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Subject: Explosion Effects...

Posted by [Slash0x](#) on Fri, 28 May 2004 14:58:08 GMT

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I have done most of my work through trial and error, but I cannot find out how to do explosion effects. If somebody could please explain it, I would greatly appreciate it.

PS: I would like to have someone experienced in this area for advice, thank you.

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Subject: Explosion Effects...

Posted by [--oo00o00oo--](#) on Fri, 28 May 2004 15:38:15 GMT

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you talking about the actual explosion itself or and explosion as in like a destruction animation of something?

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Subject: Explosion Effects...

Posted by [Slash0x](#) on Fri, 28 May 2004 19:12:52 GMT

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Explosion! The BOOM of the game! I do not know if it has animation or not, but like when a building hits the yellow section, you see explosions, that's what I'm talking about. I do not know about smoke either. I guess you may say something like the RA nuke animation, how would somebody make something like that? (I do not want to make the RA animation, I am just using that as an example for what I'm talking about)

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Subject: Explosion Effects...

Posted by [Sn1per XL](#) on Fri, 28 May 2004 19:48:21 GMT

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I think ya should just open one of the explosions in W3d viewer and check out the settings. Here is the names of some... e\_explode1.w3d e\_explode2.w3d  
just open those and study the settings it uses and remember to get the material (e\_master.dds)

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Subject: Explosion Effects...

Posted by [Slash0x](#) on Sat, 29 May 2004 05:01:49 GMT

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Sn1per XLI think ya should just open one of the explosions in W3d viewer and check out the settings. Here is the names of some... e\_explode1.w3d e\_explode2.w3d  
just open those and study the settings it uses and remember to get the material (e\_master.dds)

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KK, I'll look into that I guess.

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