

00:05 - Light speed Transition

00:10 – All explosions, fire, smoke, weapon effects, blasters, muzzle and hit effects

00:31 – Johar Rail Gun, Old explosions (not done by me)

00:40 – ATMP Rocket fire, hit and muzzle effects

00:45 – Sonic Cannon and blaster charge up, projectile and hit effects.

00:50 – Twi'lek flame thrower, fire effects, Droideka Projectile, muzzle and hit effects. Trap effects, Rocket effects, Sparks, Sonic Cannon effects. Mortar effects.

01:03 – ATRT electric cannon effects

01:06 – VT49 Mushroom cloud hit effect, Destruction effects

01:13 – UI celebration effects

01:15 – Experimental weapons facility – electric effects

01:18 – Munitions plant effects – Randomized smoke stack emissions

01:21 – Detail of smoke stack

01:25 – Organics Lab effects – Bubble effects

01:28 – Sullust lava spouts – Randomized lava spouts for war board planet

01:36 – Sullust sulfur pool effects – Bubbles, sulfur steam

01:41 – Hoth snow effects

01:46 – Hoth snowstorm – Hackathon hack (unused in game)

01:49 – Takodana water effects – water glints, water wakes

01:57 – Fog effects – Performant fog effects study (not used in game)

02:00 – 3D effects tests. All effects done by me. Tests done to determine usability beyond current project.