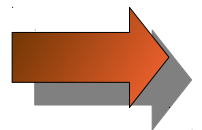
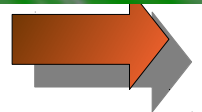
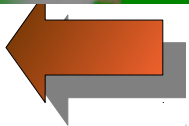
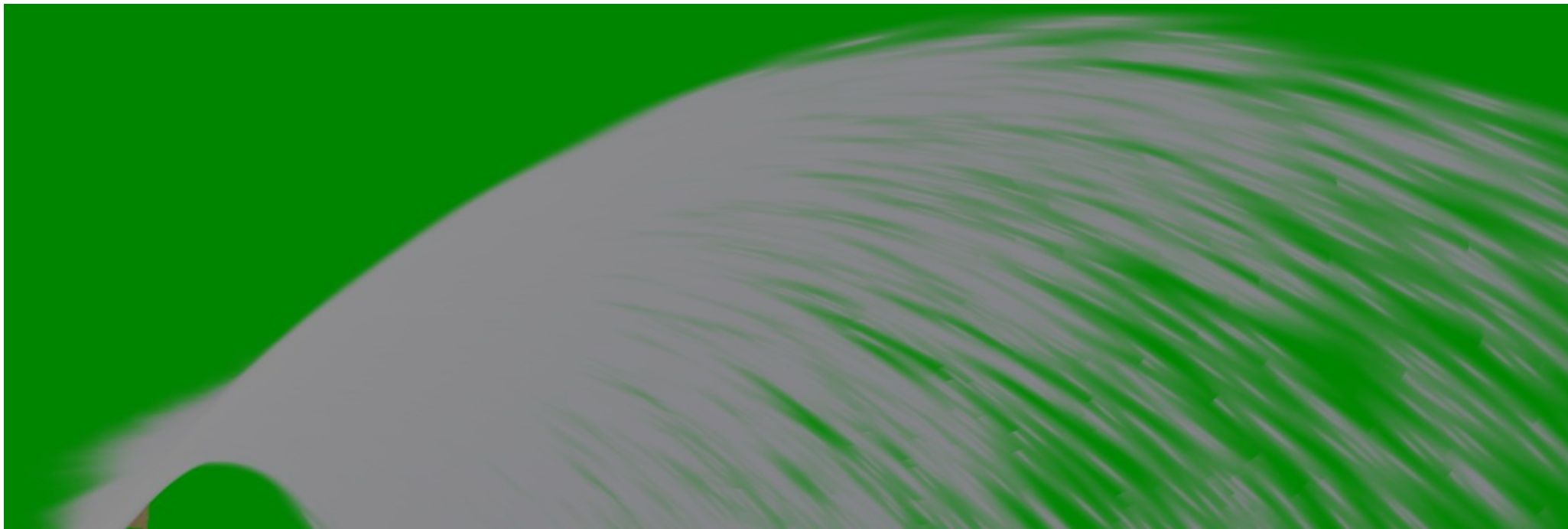


