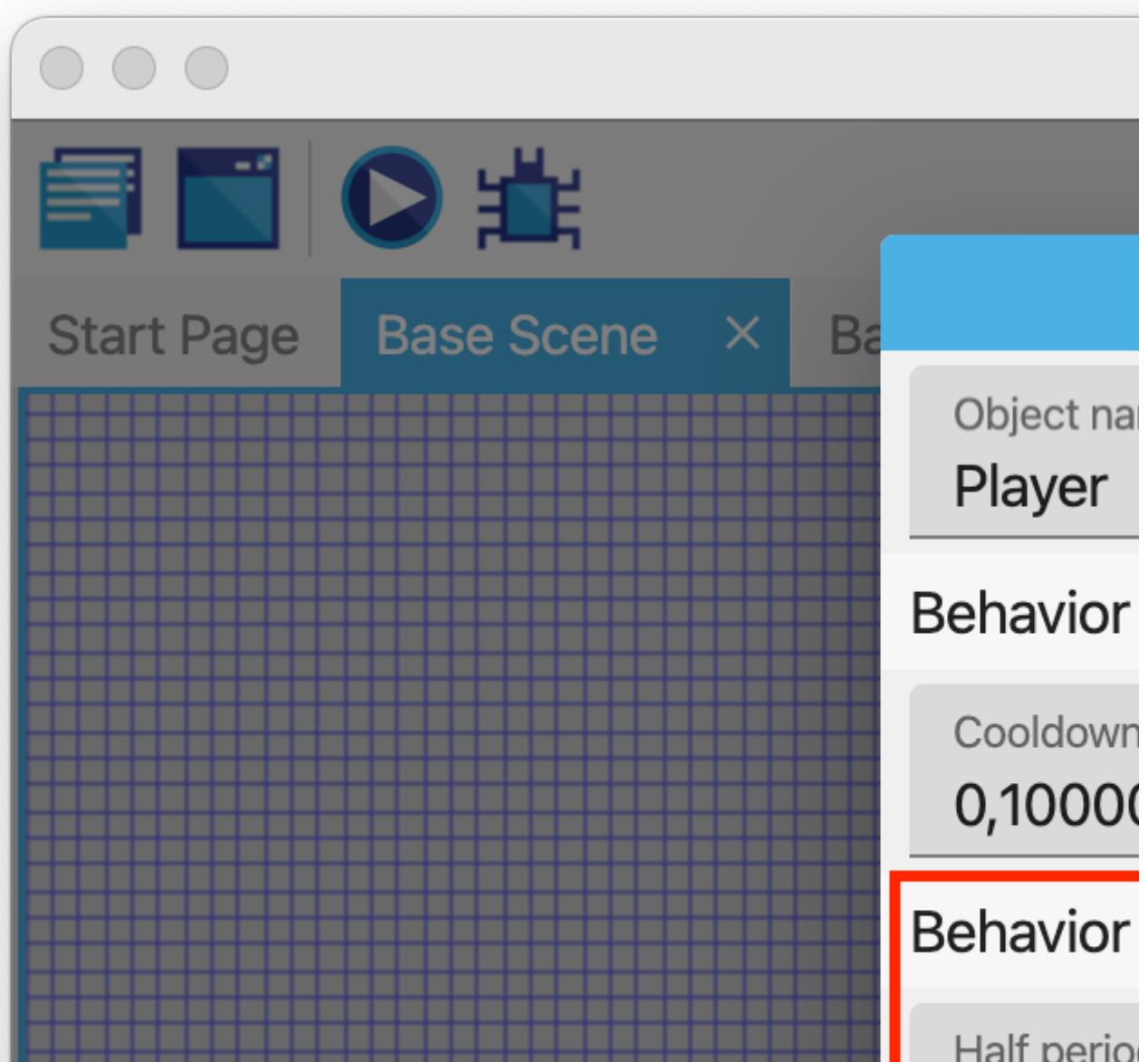


HELP

10



Add this behavior to the player. You should see the behavior in the player's tab.



