**Portfolio planning and content doc**

**Goal of my portfolio:**

Prove that I am worth hiring as a worker. Showcase the projects I’ve worked on, what effects & assets I made and show in which programs I am familiar with.

**Projects:**

-The Automatician (VFX & Technical art / Team Lead)

-Einar (Realtime VFX artist)

-Trifecta (2D artist, pixelart)

-The floor is lava (2D artist, pixelart)

-Back in the day (2D artist, pixelart)

**Changelist:**

*02/12/17 – Shortened text in various places*

*-Introduction*

*-Short Descriptions of cards*

*-Removed ‘more about me’ section*

*05/12/17 -Added Antegods project*

*-Death FX*

*-Projectiles*

**What I want to show:**

*Introduction and short ‘about me’*

-Who I am

-Where I’m from

-What I did and what I do

-What I specialize in

-Why I’m the VFX artist you want to hire

-Showreel

*Official Projects*

-Larger cards with images or videos

-Description of the project

-Role in the project

-Engine version

-Platform

-Company

*Project*

-Description of game and project setup

-What I did

-Platform

-Company name

-Tools used

-Engine

-Duration

-Team Size

-Date of release

-Role

-Tasks I undertook in this project in a gallery form, linking to Task page

-Screenshots of projects and/or a trailer

*Gallery of tasks and effects/Assets*

-Card with screenshot or video

-Short description of task

-Tools used

-Sorted by type of task

*Task page*

*-*For what project it was

-Description of what it is

-Description of how it works

-Images and videos

-Tools used

-Possible gallery with cards and descriptions of other uses

*Contact details*

-Longer ‘about me’

-Resume

-LinkedIn

-E-mail

-Picture of me

**Short descriptions for cards**

**Antegods**

Antegods is an action-packed arena game in which the remnants of the Mayan civilization have taken to space. I am currently doing an internship at CodeGlue where I work on FX in Unity.

**Death FX**

Explosion triggered when a player dies. Uses Houdini rendered smoke in Unity.

**Projectiles**

Meshes and effects for the ranged playable characters in Antegods.

**Automatician**

A first-person puzzle game for PC, made in Unreal Engine 4. Take the role of Emma and explore a Victorian-era mansion while helping NPC’s and solving puzzles.

**Fire VFX**

Flame particles rendered in Houdini and made into particle effects in Unreal Engine 4.

**Ice**

Ice block mesh, shader and particle effect that can be interacted with as part of a quest.

**Arrows**

Mesh particle effects and shaders for arrows that convey direction to the player.

**Godrays**

Shafts of light that can be varied in size, intensity, color and more. Highly adaptable for many kinds of types of light sources.

**Glass**

Glass shaders in Unreal with different uses. Realistic look with low performance, uses cubemaps

for accurate reflections.

**Candles**

A small and simple animated skeletal mesh with a highly emissive candle material

**Kitchen**

The design of a Victorian style kitchen and creation of the assets in the scene.

**Swords**

3D model and texture of decorative swords.

**Vase**

3D model and texture of vase.

**Lead Light**

3D asset with special shader and emitting light, also the initial reason for expanding the godrays to support color maps

**Grandfather clock**

3D model and texture of grandfather clock, also uses glass material.

**Game release plan**

The methods I used to make the Planning that enabled me to manage the game towards a state that’s suitable for release.

**Lighting**

The lighting of the entire Victorian mansion in The Automatician.

**Fountain**

Unreal blueprint of a fountain with animated dynamic water shaders and static meshes.

**Einar**

Third-person action game where you fight as Einar, a Viking who channels the powers of Nordic gods and attempts to fight back the invasion of the Draugrs. I made the particles and VFX.

**Fire**

Multiple fire effects from Einar, rendered in Houdini with pyro FX and made into particle effects.

**Smoke**

Smoke simulations from Houdini rendered into texture atlases for use in different types of real time effects in Unreal 4.

**Combat FX**

Particle effects like distortion trails, explosions and hit splatter for all the combat in Einar.

**Trifecta**

A RTS and dungeon crawler in which your able to control three ships as one, use their different abilities to progress. I made all the art in this pixel art game in a team of two.

**In-game**

All the pixel art in Trifecta, the UI, environments and effects.

**The floor is lava**

An arcade style android game released on the google play store in which you need to collect gems of different colors before the time runs out. The art of this game was made by me.

**In-game**

All the pixel art in the floor is lava, an android game released on the google play store.

**Back in the day**

This is a game-jam game about an old man that remembers the adventures he had long ago. Make the right decisions to progress. I made some pixel-art animations for this game. You can find on the google play store.

**Pixel art animations**

The character animations in the game-jam game Back in the day.

