



Explosions for Games I (Videohive 23873239) - AE Project

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Explosions for Games I - AE Project VH-23873239: The perfect choice for indie and AAA developers, this pack includes engine-ready flipbooks and sources that are production-ready and can save you many hundreds of hours rendering, simulating, 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 I (Videohive 23873239) - 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 created in FaceFX Slate
- Linear color space project (16/32 bit)
- No plugins required
- Controls for customization are included
- Tutorial videos are included.



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