0,10000

Behavior

Damage c

0

Health

100

Maximum

0

Behavior

HEALTH: 100

Bottom m

70

Left margin

10

Right margin

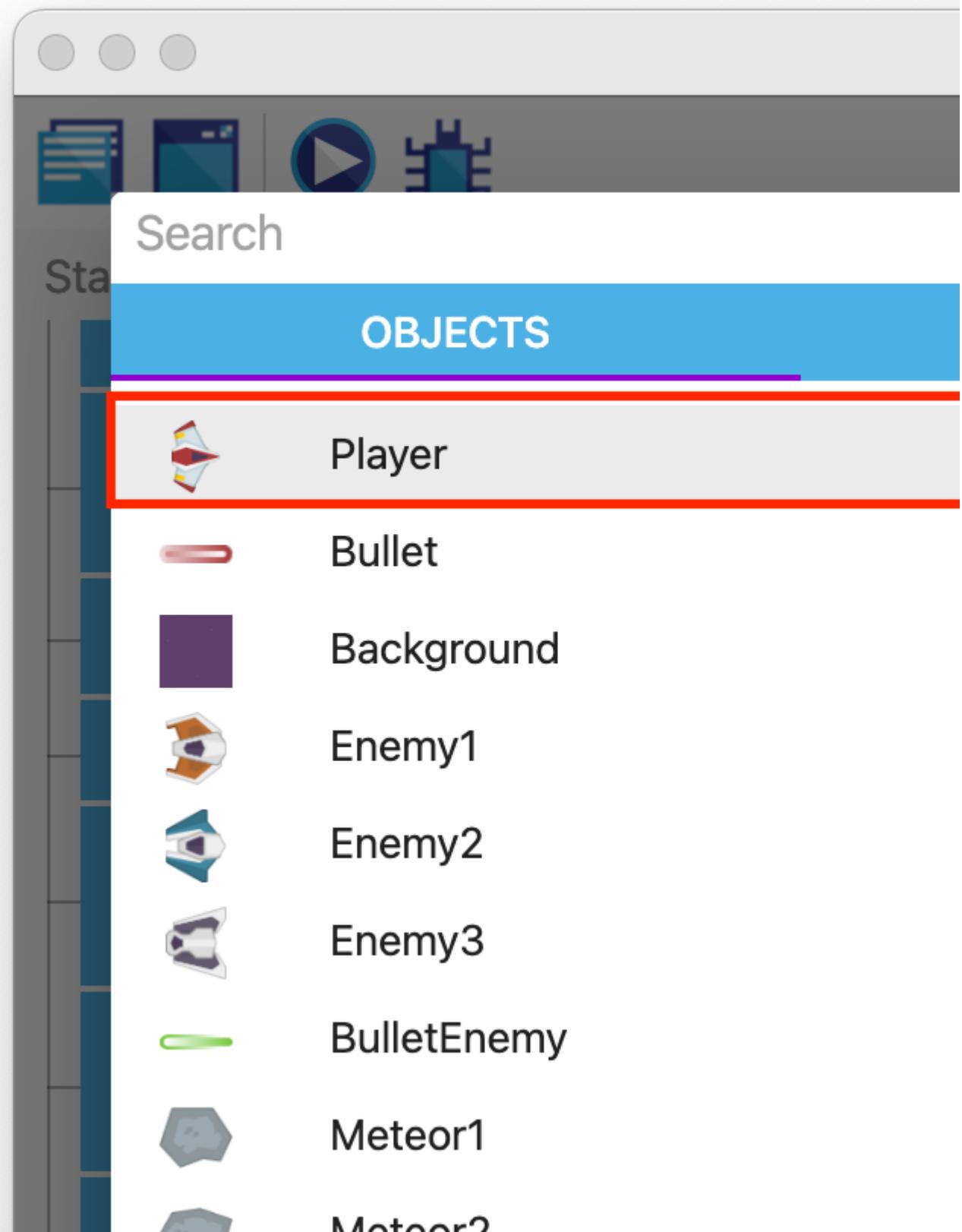
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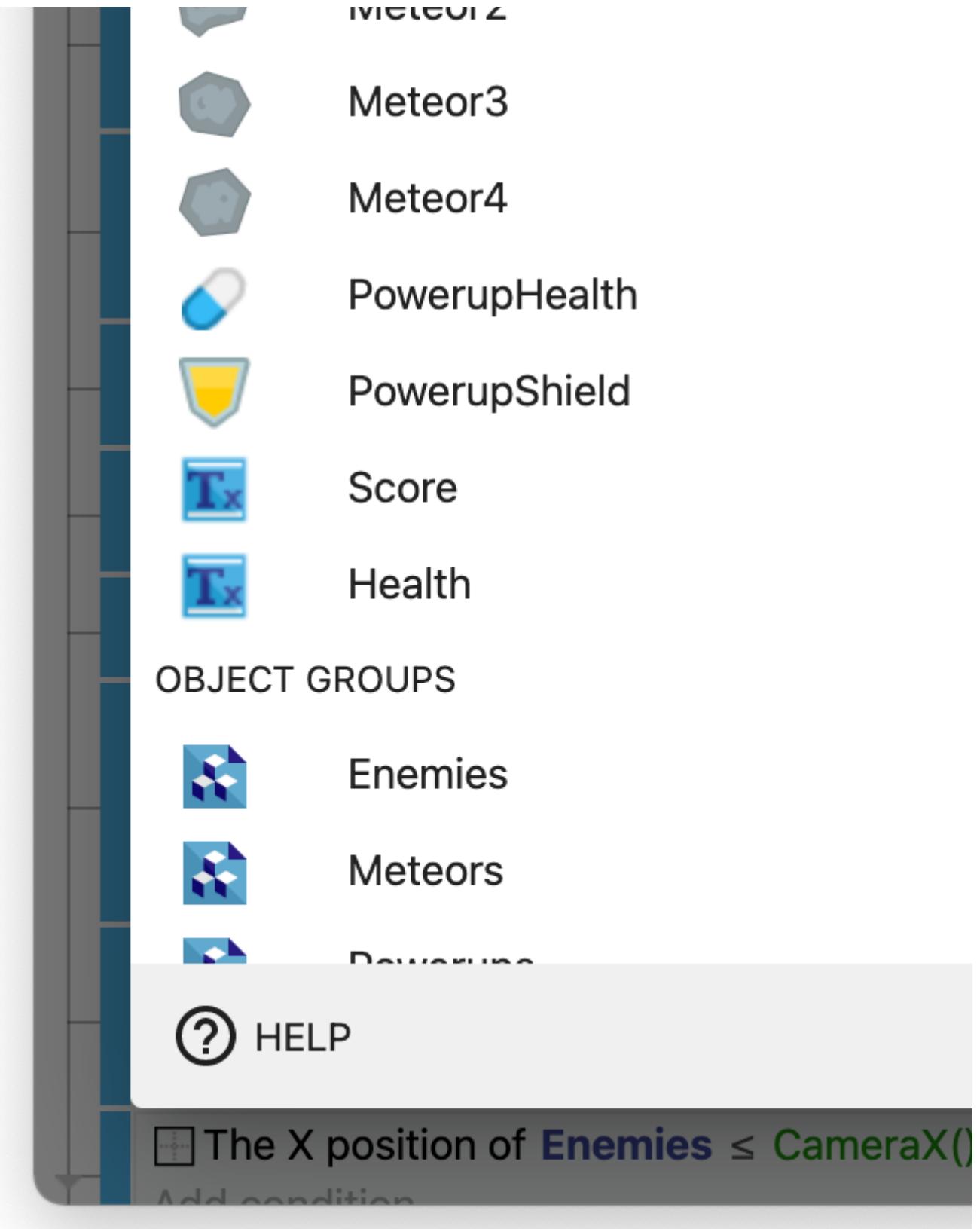
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HELP

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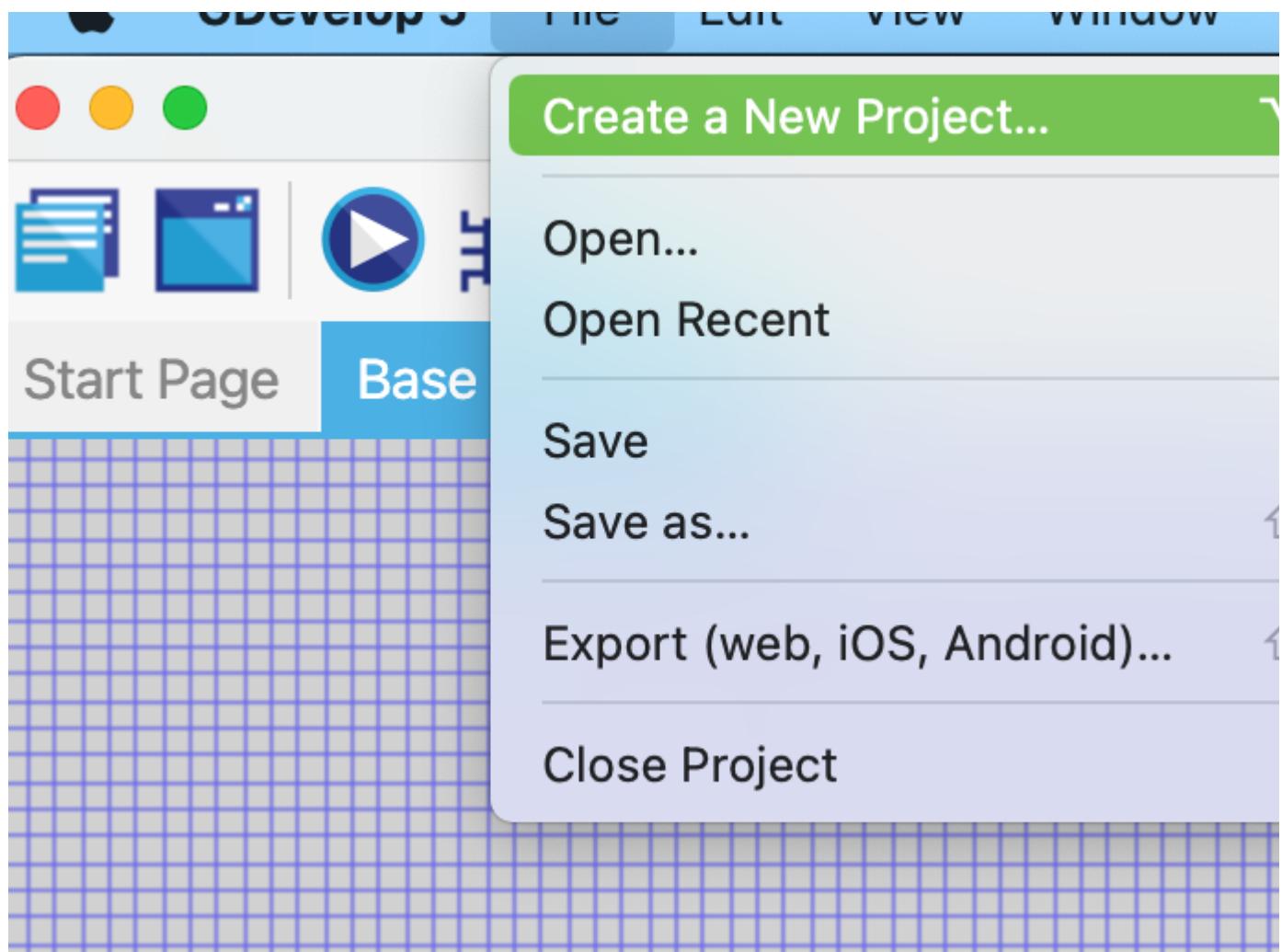
Open the **Events** tab, and find the event related to damaging the player. Add a new action, select the **Player** as an object, and choose **Flash(blink)**. Enter **1 second** for the duration of the blinking.



