

## **Ian Brenneman** | *2021 Game Effects Reel Breakdown*

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### **Warframe**

**Shot 1 - Waterfall Cave:** I created all waterfalls. These include related water splashes & wakes which were composed of several meshes & particle systems. I also wrote the waterfall shader. Fluttering butterflies were not modeled by me but I setup the necessary animation & paths they follow.

**Shot 2 - "Ship" crashing into tower:** Character & debri chunk animations were animated by an animator. Explosions, fire & post processing elements were placed and scripted by myself.

**Shot 3 - "Glass maker" Boss fight:** I was responsible for effects in this boss fight. In this clip, projectile cast effects, impacts & remnant crystal meshes I created and setup can be seen.

**Shot 4 - Space splash:** Splash elements including meshes & particle systems were setup by me.

**Shot 5 - Spacecraft:** Thruster glows & trail effects as well as the disabling burst sequences were created, setup & scripted by me.

**Shot 6 - Space station laser shot:** All effects in this clip were created and scripted by me, including screen displays. This required creation of meshes, lens flares & particle systems. Elaborate timing was required for this sequence to function correctly. It even includes a paired skybox "impact" element.

**Shot 7 - Water gun fight:** I was responsible for the effects for this summer event fight. It required effects setup for the "sprinklers" & the water gun projectiles. (I also was able to sneak in the inner-tube.)

**Shot 8 - Centipede Enemy Attack:** I created the mesh & particle systems required for the attack.

**Shot 9 - "Glass maker" Boss fight, Part II:** This is another cast effect I created. I also setup the crystal reforming animation using Houdini & then rigged in Maya.

**Shot 10 - Sky worm energy burst & beam:** This is two shots I edited together due to how long they are in game! All the action in these take place in the skybox. The animation of the worms was done by an animator but I was responsible for creating the effects (including particles & meshes) required & post-process effects scripting required for the sequences.

**Shot 11 - Water temple:** Water & emissive pyramid elements were all created by me.

*Thanks for watching!*