



Explosions for Games Vol: II (Videohive 24941528) - AE Project

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Explosions for Games Vol: II VH-24941528: The perfect choice for indie and AAA developers - the package includes engine-ready flipbooks and efficient source assets for production and can save you thousands of hours rendering, simulating, and composing!

Compatible with every game engine (Unreal Engine 4, CryEngine, Unity, etc.) ... and is easy to re-authorize using After Effects source files.

Gfx plugin details of Explosions for Games Vol: II (Videohive 24941528) - AE Project

The product is in the **After Effects Project category from VIDEOHIVE**, for more information about this post you can click on the home page link in the sidebar.

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- Source Files - AE CC2014-2019 compatible
- Each animation lasts a total of 7:00 seconds @ 30 frames per second
- Full HD resolution 1920x1080
- Smoke/Normal/Velocity passes rendered in .PNG sequences
- A fire-pass rendered .EXR sequence
- Motion Vector map is generated by FaceFX Slate
- Linear color space project (16/32 bit)
- No plugins required
- Controls for customization are included
- Tutorial videos included



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