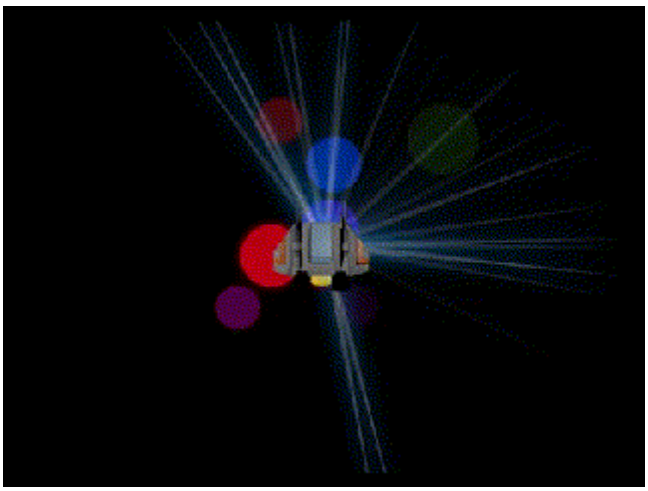
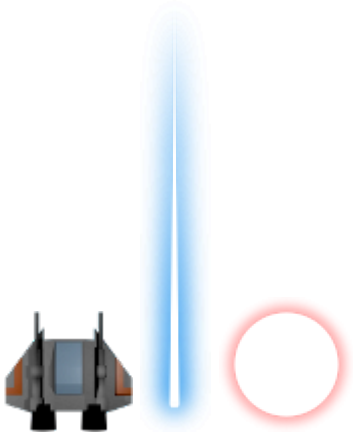
Futurama Appearance Effect

This tutorial will teach you how to create a warp appearance effect like at the start of the Futurama title sequence. The effect will look something like this:



In order to make this, you will need three simple things: an object like a ship, a blue spike, and a flat ball:



Begin by creating the alien ship on screen:

```
[Alien]
Graphic   = AlienGraphic
Position  = (0, 0, 0.5)
ChildList = WarpAppearance

[AlienGraphic]
Texture = ship.png
Pivot   = center
```

Notice the `WarpAppearance` object added to the child list. This is where the appearance affects will be added. Whenever an instance of an alien ship is created, a nice appearance effect will show with it.

Define `WarpAppearance` with:

```
[WarpAppearance]
AngularVelocity = 100
ChildList       = WarpSpineMaker
LifeTime        = 4
```

`WarpAppearance` is just an empty object that is turning. This object will only live for 4 seconds, then it will die. Attached to this (as a child) is `WarpSpineMaker`.

Create `WarpSpineMaker` with:

```
[WarpSpineMaker]
Spawner  = WarpSpineSpawner
Position = (0, -3, 0)

[WarpSpineSpawner]
Object         = WarpSpine
ActiveObject   = 40
WaveSize       = 5
WaveDelay      = 0.1
CleanOnDelete  = true
UseSelfAsParent = true
```

`WarpSpineMaker` has a spawner defined (`WarpSpineSpawner`). `WarpSpineSpawner` will spawn loads of `WarpSpine` objects, which are the blue spike texture as above.

```
[WarpSpine]
Graphic         = @
Texture         = warp-spine.png
Pivot           = (17, 202, 0)
AngularVelocity = -200 ~ 200
FXList          = FadeInOutFX
LifeTime        = 1.0
```

This is the interesting part. Each `WarpSpine` object that is spawned by `WarpSpineSpawner` has a low centered pivot point and a random spin value. Each only lives for a second, but this gives a “filtered light” effect. To smooth the appearance in and out of each object, a `FadeInOutFX` is defined:

```
[FadeInOutFX]
SlotList    = FadeInOutFXSlot
KeepInCache = true
Loop        = false

[FadeInOutFXSlot]
Type          = alpha
Curve         = sine
StartTime     = 0.0
EndTime       = 4.0
```

```
StartValue    = 0.0
EndValue      = 1.0
Absolute      = true
```

Add a small piece of object creation code to your project's `init()` function:

```
orxObject_CreateFromConfig("Alien");
```

Compile and run. The ship will appear with a dazzling array of blue spines surrounding it.

For a minor enhancement, we'll also spawn some randomly coloured balls to act as a type of lens flare. Change the `WarpAppearance` to include a child called `BubbleCreator`:

```
[WarpAppearance]
AngularVelocity = 100
ChildList       = WarpSpineMaker # BubbleCreator
LifeTime        = 4
```

And it is defined as:

```
[BubbleCreator]
Spawner  = BubbleSpawner
LifeTime = 3

[BubbleSpawner]
Object           = Bubble
ActiveObject     = 24
WaveSize         = 2
WaveDelay        = 0.1
UseRelativeSpeed = true
```

`BubbleCreator` only lives for 3 seconds in total and has a spawner called: `BubbleSpawner`. It in turn spawns objects called `Bubble`:

```
[Bubble]
Graphic  = @
Texture  = glow-bubble.png
LifeTime = 1
Speed    = (-250, -250, 0) ~ (250, 250, 0);
Scale    = 0.5 ~ 1.0
Pivot    = center
HSV      = (0.0, 1.0, 1.0) ~ (1.0, 1.0, 1.0)
FXList   = FadeAwayFX
```

These shoot away in random directions, have a random colour and size. They also fade nicely away with `FadeAwayFX`, which we'll define here:

```
[FadeAwayFX]
SlotList    = FadeAwayFXSlot
KeepInCache = true
```

```
Loop        = false

[FadeAwayFXSlot]
Type        = alpha
Curve       = linear
StartTime   = 0.0
EndTime     = 0.5
StartValue  = 1.0
EndValue    = 0.0
Period      = 0.5
Absolute    = true
```

Run that and the alien will appear in a wash of blue spikey light and coloured flares.

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