

OpenGFX - Feature #3972

Explosion Effects

2012-05-11 12:22 - Xotic750

Status:	Rejected	Start date:	2012-05-11
Priority:	Low	Due date:	
Assignee:		% Done:	0%
Category:	32bpp	Estimated time:	0.00 hour
Target version:			

Description

Adds 32bpp small and large explosion

<http://www.tt-forums.net/download/file.php?id=160052>

<http://www.tt-forums.net/download/file.php?id=160053>

<http://www.tt-forums.net/viewtopic.php?f=36&p=1015142&sid=34472ef7a0d4acad0c7ebb4157fa4199#p1015142>

History

#1 - 2012-05-12 01:07 - athanasios

I think they need more 'fire'-aka to be way more bright-especially first sprite. Very nice work!

#2 - 2012-05-12 12:51 - Xotic750

I will have a play with creating them with greater emphasis on the visibility of the fire amongst the smoke.

#3 - 2015-04-10 10:59 - planetmaker

- Status changed from New to Rejected

No 32bpp for this set.

Files

explosion_effects.tar.gz	5.26 MB	2012-05-11	Xotic750
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