Cliff Westfall
Demo Reel Shot Breakdown

A note about effects from Dragon Front: there may be effects in the background that aren't listed that are parts of the overall gameplay flow. Many of these are attached to effect/material parameter systems that I devised. If you are interested in learning about these systems, please let me know.

Dragon Front Logo Sequence**:   shader, scripting, texture swapping through animation curves, animated shader, particle effects, some textures for particles and shader animation purposes

Incendiary Explosion: all models, textures, particles, shaders, and scripting to set up sequence

Mortar Impact: all models, textures, particles, shaders, and scripting to set up sequence

Black Hole in a Box: all models, textures, particles, shaders, and scripting to set up sequence

Rocket Launcher FX Set: all models, textures, particles, shaders. I did the scripting necessary to modify Unreal's first person template to use my effects and behave slightly better for my purposes

Flash Flood Spell**:   all models, texture, shaders, particles pertaining to the tidal wave and aftermath
wave is actually a flat subdivided plane with a world position offset applied to make wave shape
programmer helped with some math to achieve the slope of the wave

Ancestral Retribution Spell**:   all models, shaders, textures and particles pertaining to the spell. Just to point this out, the shader takes the background and desaturates it rather than just being simply transparent

Dragons warning Spell**:   all models, shaders, textures, particles and scripting for motion pertaining to the beam from the sky

Shadow Blast Power: particle effect, some textures*

*some textures may have come from Deep Silver Volition
**Oculus Title
***Gear VR title

Possessed tornado Spell**: all mesh, shaders, textures, particles and scripting for motion pertaining to the tornado

Envy sword: sword model and textures; also particle systems that were attached to the sword*

Concussion Devourer Spell**: all effects mesh, shaders, textures, particles and scripting for motion and particle location on the featured spell

Redeployment Spell**: all models, mesh, shaders, textures and particles pertaining to the featured spell

Dragon Spark Fire Shader**: fire mesh/textures/shader on the dragons

Telewarp Spell**: characters' FX shaders, FX textures, particles, and all scripting pertaining to material swapping and animation

Gat's wings (model): model, rig, skinning, textured and worked closely with Graphics programmer on shaders (I did not write the shader, though). I am **NOT** claiming credit for any particle FX in this section

Anarcoatl Atomic Ability***: everything related to effects including a lot of the scripting and hand keyed animated skeletal meshes

Venomajin Atomic Ability***: everything related to effects including a lot of the scripting and hand keyed animated skeletal meshes

Codzira Atomic Ability***: everything related to effects

Monster Addition/Removal***: everything related to effects including a lot of the scripting

Wild Green Jelly Shader**: shader, all textures **except for** original character textures
note: looks amazing in VR

Aegis Shader**: shader, shader system that character artists could use to make characters for the Aegis faction (A graphics programmer helped with the crazy math on this), scripting to correctly place radial patterns on character sockets. *note: looks amazing in VR*

After Effects Mortar Explosion: textures, trap code particular effect; composited into the existing scene

After Effects Dragon Fire: textures, trap code particular effect; composited into the existing scene

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