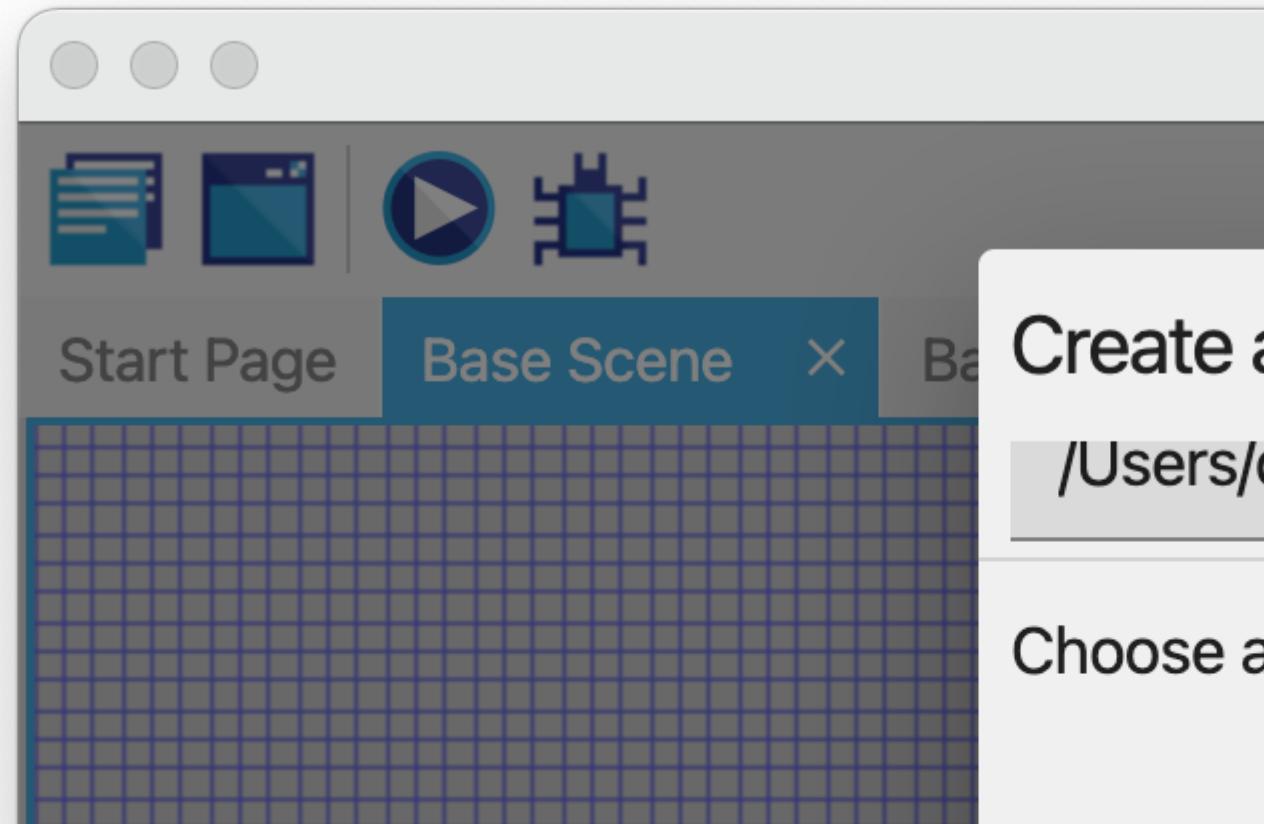


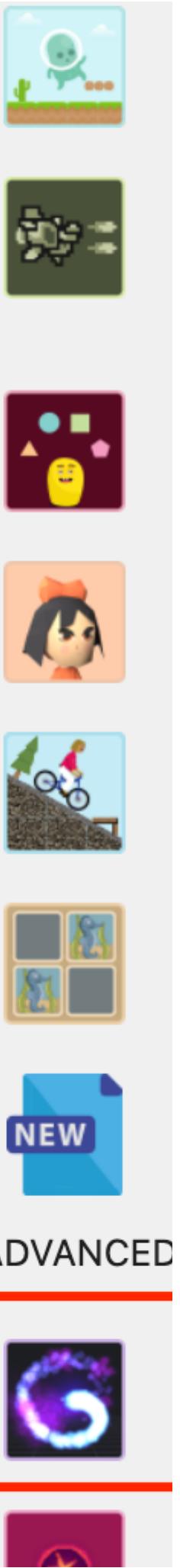
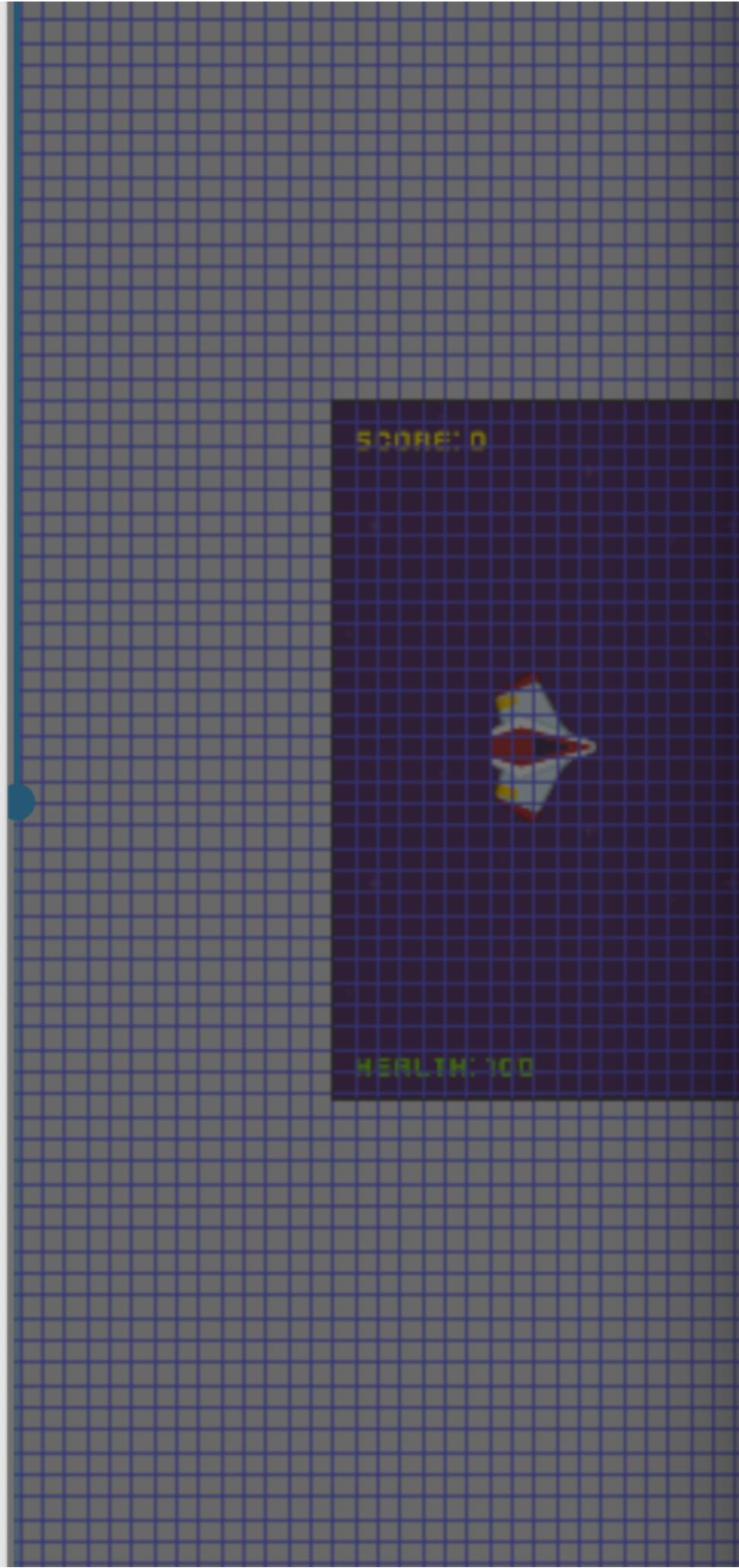
Importing explosion effects

We will use a sample project of GDevelop to copy an explosion effect and put it in our game. Go to **File** and **Create a new project**.



Select **Particle Effects Demo**.

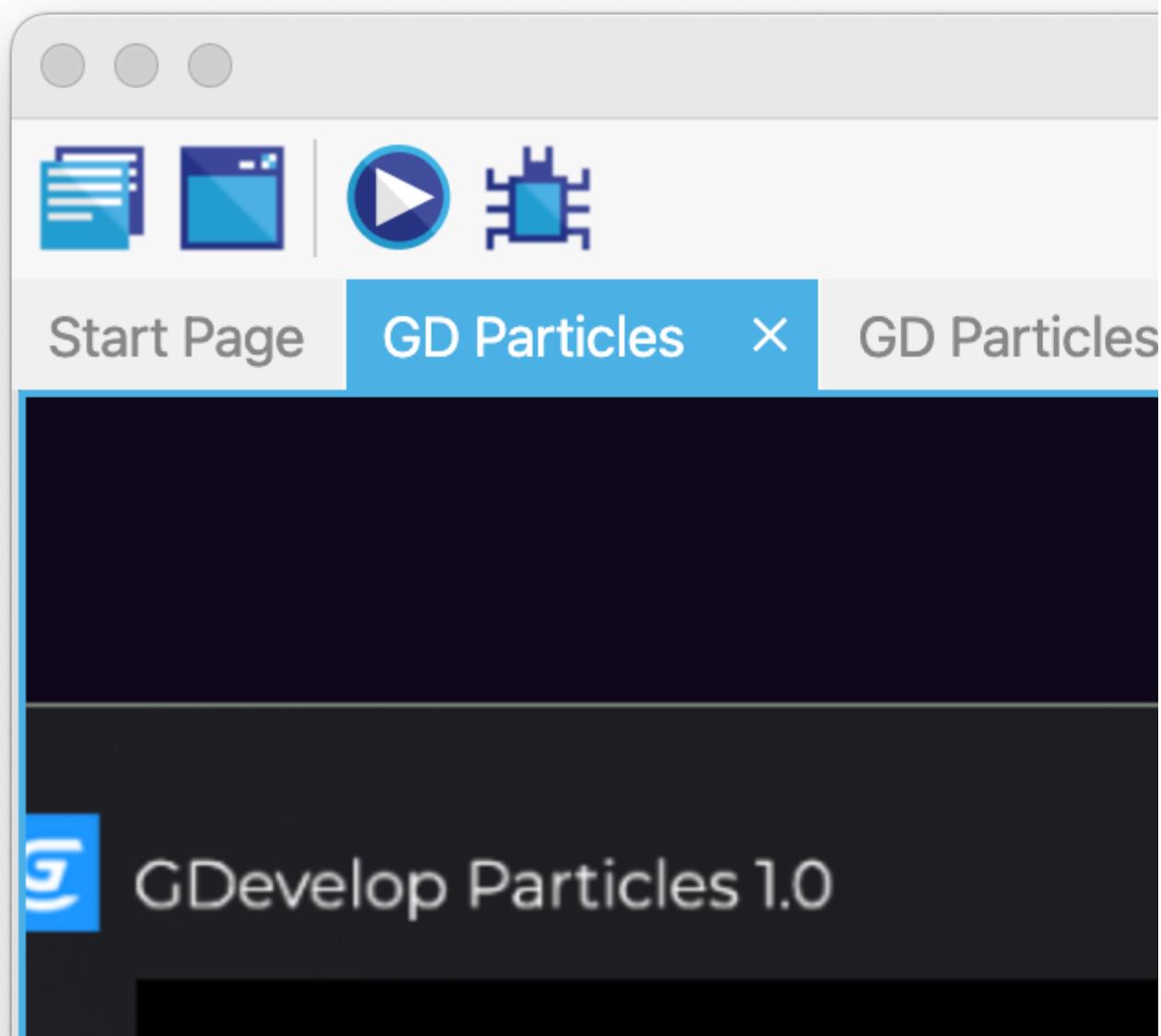






You can run the game and check these great particle effects.

We will copy three objects (**BasicExplosion**, **BasicExplosionSmooth**, and **BasicExplosionSharp**) to our **Base Scene** and use them in our game.



GDevelop Particles v. 1.0.0

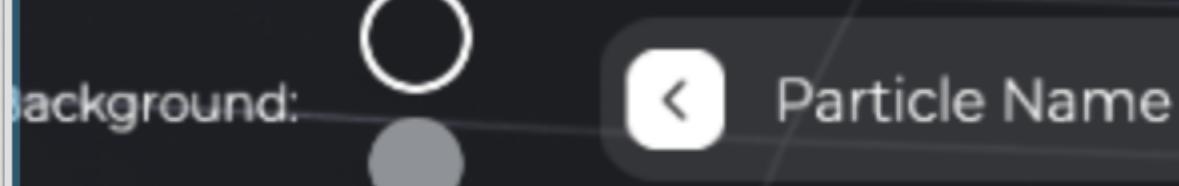
This project is developed by Andriy Matviy
Engine.