WATER EFFECT SPEED BOAT



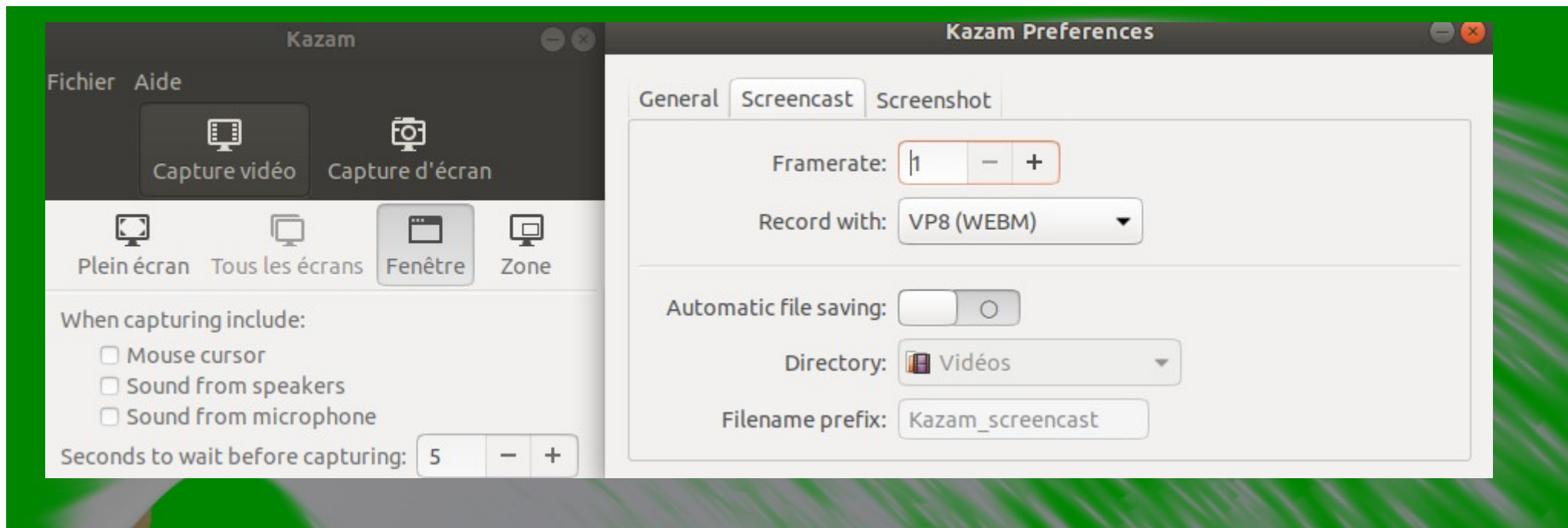
WATER EFFECT SPEED BOAT

So it was obvious to go with
particule effect . But the problem is
what you see is not what you get
when the object is moving.



WATER EFFECT SPEED BOAT

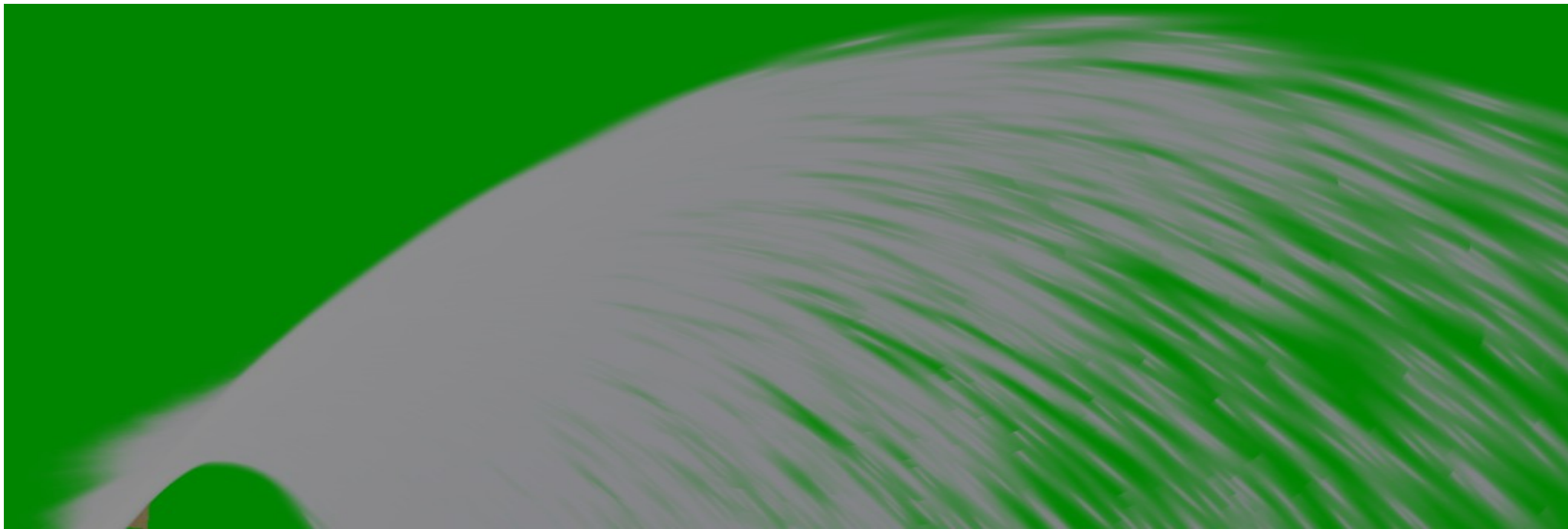
The solution was to use a screen recorder to record a few seconds of the desired particle effect. Put your particle generator in front of a monochrome background. So it's easy to work afterward.



