Ghostbuster's Fire and Smoke Effects Descriptions

- All effects were created using the Proton engine for Ghostbusters (multi-player)
- The renders are directly from the editor. The only adjustments were sizing and cropping to fit into the movie format.
- All effects where designed to fit in with the overall look of Ghostbusters

Simple flame effect

Timeline: 0-2.13 seconds

Requested effect: Basic flame effect suitable for a torch or small fire with low particle count

- Simple sprite based effect that retains correct viewing orientation at all angles
- This effect was rebuilt from a pre-existing asset but, it looks the same with less than half the particles

Pillar of flame

Timeline 2.14-2.8 seconds

Requested effect: A large flame pillar to cover the spawning of a demon-like ghost

- Twin rotating conical flame cloud emitters give the illusion of more particle and the swirling effect
- Attraction field draws the particles upward and to the center as they die

Fireball burst

Timeline 2.16-4.20 seconds

Requested effect: Small fireball to show incendiary blast

- Quick scaling center particles
- Animate flame particles
- Small reverse gravity ember particles

Medium sized fire with rising illuminated smoke

Timeline 4.21-5.40 seconds

Requested effect: Flame and smoke from a bonfire with embers

- Roaring fire animated sprite layer for a convincing more intense core flame glow
- Wafting embers with particle physics
- Distortion material gives a wavered effect over the flames
- Key framed color ramping on the rising smoke particles gives the illusion of flame illumination on the smoke nearest to the flames

Small sized fire with a long plume of rising illuminated smoke
Timeline 5.41-10.40 seconds
Requested effect: Small flame and smoke from distant fires with embers and a
long smoke plume
- Subtle flame cloud sprites for the flames less intense in count and saturation
- Wafting embers with particle physics
- Key framed color ramping on the rising smoke particles to give the illusion of flame illumination on the smoke nearest to the flames
- Long plume of grey thinning smoke with random particle drifts using a moving particle attractor

A long plume of rising illuminated smoke
Timeline 10.41-14.07 seconds
Requested effect: Whiter steam or smoke plume as you might see from a smoke
stack
- Long plume of grey thinning smoke with random particle drifts using a moving particle attractor
- Use of particle emission rates and speeds to give a fluffier appearance in the steam/smoke movement