**Introduction**

I’m Tristan Reimus, a game development student of International Game Architecture and Design(IGAD) at the NHTV in the Netherlands. I specialize in VFX and technical art. Take your time to look through this portfolio, where you’ll find projects I’ve worked on and examples of tasks I was responsible for.

**Project - Antegods**

**Description of game and project setup:**

Antegods is an action-packed arena game in which the remnants of the Mayan civilization have taken to space. Two teams of 4 players each control customizable stonepunk mechs to hunt for energy and fight off opponents in a procedurally generated and highly destructible map. The ultimate goal is to activate enormous ‘titan’ statues that will bring explosive mayhem down upon the enemy team. Whoever wins these tactical battles climbs an intergalactic tournament ladder, ultimately becoming gods themselves.

**What I did:**

I am currently doing an internship at CodeGlue where I worked on the effects in the game. Some of the effects use Houdini rendered smoke but most of the effects rely on masks and textures made in Photoshop for Unity. I have shared some of the effects I made below, but there are more in progress.

**Platform:** PC, Steam

**Engine:** Unity

**Release:**  TBA

**Company name:** CodeGlue

**Tools used:** Maya, Photoshop, Houdini, SVN, Unity

**Duration:** 3 months

**Role:** FX Artist

**Tasks I undertook in this project in a gallery form, linking to Task page:**

-Death FX

-Projectiles

**Project - The Automatician**

**Description of game and project setup:**

The Automatician is a first- person puzzle game made by a group of students. It centers around Emma, a misfortunate girl who found an opportunity to change her fate and enters a mansion that will test her curiosity as much as her puzzle-solving skills. It features a large mansion with multiple rooms, that all have puzzles to solve and NPC’s with side quests.

This project was made by students from the NHTV in the Netherlands. Over the course of the project, many different people worked on the game. The group size and structure was changed sometimes, but there were a few members of the team that were there for the whole production.

**What I did:**

I was one of the people that stayed for the whole development cycle and did very diverse tasks and responsibilities. VFX, shaders, 3D modelling, texturing, visual scripting, level design and lighting are all examples of tasks I undertook. In the last 3 months, I took role as team lead and producer by managing and assigning the tasks of the team. Pushing the game towards a state of quality suited for release, while being supported and advised by the other leads and core members.

**Platform:** PC, Steam

**Engine:** Unreal Engine 4

**Release:**  24th of July, 2017

**Company name:** DreamPunks

**Tools used:** Maya, Photoshop, Illustrator, Houdini, Substance Painter, Perforce, Unreal 4

**Duration:** 20+ months

**Team Size:** avg. 20 total 40

**Role:** VFX & Technical artist / Team Lead

**Tasks I undertook in this project in a gallery form, linking to Task page:**

-Fire VFX

-Ice

-Arrows

-Godrays

-Glass

-Fountain

-Levels design and creation

-Kitchen

-Swords

-Vase

-Lead Light

-Grandfather clock

-Game release plan

-Lighting

**Project - Einar**

**Description of game and project setup:**

This is a third-person action game about a Viking named Einar. He must fight against the Draugrs, people that were resurrected through the powers of a mysterious meteorite. Einar channels the strengths of the Norse god Thor, Tyr and Freya in his battles. Each god mode enabled Einar to use different weapons with their own advantages.

This project was made by students from the NHTV in the Netherlands. It was one of the larger groups and longer projects with about 40 people over 2 years.

**What I did:**

I joined at the end of the development after finishing my previous project. It was my task to replace all the placeholder particle effects that were currently in-game. In about two months I did all the environmental effects like fires and combat particle effects.

**Platform:** PS4, Playstation Store

**Engine:** Unreal Engine 4

**Release:**

**Company name:** DreamPunks

**Tools used:** Houdini, Maya, Photoshop, Illustrator, Substance Painter, Perforce, Ue4

**Duration:** 20+ months

**Team Size:** 42

**Role:** VFX artist

**Tasks I undertook in this project in a gallery form, linking to Task page:**

-Fire

-Smoke

-Combat FX

**Project - Trifecta**

**Description of game and project setup:**

Trifecta is a RTS-like dungeon crawler in which the player takes control of three spaceships at the same time. All three of the ships have their own strengths and abilities and you’ll have to utilize them all to play efficiently. The active pause system enables the player to give different commands to all ships at the same time. Draw lines from the ships to make them follow a path and make it shoot enemies in its range, but make sure you keep your ships moving so they’re not sitting ducks.

This indie project was made by two students from the NHTV in the Netherlands. All design was split between us, I did all the art and Thom Sip did all the programming. We made sure to make clear rules and decisions about how we wanted to make it all, so I supplied art assets in the correct manner and Thom could easily implement them instead of the placeholders.