You are free to use these particle effects in
no need to mention Wishforge Games in

Some VFX use images generated using P
and all the icons used in this app are dow

If you wish to leave your feedback, sugge
simply say hi, please do so on my Twitter,

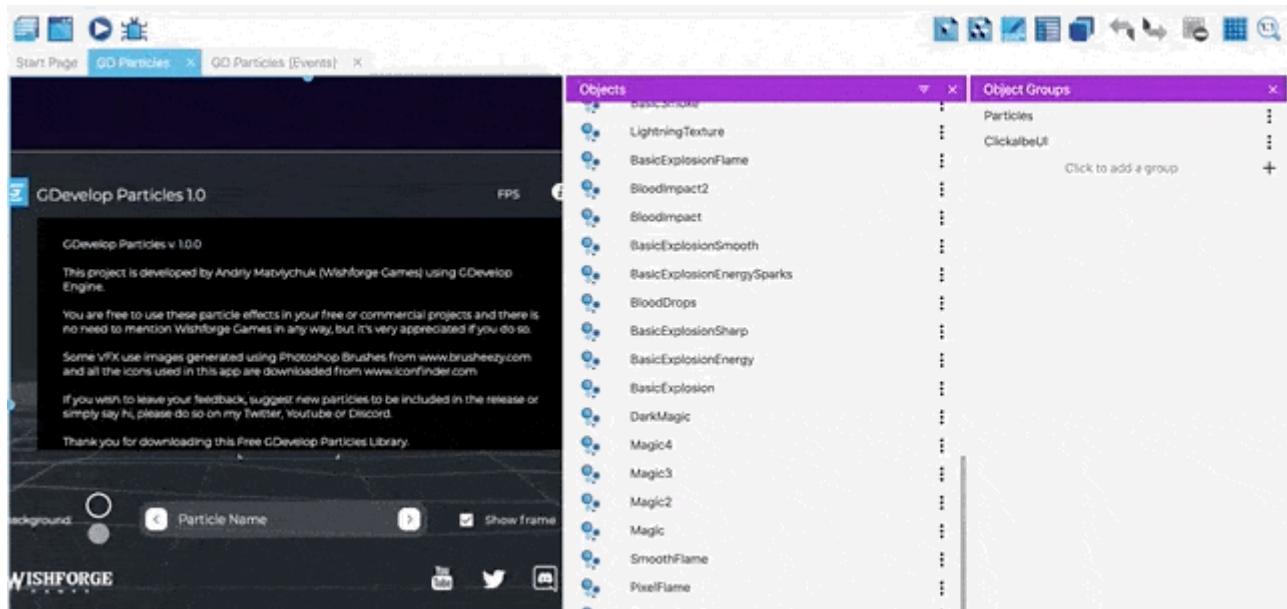
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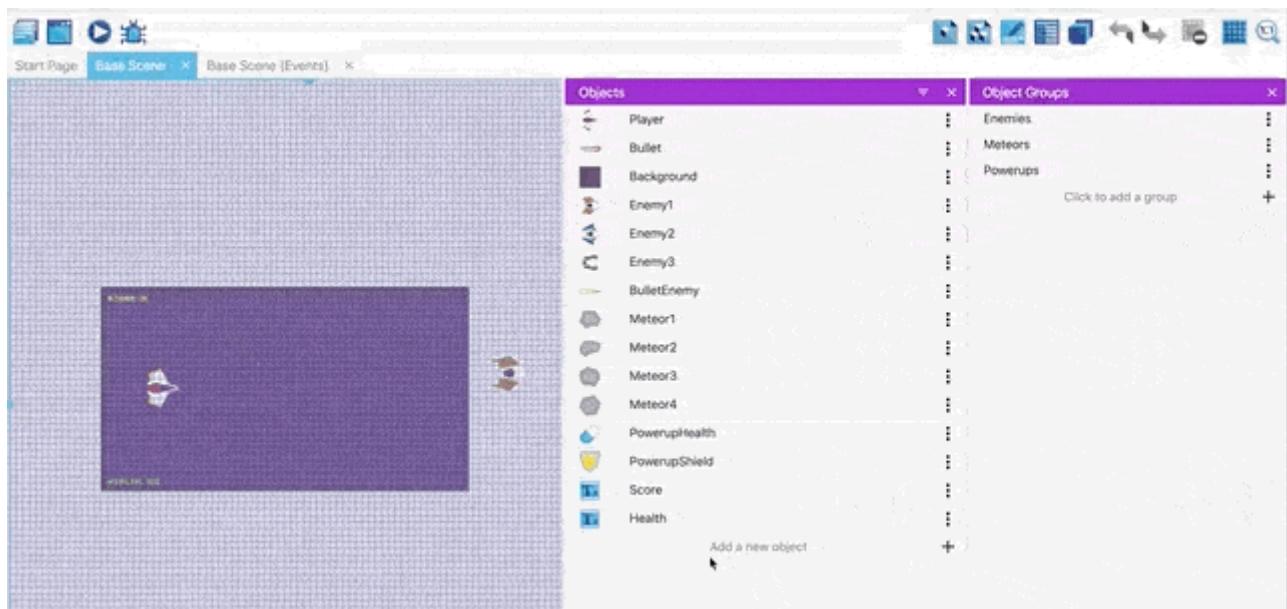
WISHFORGE
GAMES

Select the object and copy it.

We cannot copy all objects simultaneously, so we need to repeat this process three times.



We cannot directly paste the object, we have to open the edit menu and select **paste the object**.



Your objects should look like this:

