

# Ryan Hoss | FX Artist

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## FX TEXTURE EXAMPLES DEMO REEL BREAKDOWN

### Explosion

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

### "Ice" Explosion

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

### Fire

- All textures/shaders
- Emitter setup (fire, sparks, smoke, distortion, inner core)

### Lens Flare

- All textures (3 images converted to grayscale and consolidated into one RGB texture)
- Shader setup
- Engine implementation (via Unreal Lens Flare Editor)

### Glowing Relic Effect

- Texture creation/shader setup
- Emitter setup