

Reel Breakdown

1. Aurene Crystal Shield FX -

The shield has three States; Cast/Default, Holding, Breaking. Context is shown with the cinematic at the end; Aurene (small dragon) casts the crystal shield as Kralkitorrik (big dragon) shoots his breath into the shield. As the shield breaks apart the scene fades to white.

Cast/Default: a mixture of geometry meshes smoothstepping upward. A group of particle emitters have both their position and radius keyed to match the dome smoothstepping. The Cast meshes fade away, then the Default meshes fade in scrolling sideways.

Holding: Another set of meshes are keyed to flash into appearance and scroll fast. The center and direction of the pulsing wave shows where the attack is hitting the dome shield. In context, the pulsing wave's center is covered by Kralkitorrik's attack making contact with the shield, so it doesn't look odd with the pinching UVs.

Breaking: Same process as the Cast/Default but at a different orientation starting where the attack hits.

2. Taimi Dragon Machine Cinematic FX -

Created the beam fx, the explosion fx (the beam hitting the dragon's mouth and the machine exploding), and all of the FX on the machine (impact getting hit by the first beam and overloading energy).

*Extended visual breakdown of elements can be seen in "Game FX" section under "Guild Wars 2"

3. Divinity's Reach Siege Cinematic FX -

Created the projectiles with the layered ribbon trails, the projectile impacts (hitting the dome & dam), the magic dome shield, and the magic dome shield cast.

*Extended visual breakdown of elements can be seen in "Game FX" section under "Guild Wars 2"

4. Mesmer Wolf Mount Teleport FX -

Teleport uses a preexisting "Flow Bounce Blend" shader for the swirl-in and swirl-out distortion for an extra sense of physicality and force. A field is used to suck in the swirl-in particles.

5. Demon Ray Mount FX: Mount/Dismount -

Used a mixture of black particles, black streaks, a black decal, and black material replacement to create the effect that the Demon Ray is traveling to/from the underworld. * Particle FX on the Demon Ray body itself was done by another VFX Artist.

6. Forged Jackal Mount FX: Static and Teleport FX -

Added spirit fire particles, ghostly dark wisps, distortion, and sparks onto the mount specifically parts where fire emanates out of the mount, like a furnace.

The teleport leaves a trail of the same aforementioned flames and a flame-ribbon trail that spins to form a specific silhouette/shape. The spinning particles and ribbons are used again at the center point when the mount rematerializes.

7. Balthazar Super Attack -

A debuff (beam particles with chain texture and a decal) freezes the player in place and acts as anticipation for the main attack. They are then struck by the fire energy sword (when the floating sword in gameplay-context strikes the ground) and the players are downed.

8. UE4 Hologram Shader Test -

Personal project creating a hologram shader in Unreal Engine 4. Utilizes layers of: rim light, screen-position textures, scrolling scanline textures, and World-Position offset for the ripples.

9. Choya Piñata Finisher FX

Fiesta party and candy FX! The piñata flipbook particles during the explosion were created using the geo mesh for the piñata texture. All three little kid Choyas at the end, I modified the keys of a falling animation differently for each one and exported the keys to the three different rigs respectively. Particles from the start (piñata landing) and end (dust, distortion, disappearance) are all established elements of finishers taken from other preexisting finisher assets. *Animation of the main piñata Choya dancing and exploding was done by an animator. Some additional help from a modeler with the candy piles meshes due to time-constraints.