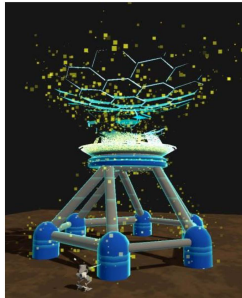# *Shot breakdown*

Particle Effects
Personal work
- Made with PopcornFX and Maya

Particle Effects
Personal work
- Made with PopcornFX and Maya

Sporgs (Working title)
Personal PC / VR project in progress
- Custom mask shader with added noise, vertex displacement, rim lighting.
- Particles that emit from the mesh
- Laser VFX on robot (not really visible here)
- Script to animate parameters on the material
- Solar tower and robot models by Stuart Sparrowhawk
- Robot animation by Dia Hadley

Sporgs (Working title)
Personal PC / VR project in progress
- Custom waterfall and water shader
- Custom shaders for particles and deforming mesh at base
- Cliff models by Stuart Sparrowhawk

Sporgs (Working title)
Personal PC / VR project in progress
- Skinned cone mesh with simple rig
- Custom water shader
- Custom shader for particles
- Script to manipulate joints and fake inertia
- Custom toon shader on dirt, along with script to blend dirt color dry to wet
- Environment art by Stuart Sparrowhawk

Sporgs (Working title)
Personal PC / VR project in progress

- Custom toon shader with rim lighting, fake subsurface scattering, and skin color tint
- Model by Stuart Sparrowhawk

Sporgs (Working title)
Personal PC / VR project in progress

- Water shader

Sporgs (Working title)
Personal PC / VR project in progress

- Wing fire shader and particles
- Shader to curve eye meshes onto the visor
- Toon shader
- Model by Stuart Sparrowhawk
- Animation by Dia Hadley

Sporgs (Working title)
*Personal PC / VR project in progress*

- Laser shader and particles
- Blendshape animation and all code to make functional
- Toon shader
- Model by Stuart Sparrowhawk

HoloGrid: Monster Battle
iOS/Android AR and VR game

- This specific example shows the VFX I created for the cards and board.
- Created some custom shaders and some particles to achieve this look that performed well on Gear VR.
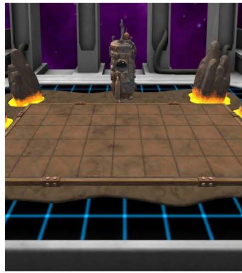
HoloGrid: Monster Battle

iOS/Android AR and VR game

- This specific example shows the VFX I made to phase in the game board.
- Created some custom shaders to achieve this look that performed well on Gear VR.

Dolphin VR Demo

An on-rails underwater experience for Google Cardboard

- Created splash effects with Shuriken, set up scripts to play splashes whenever dolphins went above/below water.
- Created screen shader effects for camera submerging

2D Adventure Sprites: Deserts

An art pack for the Unity Asset Store

- Created sand blowing in the wind fx spritesheets using After Effects
- Also created shuriken particle effects
- Set up demo level, marketing assets and prepared package for store
- Animated the included character using Spine
- Art by Stuart Sparrowhawk

Sporgs (Working title)

Personal PC / VR project in progress

- Laser shader and particles
- Blendshape animation and all code to make functional
- Toon shader
- Model by Stuart Sparrowhawk

Usagi Yojimbo: Way of the Ronin

iOS/Android game

- These two specific examples show the VFX I created for the snow, waterfall, and 2D water.

Ninja Time Pirates
iOS/Android game

- Created and painted terrain
- Arranged environment models
- Models by Stephen Jobe

Bellasara
2D flash browser game

- Converted over 200 Bellasara horse cards into animated horses for client's web game.

Bellasara World
2D flash browser game

- Worked closely with the art director to create backgrounds and game art