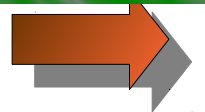
WATER EFFECT SPEED BOAT

You need a dozen frames. The idea is to use animated texture as presented in link at the bottom of page.

Kazam will generate a webm video of the particule effect. You need to convert it to gif.

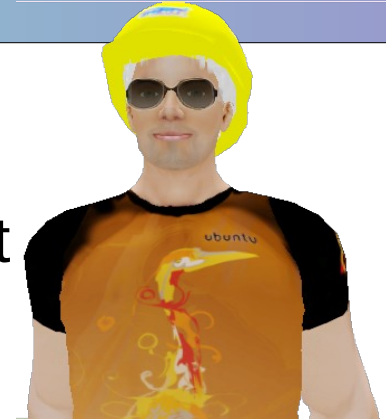


<http://wiki.secondlife.com/wiki/LISetTextureAnim>

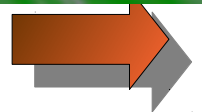
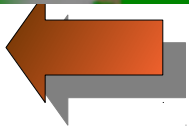


WATER EFFECT SPEED BOAT

I am under linux so its easy to do with a command line function like this . Where the jet video is converted to jet gif.



```
ffmpeg -i jet.webm -pix_fmt rgb24 jet.gif
```



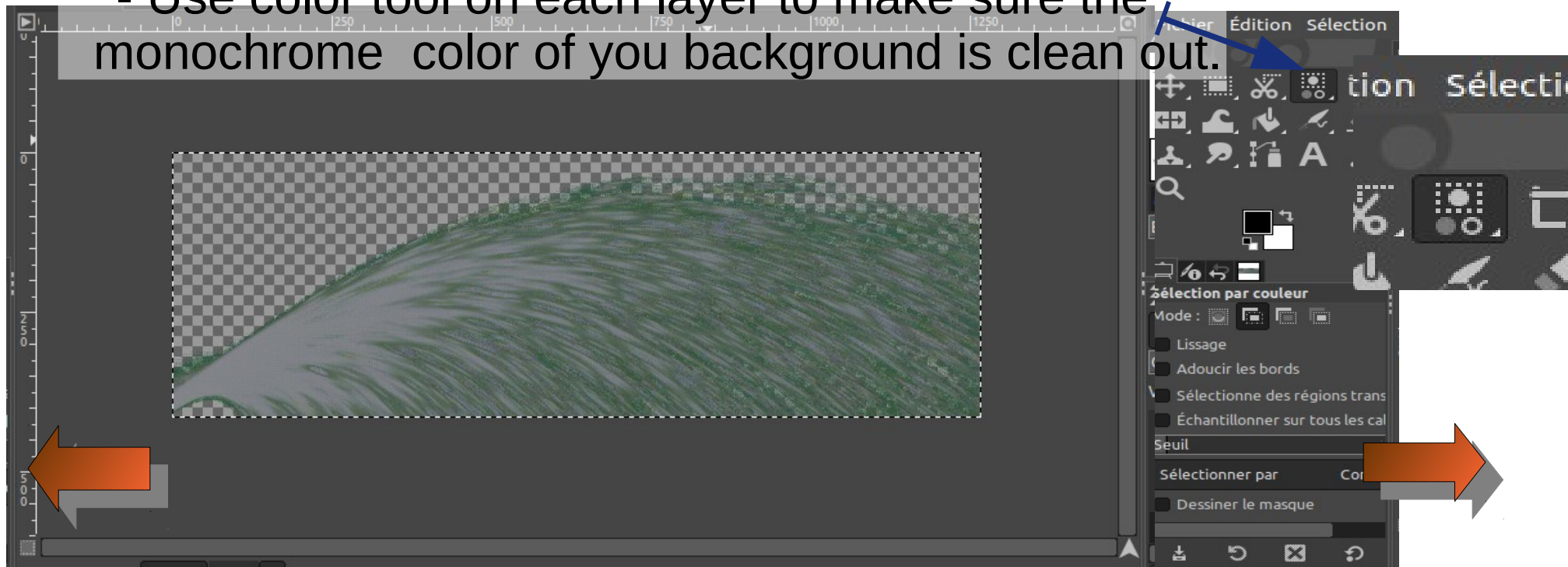
WATER EFFECT SPEED BOAT

Why gif ? Cause its easy to import and rework in gimp or photoshop. In gimp I use color tool to work out the 12 different layers of you animation.