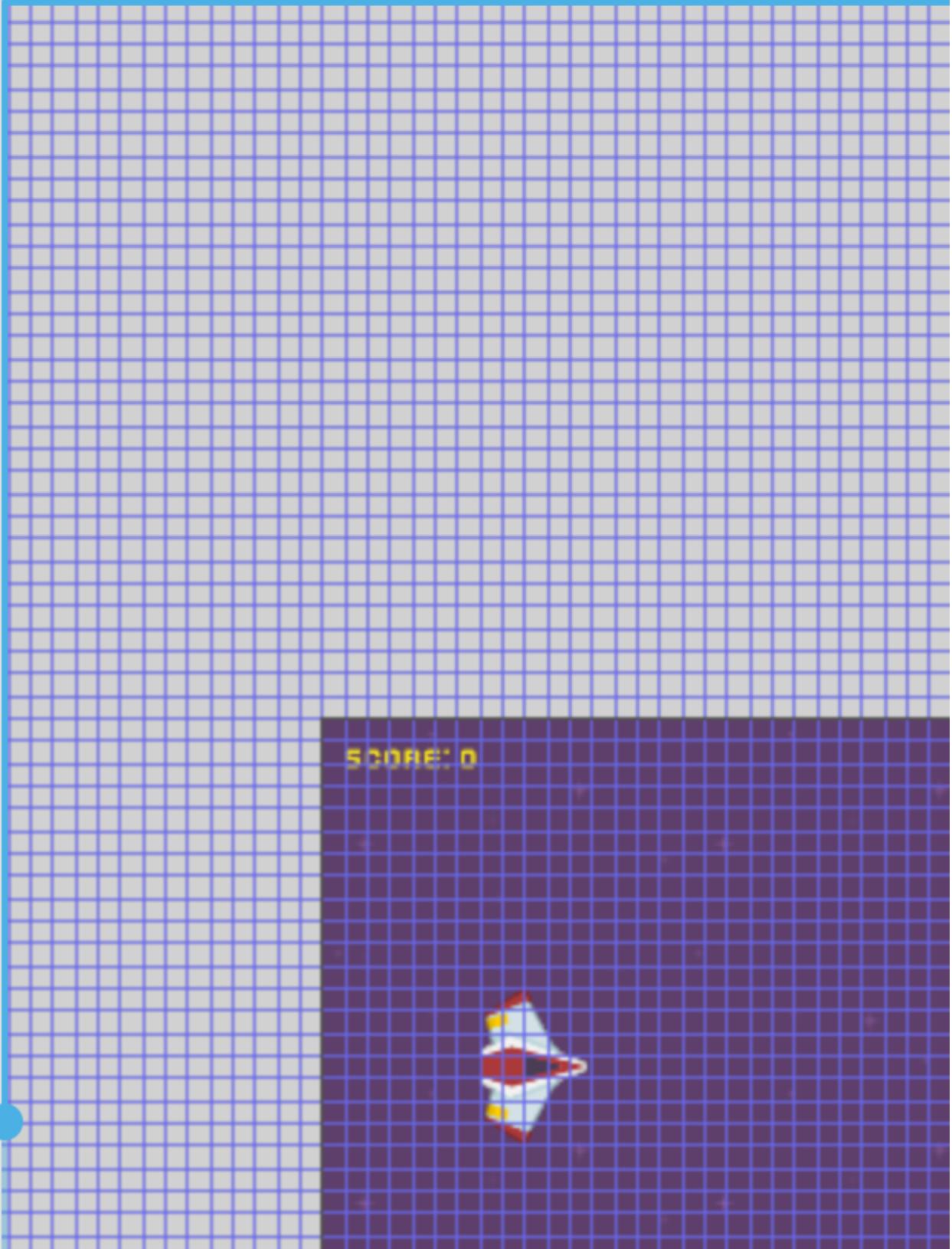


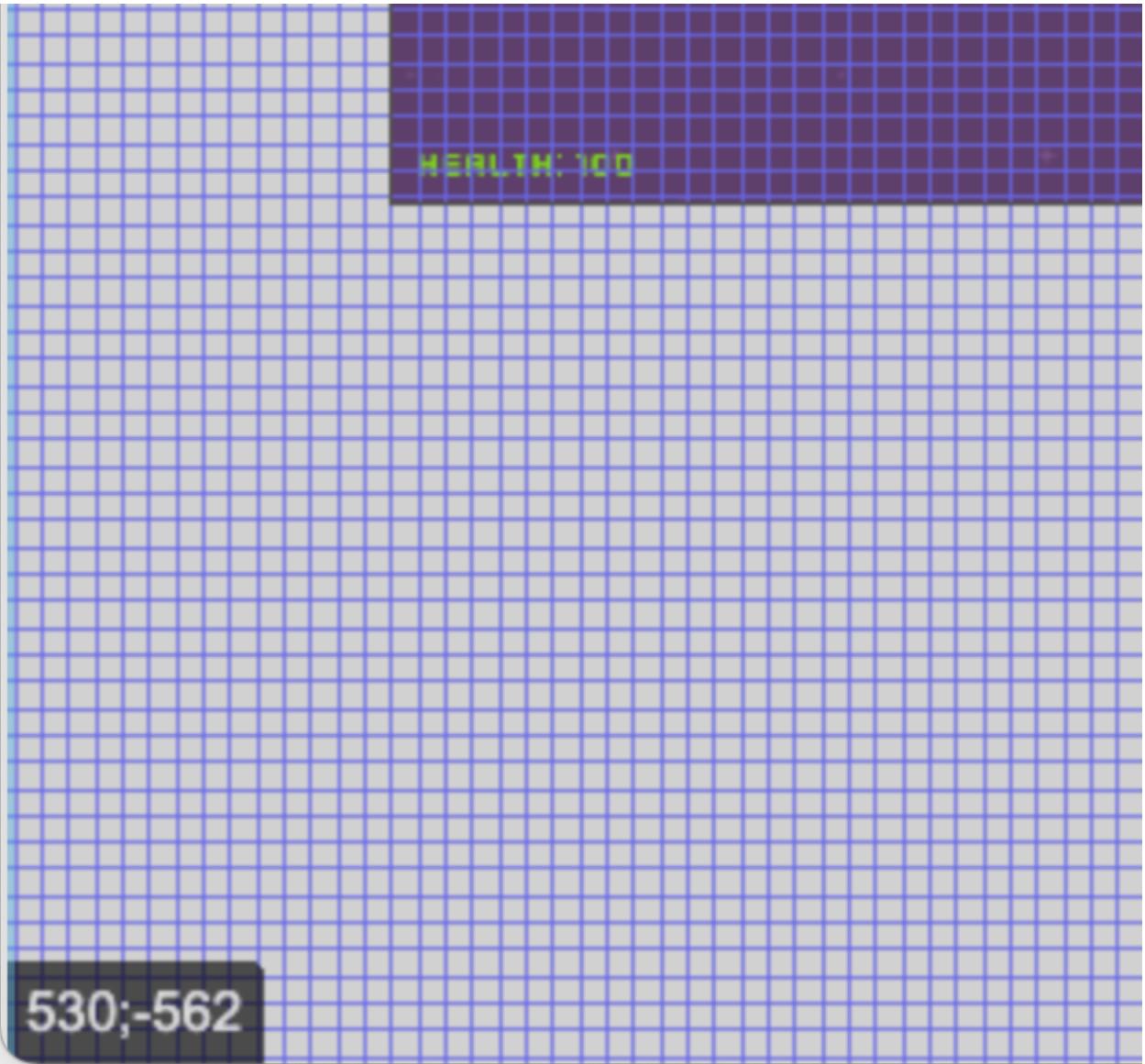
Start Page

Base Scene

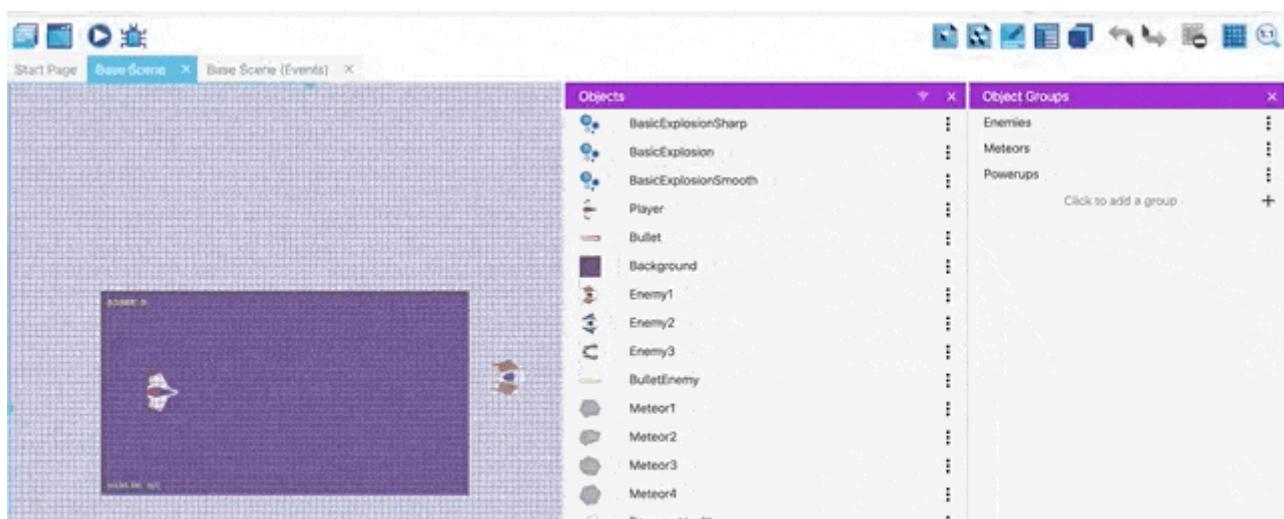


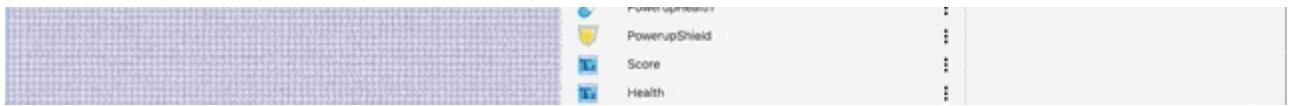
Base Scene (



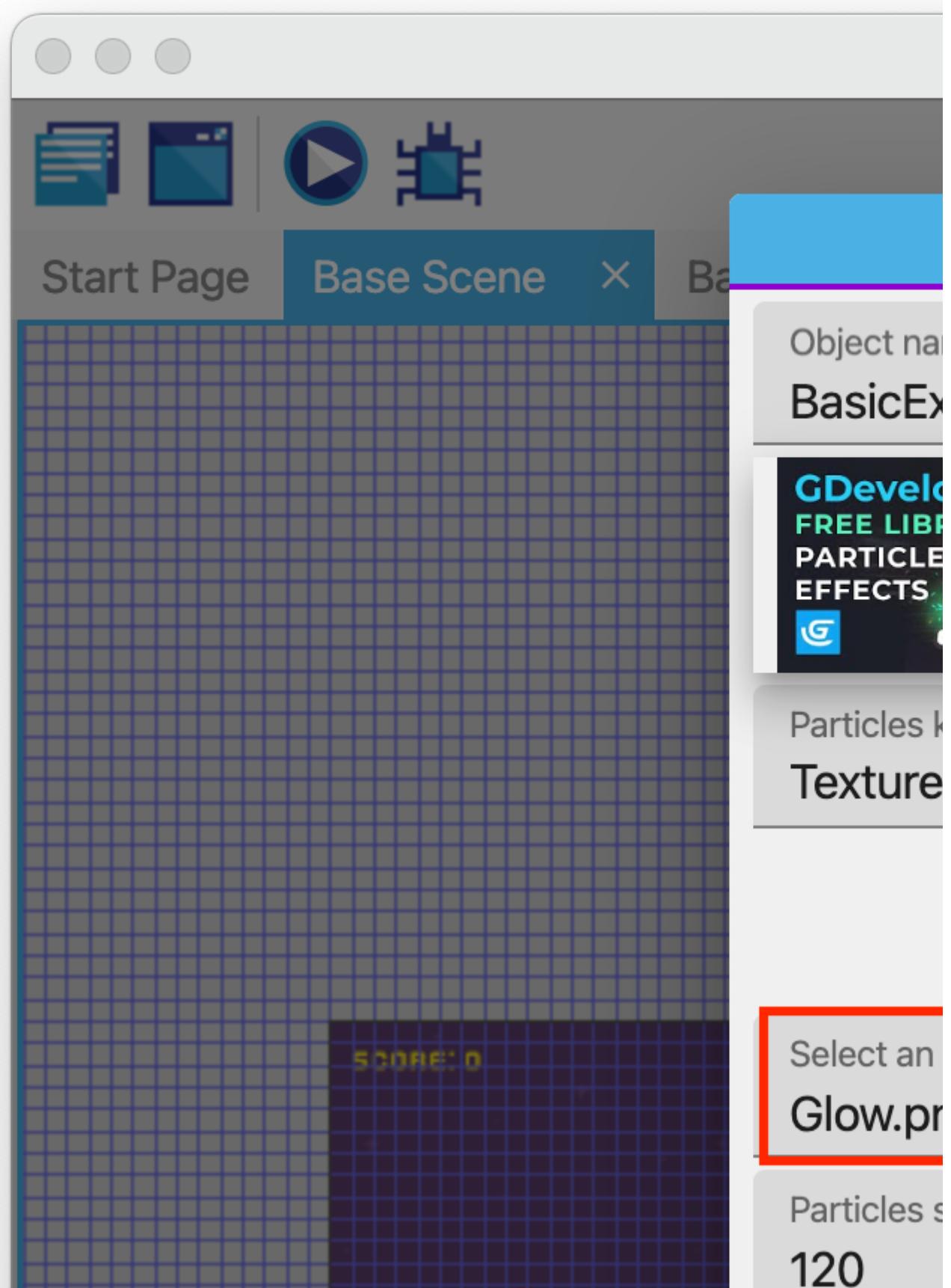


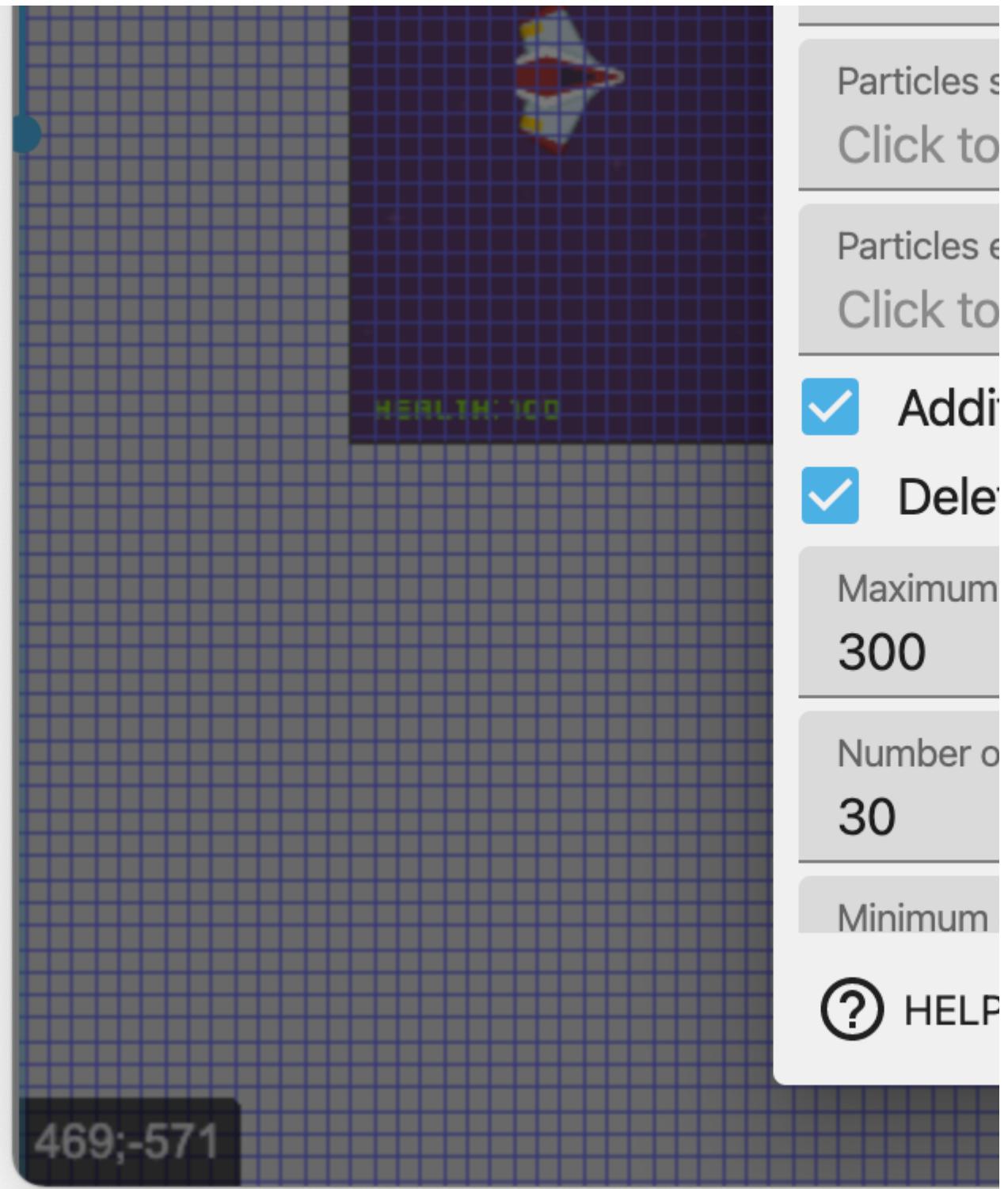
Although we copied the objects, we also need to get the assets of these objects. These are in the assets folder. Edit **BasicExplosionSmooth** object. Replace the image path by importing a new