

Ryan Hoss | FX Artist

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FX DEMO REEL BREAKDOWN

Ballroom Tech Demo

Fireplace Fire

- Fire geometry
- Fire textures/shaders
- Emitter setup (smoke, embers, glow)

Turbo: Super Stunt Squad

Burn's "Super Drift" Ability

- Fire (geo, textures, shaders, animation, dynamic light)
- Movement trails
- Streamer burst (geo with animated shader, sparkle emitter)
- Blur screen effect

Turbo's "Tuck 'n Roll" Ability

- Energy field (geo, textures, animation, dynamic light)
- Emitter setup (spawn flash, sparks, movement lines)
- Blur screen effect

Pac-Man and the Ghostly Adventures 1 & 2

Grindertron Boss Fight

- Fan/Wind ability (geo, textures, shaders, animation, dust emitter. I also designed this move)
- Missile attack (missile geo/textures, smoke trail, explosion hit effect)
- Grindertron character setup (I coordinated with design and animation so I could add a flashing "hit" material set, motion blur on the fan during particular moves, and a "health bar" built into the character model)
- Foreground light beams
- Bouncing caution barriers (dynamics animation, dust emitter. I worked with gameplay programmer [Stephen Cossa](#) to make these bounce when rumble intensity reached a certain threshold)

Hula Hula Boss Fight

- Granite Pac special ability marker (geo, textures, animation)
- Rock shockwave attack (geo, animation, damage node setup, slam/dust/rocks emitters)

Ogle Boss Fight

- Low burner fire (geo, textures, animation)
- Red transition flash
- High burner fire (geo, textures, animation)

Pac-Man and the Ghostly Adventures 1 & 2 (cont.)

Arcade Zone

- Spawn portal (geo, textures, shaders, animation to match TV show reference)
- Dynamics (geo, textures, animation, emitters for energy pellets and level platforms)
- Environment art and design (I created the models, materials, and textures for the entire scene. I worked with designer Jason MacNeil to turn these "Arcade Zones" into modular building blocks that were turned into bonus levels and tutorial levels across the entire game)

Pactopus Boss Fight

- Sonar attack (distortion, rings, bubbles, mist emitters. Design hit a wall when creating this boss and asked for ideas, and I came up with this attack. I worked with Allie McNulty and Drew Walton from gameplay programming and animation to help my design/effect idea happen.)
- Tentacle Poke attack (tell, burst, hit emitters, animated rock geo. I also had design input on this.)

Betrayus Boss Fight

- Ping Pong Paddle (model, textures, shaders)
- Laser Net (model, textures, shaders, charge-up emitter, net projectile and trails)

Madagascar 3: The Video Game

Wooden/Metal Crate Destruction

- Created models, textures, materials, destruction animations, smoke and wooden splinter emitters

Trainyard Gate Destruction

- Gate destruction (destruction animation, dust emitter)

Ben 10: Omniverse

Combat Barrier

- Created model, textures, materials, and animations. I also created red and yellow skins for various gameplay functions

Gravattack Combat

- Basic combat (attack trails, hit effects, crate destruction)
- Finishing move (model, textures, materials, animations, slam hit emitter)

Gravattack Charge-Up

- Created model, textures, materials, animations, distortion emitter to match TV show reference

Bloxx Combat

- Basic combat (attack trails, hit effects, slam shockwave emitter)

Bloxx Special Ability

- Charge-up effect (model and animation)
- Transition (model and animations that transition Bloxx into and out of his bridge form)
- Bridge slam (animated model, dust, sparks, block emitters)

Ben 10: Omniverse (cont.)

Bloxx Slam (slo-mo)

- Created shockwave, sparks, strike, glow, flash and flare emitters. Created custom animated block textures based off the character model)

Adventure Time: Finn & Jake Investigations

Wizard City Portal

- Created model, textures, shaders, and glow/sparkle emitters

Wizard City Scaffold Destruction

- Created destruction model, animations, dust and rock emitters

Crystal Ant Combat

- Scarlet Sword Charge (charge emitter, dynamic light)
- Attack trail (trail with animated scrolling textures, sparkle emitters)
- Hit effects, landing dust

Wizard Police Combat

- Root Sword attacks (attack trails, hit effects)
- Wizard Police Laser (laser geo, shaders, hit effect)
- Combo Screen Effect (screen blur and animated motion line screen effects)
- Jake Catapult Blast (aiming reticle emitter/animation, projectile trails, explosion emitter)

Flambo Flame Shield Spell

- Created textures, shaders, and emitters to emulate look of spell from TV show

Magic Man Poof

- Created textures, shaders, and emitters to emulate look of magic poof from TV show

Flame Princess

- Created textures, shaders, and emitters to emulate look of hair/dress flames from TV show

Wildberry Princess Scare

- Created destruction/burst animations for the berries popping off
- Landing dust, candle emitters

Billy's Cave Portal

- Created portal emitter, white screen fade camera effect

Kung Fu Panda: Showdown of Legendary Legends

Kai's Awesome Finisher

- Jade Swords and Chains (models, textures, materials, and a special shader to hide chain texture stretching)
- Hit effect
- Worked with gameplay programming to have the character's edge glow material fade in, then transition to full glow
- Created a full-glow character shader that allows the character to fade out completely

Kung Fu Panda: Showdown of Legendary Legends (cont.)

Kai's Awesome Finisher (cont.)

- Soul mist emitter
- Retrieval orb emitter (I created a special shader for this that changes colors from gold to green once it reaches Kai, based off Dreamworks reference)

Chorh-Gom Prison Torches

- Torch emitters (animated flipbook textures created from a Fume FX simulation)

Jade Palace Dojo Cauldron Fire

- Fire emitter (animated flipbook textures created from a Fume FX simulation)

Ballroom Tech Demo

Chandelier Candles

- Created candle flame textures, materials, shaders, glow/flare emitter