**What I did:**

All the art, UI, Menu’s, In-game etc. Most of my work was all done by making references on paper and illustrator and then making pixel art in photoshop with the pencil tool.

**Platform:** Android

**Engine:** Haxeflixel

**Company name:** Project TNT

**Tools used:** Unity, Photoshop, Illustrator, Tortoise SVN

**Duration:** 10+ months

**Team Size:** 2

**Role:** Artist

**Tasks I undertook in this project in a gallery form, linking to Task page:**

-Menu

-In-game

-Ships and enemies

**Project – The Floor is Lava**

**Description of game and project setup:**

The Floor is Lava is an arcade style game where you collect gems by jumping on platforms, collecting the gems of the same color will build up your multiplier and your quota for that color will get filled faster for that level. It’s geared towards getting high scores and competing with friends in leaderboards.

This indie project was made by two students from the NHTV in the Netherlands. We were tasked with making a simple but complete game and we released it on the google play store. All design was split between us, I did all the art and Thom Sip did all the programming. We made sure to make clear rules and decisions about how we wanted to make it all, so I supplied art assets in the correct manner and Thom could easily implement them instead of the placeholders.

**What I did:**

All the art, UI, Menu’s, In-game etc. Most of my work was all done by making references on paper and illustrator and then making pixel art in photoshop with the pencil tool.

**Platform:** Android, Google play store(free)

**Engine:** Haxeflixel

**Release:** 30 November 2014

**Company name:** Project TNT

**Tools used:** Unity, Photoshop, Illustrator, Tortoise SVN

**Duration:** 2+ months

**Team Size:** 2

**Role:** Artist

**Tasks I undertook in this project in a gallery form, linking to Task page:**

-In-game

-Character: Grinder

**Project – Back in the day**

**Description of game and project setup:**

Back in the day is a short game made in the global game jam. It is about an old man reminiscing the adventures he had long ago. The player gets presented with situations and has to choose the correct action to progress.

As is typical with gamejam games, we handled the design together and divided the tasks among us.

**What I did:**

I was in charge of making the animations for the game.

**Platform:** Android, Google play store(free)

**Engine:** Unity

**Release:** 29 January 2015

**Company name:** Idem Ditto

**Tools used:** Unity, Photoshop, Illustrator, Tortoise SVN

**Duration:** 3 Days

**Team Size:** 7

**Role:** 2D Animation Artist

**Tasks I undertook in this project in a gallery form, linking to Task page:**

-Pixel art animations

**Task – Death FX**

**Project**: AnteGods

**Description**:

Explosion with that’s triggered when of the players in the game dies. They’re blown to pieces in a big glowy ball of smoke with debris and residual energy.

**Description of how it works:**

Houdini rendered clouds which got packed into a 3-channel spritesheet of color, opacity and emissive. The particle system itself was made with Particle Playground for Unity. Some of the more complicated shaders involved were made in Shaderforge.

**Tools used**: Houdini, Photoshop, Unity

**Task – Projectiles**

**Project**: AnteGods

**Description**:

There are multiple totems in Antegods that use ranged weaponry. They are of varying ranges and sizes. Most of them go accompanied with trails, explosions and other effects.

**Description of how it works:**

The projectile meshes were made in Zbrush and baked down to a low poly version. Textures for trails, shockwaves and other effects were all made in Photoshop.

**Tools used**: Zbrush, Maya, Photoshop, Unity

**Task – Fire VFX**

**Project**: The Automatician

**Description**:

Looping flame effect for use in a fireplace that consists of a particle system with flames, heat distortion, sparks, smoke and a burnt wood decal.

**Description of how it works:**

Pyro simulation rendered to an atlas in Houdini and then made into a particle effect with Cascade in Unreal. Simulation loops smoothly over its 64 frames. Flames are a single particle with its up-axis locked and infinite lifetime.

**Tools used**: Houdini, Photoshop, Unreal Engine 4

**Descriptions of other uses**:

-Flames in fire pit

**Task – Ice**

**Project**: The Automatician

**Description**:

Block of ice that can be interacted with, it will get more destroyed each time you interact with it. It is also paired with a particle effect of chunks of ice flying off. Base mesh and material were made by me, destroyed meshes were made by Tamara Tumbov.

**Description of how it works:**

Interactive static mesh with mesh particles bursting on interact and the mesh changing for a more destroyed looking version.

**Tools used**: Photoshop, Maya, Substance painter, Unreal Engine 4

**Task – Arrows**

**Project**: The Automatician

**Description**:

For The Automatician we used arrows to convey how puzzle pieces connect to each other. Multiple types of arrows were created, but we’re finally replaced with jigsaw type meshes in the final version. There are still other arrows in the gear puzzle that show the player which direction a gear needs to rotate.