image. Choose **ExplosionTexture1.png** from the assets folder. Then, click apply.





Repeat the same process for **BasicExplosion**. This time, choose **Glow.png** from the assets folder.





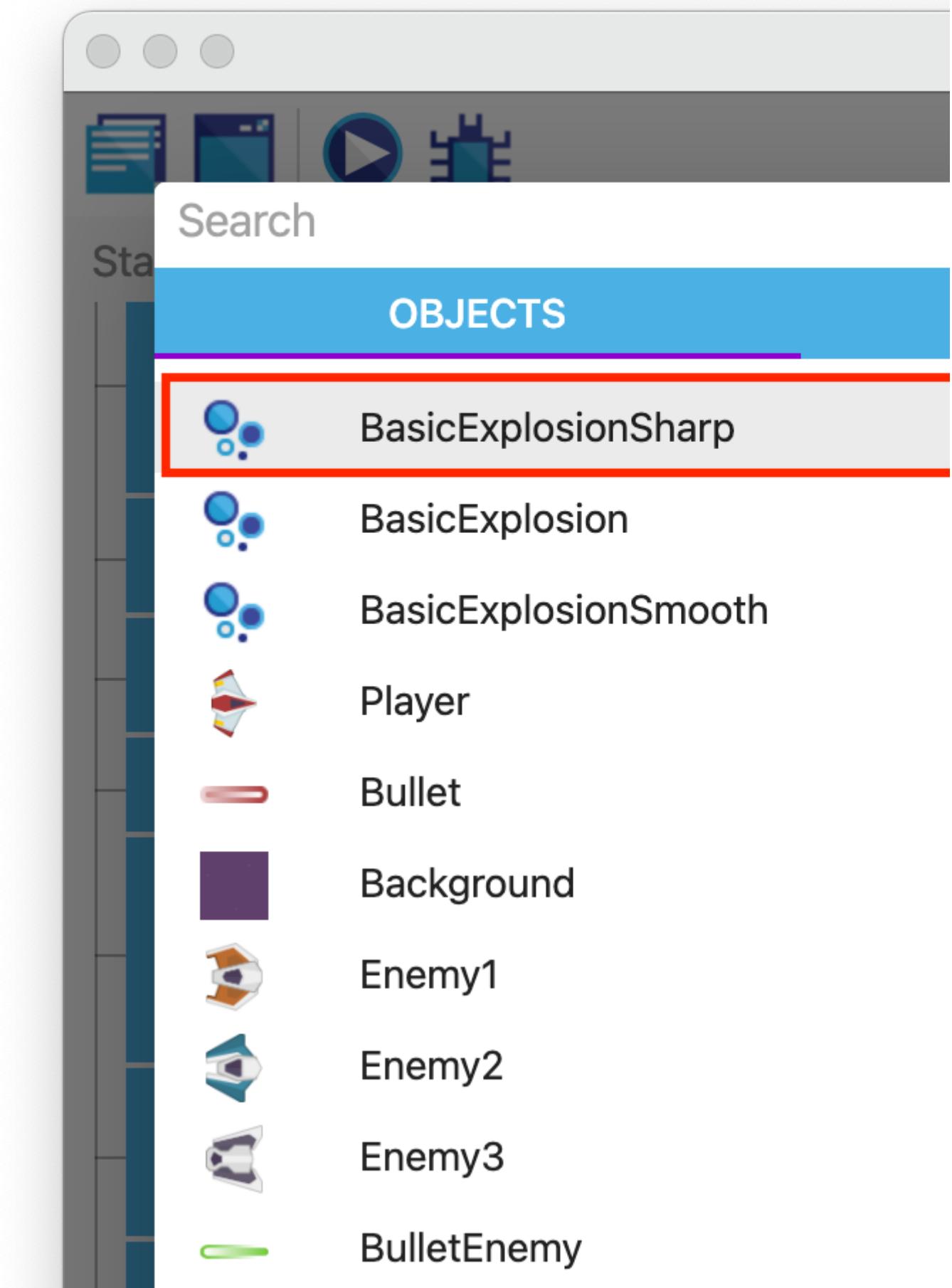
Creating the explosion when an enemy is destroyed

Open the **Events** tab and go to the **Enemies is dead** event.

 **Enemies is dead**

Add condition

Add a new action to create these explosion objects. Select **BasicExplosionSharp** and choose **create an object**. Fill X position with **Enemies.X()** and Y position with **Enemies.Y()**.



	Meteor1
	Meteor2
	Meteor3
	Meteor4
	PowerupHealth
	PowerupShield
	Score
	Health

OBJECT GROUPS

HELP FOR THIS ACTION

Add condition

Repeat the same process to create the other two objects. In the end, you should see these events:

Enemies is dead

Add condition

Testing out

We are ready to run our game and test the new blinking and explosion effects.

Next step

[Space Shooter, Part 12](#)