

Ryan Hoss | FX Artist

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FX DEMO REEL BREAKDOWN

Explosions

"Ice" Explosion

- All textures/shaders
- Core explosion (created with Maya Dynamics)
- Emitter setup (sparks, ice shards, shockwave, distortion, animated radial blur)

Explosion

- All textures/shaders
- Core explosion (created with Maya Dynamics)
- Emitter setup (sparks, light flash, smoke, distortion, animated radial blur)

Remnant

Glowing Relic Effects

- Shockwave Blast effect (glow, sparks, modified camera movement, distortion)
- Relic Light Rays/Glowing Core

Statue Energy Attack (glowing core, sparking energy, trailing energy, distortion)

Boiling Pool (steam, moving water, water shader)

Custom Lens Flare (all textures/shaders, engine implementation)

Rainstorm

Rain/raindrops/fog (textures, animated shaders, static mesh models, particle systems)

Frigid Mountain

Snow (animating material/static mesh setup), fire effects, post-processing effects

Stonegate

Fire emitters (fire, sparks, smoke, distortion, inner core)

Static mesh models (ground/wall torches, ceiling chandelier)

Waterfalls (water shader, misting effect)

Magical Healing Spell (all textures/shaders, "energy" static mesh)