

102-2

## Porygon effect manual part1

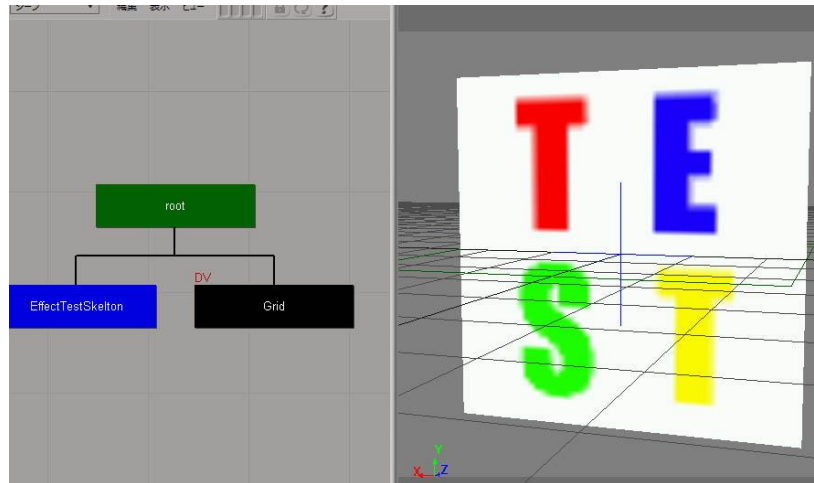
“Polygon effect” means the effect that using artist made shape (An effect that generate by program call particle )



Let's made test effect that put character's head looks like above picture.

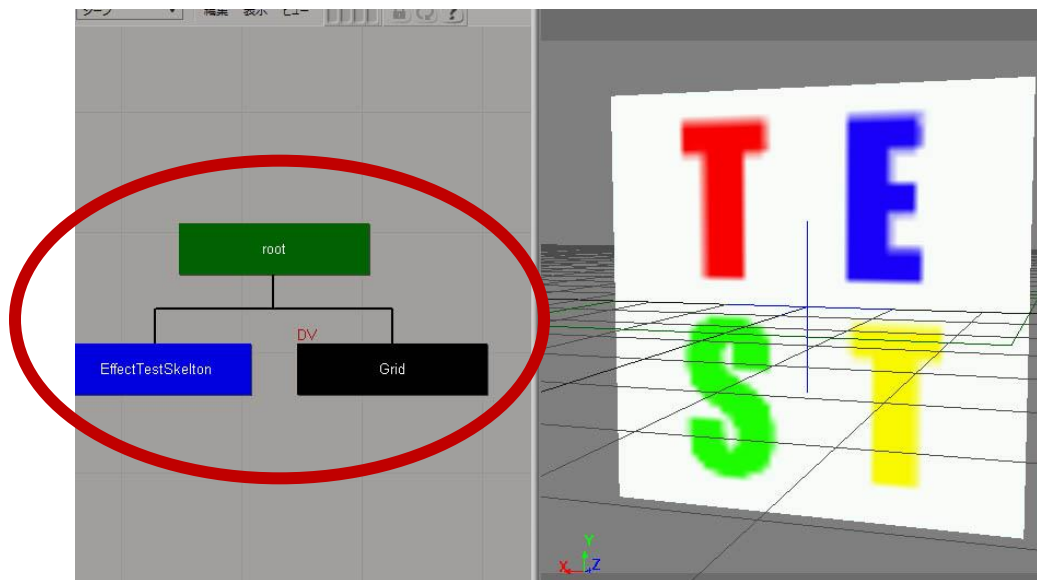
# EF-12 Create model

- There's a same way as character model how to make model. Please see [here](#) / [here](#) / [and here](#) As you know, need skill that make any game model.



Create any primitive and apply texture. Next create bone or null and enveloped. Last, apply shader for EF-12. Any kind shader is OK(direct,standard or toon)

