# VIRTUAL FX PACK | Magical Vortex Smoke Portal VFX

# Lily'z Games

Website: [www.lilyzgames.com](www.lilyzgames.com) | Discord Community & Support Server:

You will find the Demo Video within the Discord Server :)

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# 1) Overview

This package contains **1 Magical Smoke Portal VFX** designed for real-time gameplay readability (RPG / fantasy / MOBA / action). Each variation is meant to cover common **portal scenarios** such as **instant portal opens**, **persistent looping gateways**, **summoning rifts**, and **objective/zone-style portals** (checkpoint markers, dungeon exits, level transitions).

**Included:**

- Endless possibilities with point lights and other multiple light systems (variations)

- Easily change the spawn rate and the lifespan of every sprites along with the checkboxes system if you don't want the glowing sprites.

- Example setup in the level (walkthrough section below)

- The effect comes with a Blueprint System so you can easily add more lights into it or other Actor objects or/and begin your programming in the BP or make a Child BP out of it!

**Not included:**

- Sound effects

- Characters / environments shown in preview media (if any)

# 2) Asset Contents / Folder Layout

- `Main/Content/NiagaraSystems/`

- `Main/Content/Maps/`

- `Main/Content/DemoAssets/`

- `Main/Content/Blueprints`

# 3) Quick Start (fastest way to use)

1. **Drag & drop** NS_MagicPortal into your scene.

2. Position it where you want it to be BUT slightly above ground depending on style if you want the ground smoke to be colliding on the landscape.

3. Choose how it plays:

    ○ **Auto-play:** starts on spawn (great for **persistent gates**, **ambient rifts**, hub portals, and always-on level exits)

    ○ **Triggered:** spawn / activate it when the portal is opened (recommended for **teleport interactions**, **summoning sequences**, **boss intros**, and scripted events)

4. To modify its appearance, open NS_MagicPortal and check or uncheck emitters boxes inside the file, you can also maybe "Save As" multiple of your custom multiple portal effects!

## 4) How to Trigger the Effect (Blueprint included)

This pack includes **1 Blueprint** to make triggering the portal quick and clean. You can use it as a drop-in solution, or trigger the VFX through your own gameplay logic.

**Common triggering methods (pick what fits your game):**

● **Spawn at Location** when the portal is opened (teleport entrance/exit, rift appearing)

● **Attach to Actor** if the portal needs to follow something (moving objective, carried artifact, summoned gate)

● **Activate/Deactivate** an already placed portal for persistent gates (dungeon doors, hubs, checkpoints)

**Using the included Blueprint (recommended):**

- **Place the Blueprint** in your level where you want the portal to appear, **or** spawn it dynamically at runtime

- **Trigger it via your gameplay event**, such as:

  - Teleport activation

  - Level transition start

  - Boss summon / ritual completion

  - Interaction input (button/lever)

- Use the Blueprint options to control:

  - **Auto Play / Looping**

  - **Scale**

  - **Color / Intensity**

  - **Duration** (for one-shot open/close sequences)

**Suggested gameplay uses:**

- **Teleport entrance/exit:** spawn the portal at the teleport destination and play the effect
- **Level transition gate:** keep the portal placed and **activate** it when the objective is completed
- **Summoning portal:** spawn it during a ritual sequence, then deactivate after the summon completes
- **Checkpoint / objective marker:** loop the portal effect to highlight an important location

If you want, paste me the **Blueprint name + exposed variables** (even just a screenshot of the Details panel), and I'll rewrite this section to match your Blueprint **exactly** with the real parameter names.

## 5) Customization Guide (most important settings)

The pack is designed so you can quickly create multiple looks (**holy/nature/arcane/void/sci-fi**) using the same base portal.

**Core customization knobs (recommended):**

**Color**

- Gold/white: holy or divine gateway

- Green/emerald: nature / druid portal

- Cyan/purple: arcane rift

- Deep violet/black: void / dark magic

- Teal/white or electric blue: sci-fi anomaly

**Intensity / Brightness**

- Increase for "boss arena" / major transitions

- Decrease for subtle ambient rifts or background portals

**Scale**

- Small: pickup portal / minor rift / objective marker

- Medium: standard teleport gate

- Large: level transition, boss summon, dramatic cinematic portal

**Duration / Timing**

- Fast open/close: snappy gameplay teleport feedback

- Longer buildup: ritual/summoning sequence, shrine activation, story moments

**Spawn Rate / Particle Count (Smoke/Embers)**

- Reduce for mobile/VR or heavy scenes (lower smoke density first)

- Increase for hero moments (denser swirl + stronger core glow

**Recommended presets (examples)**:

- **Holy Portal:** warm white + gold core glow, subtle ember sparks, softer smoke edges (ritual / divine gateway)

- **Nature Portal:** emerald/teal glow, slightly denser smoke, slower swirl speed (ancient grove / druid gate)

- **Arcane Portal:** cyan + purple core, brighter rim glow, sharper vortex motion, more "magical" particles (wizard rift)

- **Void / Dark Magic Portal:** deep violet/blackish core, higher contrast, heavier smoke, fewer sparks but stronger glow falloff (shadow/abyss gate)

- **Sci-fi Anomaly:** teal/white or electric blue, cleaner glow, reduced smoke opacity, more precise spiral feel (rift / dimensional tear)

## 6) Performance Notes / Optimization

These effects are intended for real-time gameplay. Final performance depends on scene complexity, target platform, and how many portals are active at once.

**Best practices:**

- Prefer **one portal per key location** (hub gates, exits, objectives) rather than many overlapping portals.

- Use **one-shot "open/close"** (if you use it) for frequent events, and reserve **looping portals** for persistent gateways.

- When optimizing, reduce in this order:

  1. **Spawn rate** (particle count)

  2. **Particle lifetime**

  3. **Vortex/smoke density** (opacity/intensity)

  4. **Overall scale** (large portals cost more on screen)

- Avoid placing the portal **too close to the camera** for long periods (large overdraw from smoke/glow can be expensive).

- If using attachment (moving portal), attach to a point that doesn't jitter heavily to keep the look stable and avoid extra visual noise.

**CPU vs GPU emitters:**

- **GPU:** best for dense visuals (smoke volume feel, large particle counts, continuous swirl layers).

- **CPU:** best for gameplay-critical particles that need collision/events or precise control (if used).

## 7) Networking Notes (Multiplayer)

This pack is **cosmetic VFX only**. In multiplayer:

- Replicate the **portal gameplay event** (open/close/teleport activation) in your code.

- Then **spawn/activate the VFX** on relevant clients (or multicast the spawn/activation), depending on your networking architecture.

- For teleporters, keep the **teleport logic server-authoritative**, and treat the portal effect as visual feedback triggered by the replicated event.