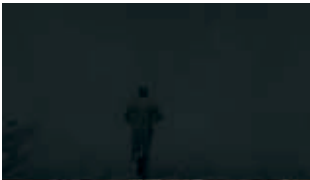


Demo Reel Shot List – Lindsay Orndorff



Silent Hill Homecoming – Created fog settings for in game fog. Responsible for ramping in and out of fog for character boundary sections.



Silent Hill Homecoming – Used in game shaders to create flowing, refractive and specular particle water. Set-up locations for water ripples used on the water surface.



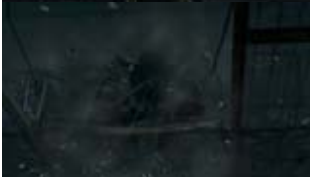
Front Mission Evolved – Created character effects including utilizing in game shaders to determine the look of Edge Mode, character motion strips, glowing sword and strips, missile trails and missile explosions. Also responsible for muzzle flashes and impacts.



Front Mission Evolved – Created energy power-up effect with glow on character and swirling particle effects. Additionally created refractive jet effects, jet burst, and skate surface effects.



Front Mission Evolved – Created character effects such as EMP flash, EMP missile trails, and EMP pulsing floor mines.



Silent Hill Homecoming – Created and implemented effects for Siam's introduction cinematic.



Silent Hill Homecoming – Close-up of refractive and specular particle water.



Front Mission Evolved – Created metal bullet impacts, muzzle flashes, and RT Light used on muzzle flashes. Additionally created refractive jet effects and surface skate effects.



Front Mission Evolved - Created refractive water bullet impacts to match water surfaces and muzzle flashes.



Front Mission Evolved - Created dirt and concrete bullet impacts, and gatling gun muzzle flashes.



Front Mission Evolved - Created sand bullet impacts to match sand surface, muzzle flashes, and RT Light used on muzzle flashes.



Front Mission Evolved - Created concrete bullet impacts, muzzle flashes, and RT Light used on muzzle flashes.



Silent Hill Homecoming - Created bug fluids from the exit hole during the Swarm introduction cinematic.



Front Mission Evolved - Created character effects including laser sights, laser bolt charge-up and fired bolt, and laser impact on player.



Front Mission Evolved - Created character effects including orb destruction, large explosion on Scion, screen effect played during explosion. Also, utilized the character wound system to set-up the logic for orb destruction and explosions used by the game scripter.



Front Mission Evolved - Created red missiles pulsing glows, trails and explosions. Additionally created ambient weather effects including moving dust, ash and embers.



Silent Hill Homecoming - Implemented wound event for the destruction of the flesh sacs and the resulting fallen chunks. Created character effects including the blood explosion from the sacs, blood on the screen, Sepulcher's downward smash and the resultant falling ceiling chunks.



Front Mission Evolved - Created steam effects during Scion's second stage cinematic.



Silent Hill Homecoming – Created and implemented blood spurt from Sepulcher's head and dusty/sparks during his writhing in ending cinematic.



Silent Hill Homecoming – Developed the look of the fog and fallen ash used throughout B state of the game.



Front Mission Evolved – Implemented and created ambient desert weather effects.



Silent Hill Homecoming – Implemented ambient upward ember weather effects.



Silent Hill Homecoming – Created dripping molten metal effect.



Silent Hill Homecoming - Implemented and created light flash and spark explosion effects for the first transition cinematic.



Silent Hill Homecoming – Created needler spark attack and elevator side destruction event.



Front Mission Evolved – Created Scion smoke plumes, spot fires, and sparks during final destruction cinematic.



Silent Hill Homecoming – Created various shooting steam spray.



Silent Hill Homecoming – Created randomized spark effects.



Silent Hill Homecoming – Created moth swarms around various lights.



The Da Vinci Code – Created upward freezer steam and overflowing freezer steam.



The Da Vinci Code – Created glow bugs and floating water steam.