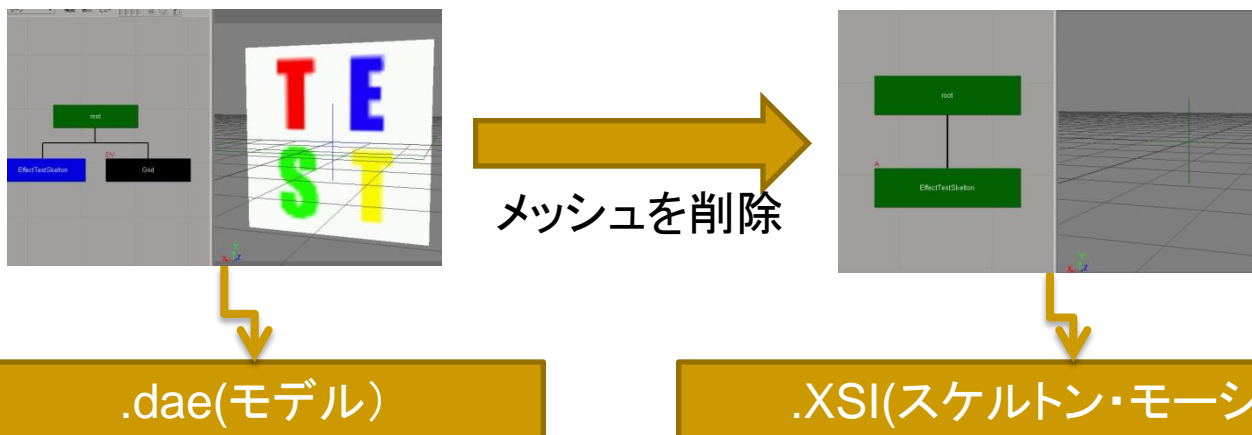
- Marge mesh and bone by parenting. There are no object naming rule.



- You can convert all material (skeleton, motion, model) from this data only.

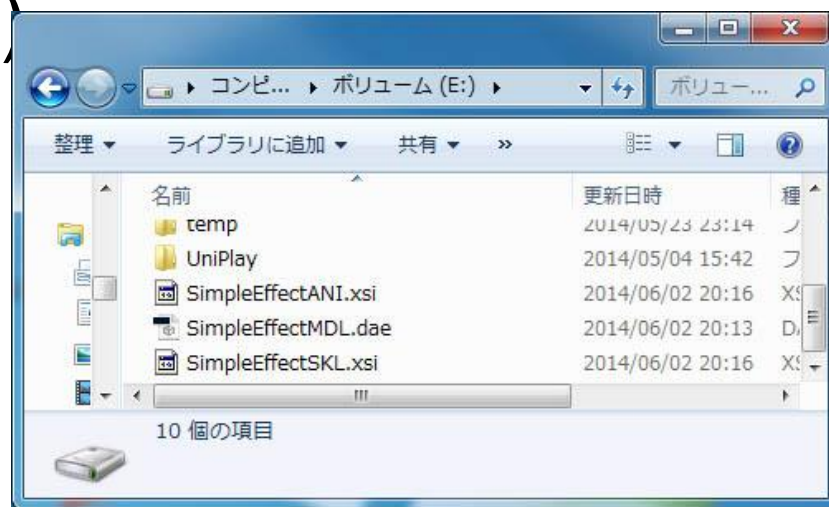
# EF-12 Exprot for EF-12

## ■ 1.Export model(.dae)



## ■ 2.Delete mesh data and export dotXSI(this use skeleton and motion)

※Firstly export any named XSI (e.g. SKEL.xsi)  
Copy SKEL.xsi and rename MOT.xsi  
These are use generate motion and skeleton.

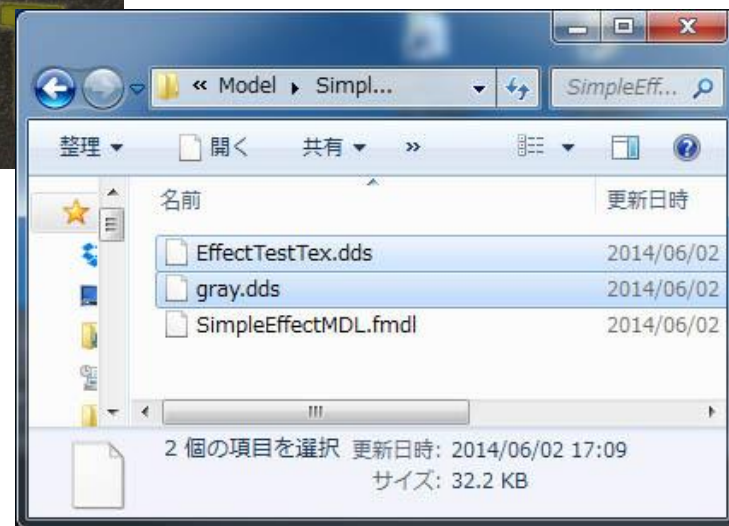


# EF-12 Check on Foolviewer

- After convert datas, check on foolviewer.



※Note: model file (.fmdl) isn't include texture so you can't see anything just copy fmdl file. Please copy texture manually same as your effect fmdl placed folder.



