

Ben 10: Omniverse 2

Shot breakdown

Notes:

The prequel to this game: *Ben 10: Omniverse* was made by Monkey Bar Games. Many of the textures in these effects were made by the artists at Monkey Bar Games for the aforementioned game. I will note where I made new particle textures.



Shot 1:

Pink reactor effects; blur on spinning minigun barrels (mesh and texture); parts of the muzzle flash on minigun and rifle; texture for dissipating ring on the muzzle flash



Shot 2:

Ice hand (model, rig, and animation of growth); swipe trail with snow.



Shot 3:

Charge; impact/shockwave; texture for yellow shockwave ring

Note: The shockwave is attached to a spinning bone so that the smoke can circle the central point, following the momentum of the character's spin

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Shot 4:

Placement/timing of all effects in cinema; thrusters on the ship; explosion; created the flying burning debris in the explosion, but it was animated in the cinema file by Damion Davis (animator)



Shot 5:

Blur effect on spinning gun barrels; texture for blurred barrels

Note: The barrels do not actually spin. I made a mesh over the barrels projected the barrels as a texture, blurred in Photoshop and then spun that mesh to create the illusion of motion



Shot 6:

Breath charge up; breath; texture for spirals in breath



Shot 7:

Dissipating ring in the muzzle flash; Animated Texture for the ring