tim**fortenberry**                                                    510.517.8466
                                                                tim@fortenberry.com

**Real Time Effects Reel Breakdown**

**Fire**
- Ambient large fires with and with and without accompanying smoke plumes
- Floating embers from fires as well as ambient drifting elements and dynamically placed throughout levels.

**Energy**
- Weapon firing beams, impacts, lens flares
- Explosions – Large, small and zero gravity space explosions.
- Shields – Slip space shields, near, far, mid range of scales from small to huge.

**Atmospherics**
- Explosive decompression into space.
- Weapon seal breaking steam.
- Rising steam, drifting fog.

**Energy and Arbiter Swords Shots**
- Redesign and revamping of older swords and adaptation of core design to new swords.

**Flying Ship**
- Force field performant enough to be full screen.
- Flocks of ships in the distance
- Sun flares
- Speed lines on ship when boosting

**Water**
- Mist, interaction effects (splashes)
- Water shader development for iridescence, muck, and perceived volume

**Elevator**
- Energy based elevator

**Energy Cores**
- Revisions of energy cores, internal and external elements including volumetric and particles.
- Transition effects to degrade shield with damage destroy it.

**Rising Towers**
- Dry ice dripping steam effect, energy at base.

**Tank Driving Shots**
- Smoke, atmosphere, embers and fires

**Misc.**
- Sparks - Showering, bursts, general destruction.
- Lens Flares – Small lights, energy, and full screen sun flares.
- Screen effects – Blur, shake and exposure / levels transition to white.
- Steam and sparks populated throughout the game
- Grunt Birthday Party effect revamp.