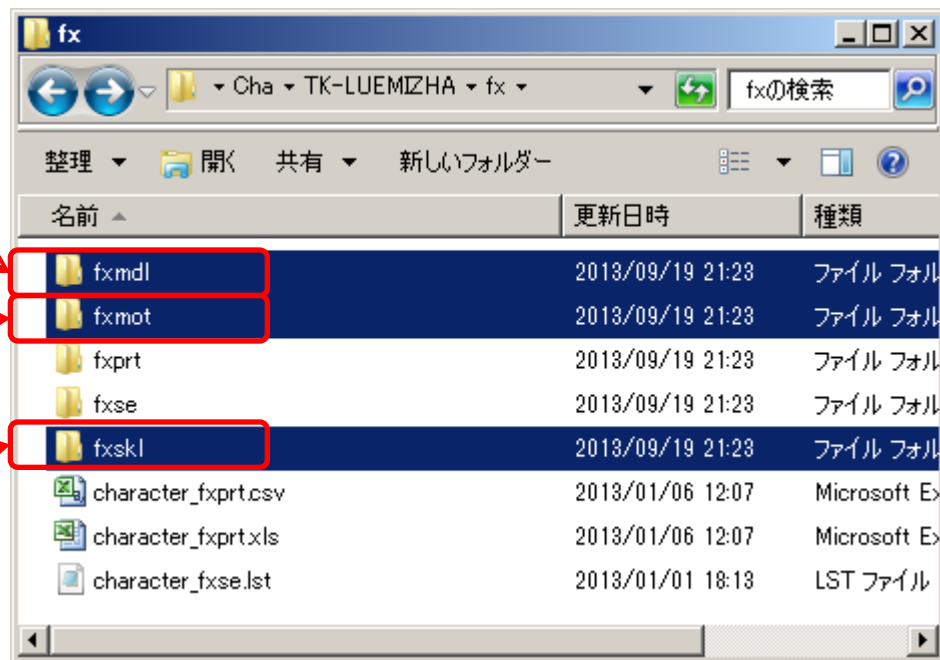


- Copy your effect date from viewer to cha/fx/[see below]

model(fmdl)  
+texture (.dds or tga)

Motion (fmot)

Skelton (fskl)



- Set as below Cha/characterfx.xls

	A	B	C	D	E	F	G	H	I	J	K	L	
1	Save .xls and .csv at once												
2	Valid	ID	effect name	type	life	end ef	hit s	moveY/moveZ	skeleton	motion	model	draw mode	model colo
3	チェック	ID	名前	タイプ	寿命F	収束FX	消滅F	移動量YZ	スカルト指定	モーション指定	モデル指定	モデルの描画	モデルのカラー
27	ON	3030	波動消滅	break	15				FxHadoh_sk1	[FxHadoh_break:0]	FxHadoh_md1	[1:0:0]	[1:1:1:1:1]
28													
29	ON	8000	キャラ召喚エフェクト	shoot	45				G6Lite_HF	MIRROR_DRAK	SHBP1	[1:0:1]	
30													
31													
32	ON	7777	test	normal	30				SimpleEffectSKI	[SimpleEffectANI:0]	SimpleEffectMDL		
33													
34													

Activate  
line

Effect name  
You like

Any ID(0~9999)  
We set 7777 in  
this sample.

Normal means  
just show  
effect( not hit)

Effect life time

Skeleton name

Model name

{Skeleton name: 0}  
0 means kind of play  
(see more > [reference](#))

Put extension off your model / motion / skeleton name



# EF-12 Set motion header

- Open motion header.xls in Cha/any chara/mth, input parameter as below picture. (recommend put effect with “rear\_step” because it’s easy to check)

	A	B	AH	
1		Save .xls and .csv at once		
2	必須	ActionName_アクション名	Effect(YourChar)_自分から1フェ外発生	Uppone orChar 変
3	モーション	ActionName_アクション名	Effect(YourChar)_自分から1フェ外発生	Uppone orChar 変
4	コマン	CommandName_技名	-	-
5	イントロ	MotionNo00_モーション0番		
392				
393		●●●StandActions_立ち基本動作●●●		
394	MTH	mth_FrontStep_前ステップ	-	-
395	MTH	mth_RearStep_後ろステップ	[2:1:7777:0:[H]]	-
396	MTH	mth_Fwalk_前歩き	-	-
397	MTH	mth_LSideStepTurn_振向き左軸移動	-	-
398	MTH	mth_RSideStepTurn_振向き右軸移動	-	-

In this case, play effect from head[H] when you do backstep.  
If you want to know more detail, see [motion header reference](#)

- If you see your effect like this it's OK!!



# EF-12 Notice

- Polygon effect not support billboard option(only particle support). Basically make effect naturally by three-dimensional angle.