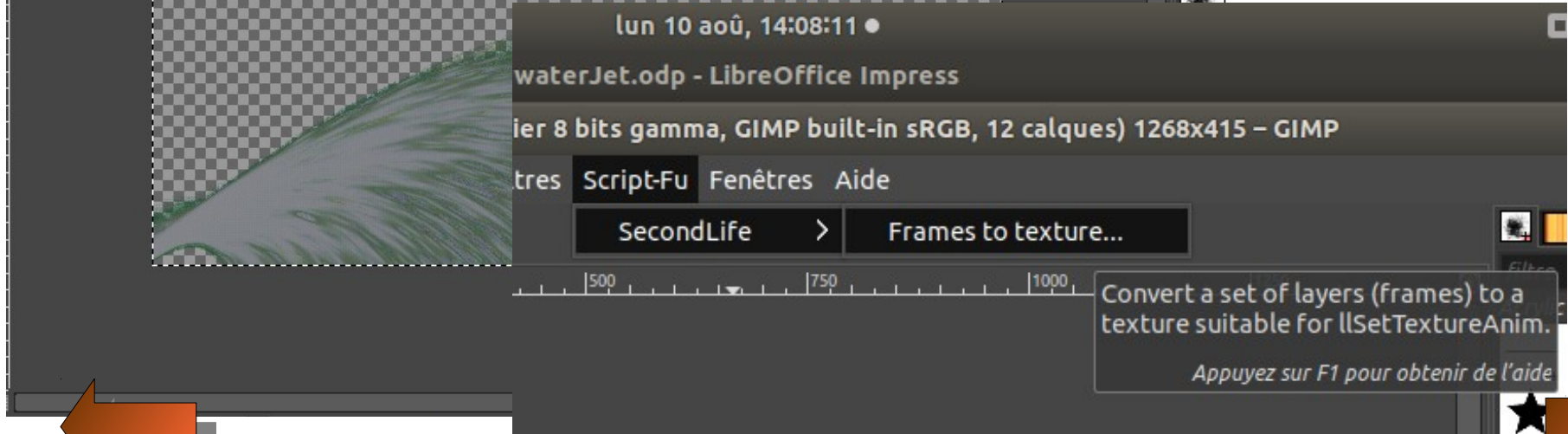
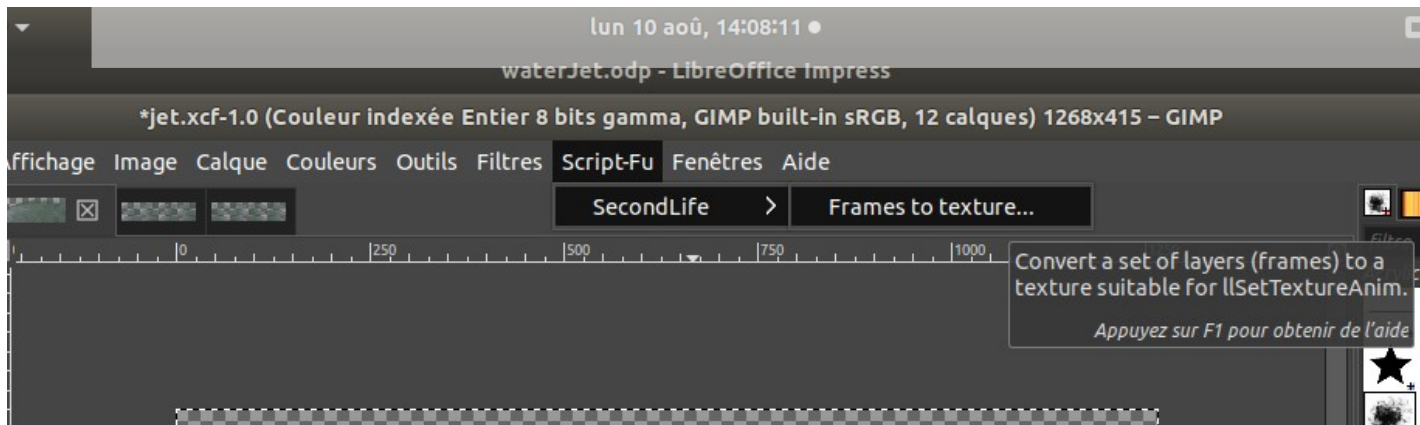
- Make sure you add an alpha layer on the background image if you have none

