

Torque Game Builder – Fish Demo Tutorial - Part 10

10. Adding Particle Effects

10.1 Adding bubble particles

Our final step is to add a couple of particle effects. We have a bubble, and a light beam particle effect. Adding these will really enhance the look of our fish demo. In your right panel make sure that the *Create* tab is selected. Scroll down and click the *Particle Effects* label. It's hard to tell what the two particle effects are, since neither of them are meant to be highly visible. They are fairly subtle effects. The first one is for creating new effects, the second one is the bubble effect and the third one is the light beam effect. Drag and drop the second effect, *oceanbubbles.eff* (as shown in Figure 10.1.1) to the lower left of your level, between two of the rocks (as shown in Figure 10.1.2).



Figure 10.1.1

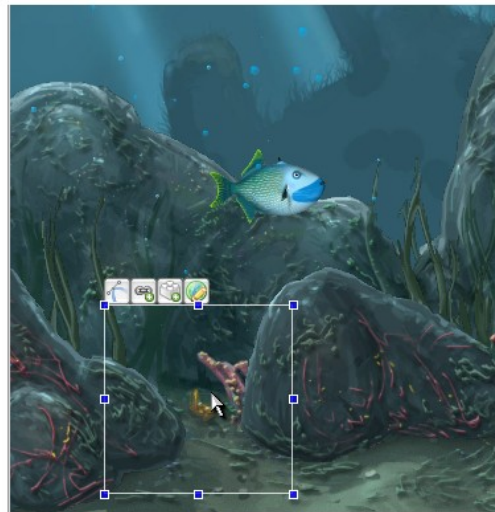


Figure 10.1.2

If you wait a moment after you drop the bubble particle effect, you will see bubbles floating upward. Drag a second bubble particle effect, and this time drop it in the bottom right of your level between some other rocks (as shown in Figure 10.1.3).

Now save your level and click the *Play Level* button. After a little bit of time, bubbles start to emit from the particle effects we placed! (as shown in Figure 10.1.4)



Figure 10.1.4

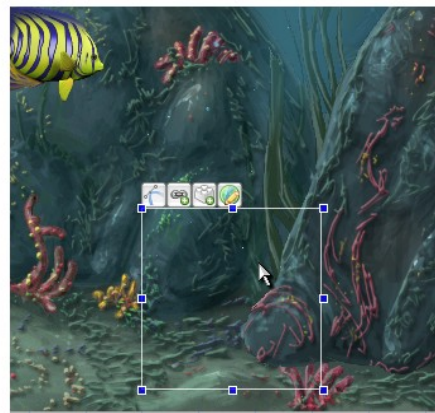


Figure 10.1.3

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10.2 Adding light beam particles

Our final particle effect to add, is the light beam particle effect. The light beam effect is the third particle effect in the object library. Drag and drop the light beam particle effect (as shown in Figure 10.2.1) into the center of your level. After a moment you should see the light beams appear. Adjust the position of the particle effect object until the light beam fits your level correctly. Press the play button and watch the light show! (as shown in Figure 10.2.2)



Figure 10.2.1



Figure 10.2.2