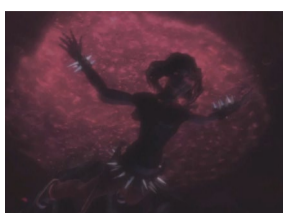


# VFX Reel Breakdown



Wrote post processing ink shader  
Particle FX  
Underwater atmospheric, bubble, water shader



Wrote dripping saliva shader  
Wrote distortion particle shader  
Scream FX



Nitro FX



Lava formation and reveal FX  
Atmospherics



Combat FX including fire, lightning, pyros



Splatter FX  
Wrote custom motion blur particle shader



Flame FX



Scream FX  
Post processing



Flame, explosion FX



Fireball  
Spotlights  
Post processing  
Facemelt material animation and particles



Particle FX  
Scene lighting  
Atmospherics  
Post processing



Wrote pixel shader for ocean in collaboration with Fabio Policarpo  
Particle FX  
Scene lighting  
Atmospherics  
Post processing



Wrote lava shader  
Particle FX  
Scene lighting  
Atmospherics



Wrote water shader  
Particle FX



Wrote dry ice fog shader  
Particle FX  
Atmospherics  
Scene lighting



Particle FX  
Sky box  
Atmospherics  
Scene lighting



Particle FX  
Sky box  
Atmospherics  
Scene lighting