- Use color tool on each layer to make sure the monochrome color of you background is clean out.



WATER EFFECT SPEED BOAT

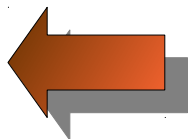
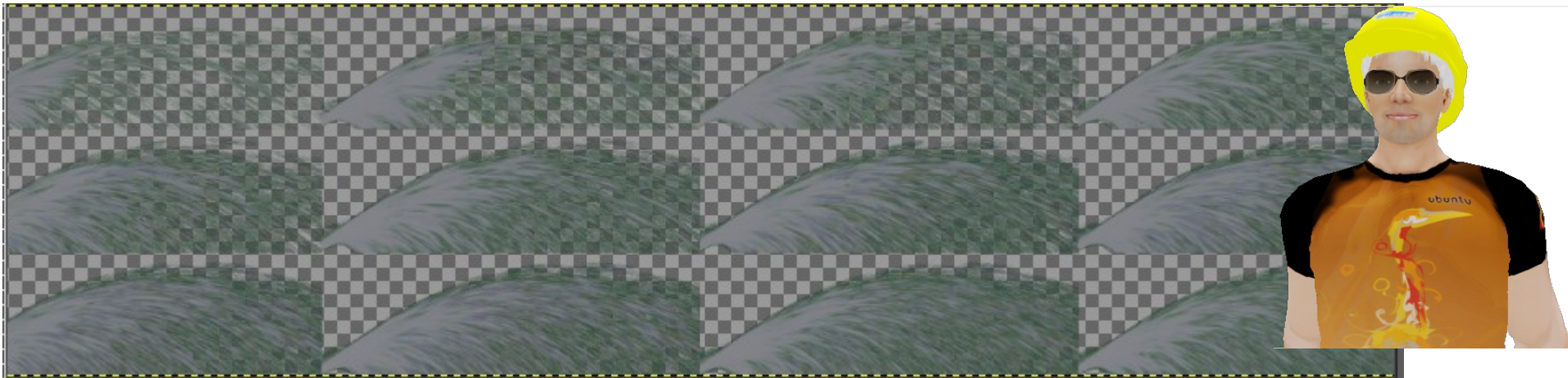
Why gif ? I said cause its easy to do a texture animation with it but how. ? The link at the bottom of the page will give you the answer.



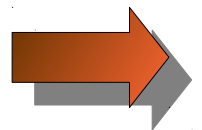
http://wiki.secondlife.com/wiki/GIMP_Layers_to_SL_Animated_Texture

WATER EFFECT SPEED BOAT

One you gif 12 layer set is clean out use the tool to generate one texture compatible with animated texture (link at bottom of page) .I use 4 x 3 and 4 frames per seconds on all layers. With gimp texture generation tool and got the following along with the script to use in the object to generate the animation:

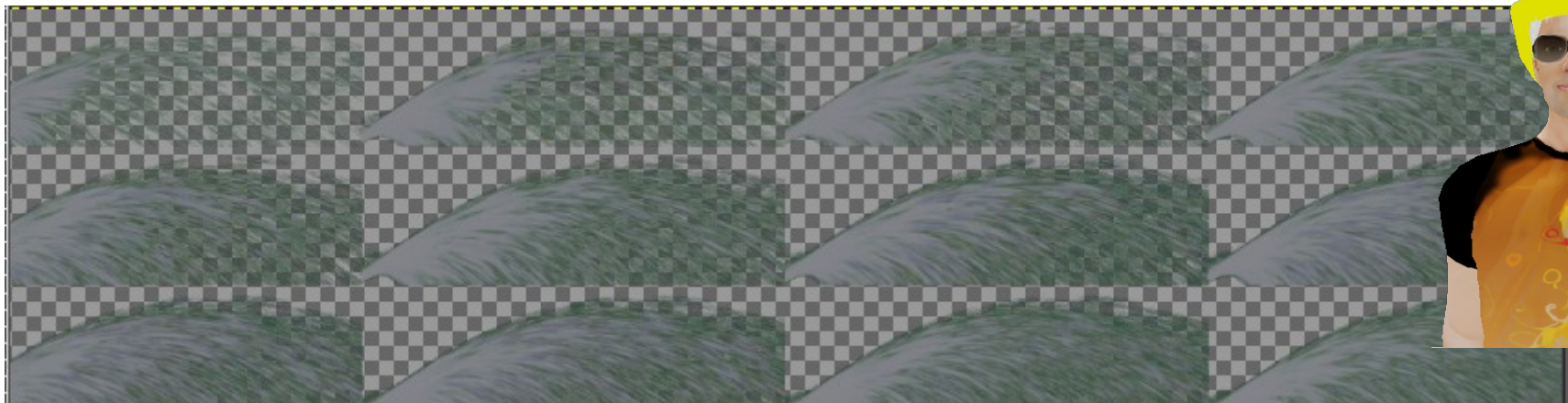


<http://wiki.secondlife.com/wiki/LISetTextureAnim>

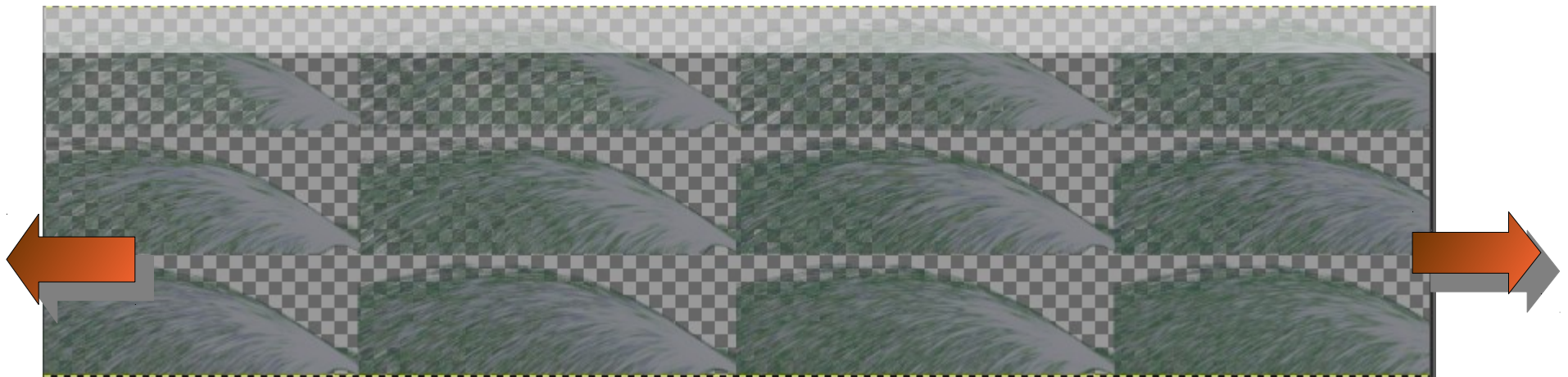


WATER EFFECT SPEED BOAT

Oups I texture all the object face with the following texture in opensim. I got the animation I was expecting on one side of the object but hey its reverse on the other side !!!!



No worry. Getting back to gimp I go to image menu and transform mirror it then import it back in opensim to those faces et voila!!!



WATER EFFECT SPEED BOAT

SUMMARY:

- Use particle to create the effect in static object .
- Create a mono chrome background to see particles.
- Record 12 frames webm video using KAZAM.
- Convert to gif using ffmpeg
- Use GIMP to create alpha layer and clean monochrome background on all layers
- In GIMP import script-fu tool from SL and apply it to convert all layers to an animated texture.
- Import back to opensim the texture and the script.
- In GIMP make a mirror image of the animated texture and import it to opensim to complete all sides animation.