**Description of how it works:**

A mesh with an animated material, by panning or rotating the arrow.

**Tools used**: Photoshop, Maya, Unreal Engine 4

**Descriptions of other uses**:

-3D shapes

-2D shapes

-Debugging direction of vectors

**Task – Godrays**

**Project**: The Automatician

**Description**:

Shafts of light that can vary in width, length and brightness. It is animated to make it seem the lights is falling on tiny particles in the air that are moving themselves. It fades away as the camera gets closer so it doesn’t clip trough the screen. You can also change the shape of the godrays to make it more cone-shaped or straight. Finally, it supports textures next to solid colors. This feature is perfect in cases where the godray would have multiple colors, like with stained glass windows in old buildings.

**Description of how it works:**

The vertices of a small strip of polys are moved to align the mesh to the camera from all angles. Masks and textures are used to change the color and shape of the godray, with another mask in the opacity channel to create the whispy feel. All of these parameters and more are combined in a godray blueprint so you can easily edit all these settings in editor per godray.

**Tools used**: Photoshop, Maya, Unreal Engine 4

**Descriptions of other uses**:

-Stove

-Windows

-Fireplace

**Task – Glass**

**Project**: The Automatician

**Description**:

Glass material for very rough old windows, with details like raindrops, wiping residue and scratches. This glass is fully opaque because we wanted to prevent the player from looking outside. All the glass in-game also has faked reflections using cubemaps. I rendered out multiple cubemaps per level to have accurate reflections.

**Description of how it works:**

Some normal maps were sculpted in zBrush, most of the masks were made in photoshop and some were found online for free. Then they were all combined into one big seamless glass material in Unreal. The cubemaps were rendered using Unreals in engine render functions and then converted in Pano2VR to a format that’s usable by materials.

**Tools used**: Photoshop, zBrush, Substance painter, Unreal Engine 4, pano2VR

**Descriptions of other uses**:

-Display Glass

-Wine glasses

**Task – Fountain**

**Project**: The Automatician

**Description**:

The fountain starts off empty until it is activated by the player. A cutscene starts and you see the streams of water starting and the water level rising. After the cutscene the streams will keep going but the water level will top out.

**Description of how it works:**

The fountain consists of a pool of water, which is a circular plane that moves up with a material that rises in opacity and amount of refraction, giving the feeling of more depth. Is also uses world position offset to make it less static. The streams start off invisible and fade in gradually using a gradient, making it seem they start pouring instead of popping into existence. Finally, there are ripple particle effects on the surface of the water where the streams hit the pool.

**Tools used**: Maya, Photoshop, Unreal Engine 4

**Task – Kitchen**

**Project**: The Automatician

**Description**:

For the Automatician I designed the kitchen level. I researched Victorian era kitchens and also modelled, textured and implemented most of the assets. Other people that contributed some assets: Paul Ambrosiussen, Faiz Hamdi and Nick Post.

**Tools used**: Maya, Photoshop, Substance Painter, Unreal Engine 4

**Task – Swords**

**Project**: The Automatician

**Description**:

I modelled and textured these curved swords to replace the old swords in the already made shield, which was made by Jeffrey van Oort.

**Tools used**: Maya, Photoshop, Substance Painter, Unreal Engine 4

**Task – Vase**

**Project**: The Automatician

**Description**:

A Victorian style vase used for decoration by itself, but could also be paired with flowers.

**Tools used**: Maya, Photoshop, Unreal Engine 4

**Task – Lead Light**

**Project**: The Automatician

**Description**:

The lead light or stained glass features the logo of the Automatician, a multicolored godray and colored spotlight for more colors on the floor of the foyer.

**Description of how it works:**

The artwork was made in illustrator and it uses some normal maps and textures from the normal glass. The light coming from are three colored spotlights(R,G,B) that when combined shine the image of the leadlight towards the floor of the foyer. Go to the specific page on godrays for more information on those.

**Tools used**: Maya, Photoshop, Illustrator, Unreal Engine 4

**Task – Grandfather clock**

**Project**: The Automatician

**Description**:

The grandfather clock was modelled and later textured by Arber Rama. I did also make the glass material in the door of the clock and added in the feature to open the door when you interact with it.

**Tools used**: Maya, Unreal Engine 4

**Task – Game Release Plan**

**Project**: The Automatician

**Description**:

In the last few months of the development of the Automatician, it was unclear if we were going to be able to release. After I became team lead, I made a document that features everything that was going to be in the game, from start to finish. Then I started scrapping everything that wasn’t almost done and necessary. I also made design changes to the structure of the games, mainly in the way NPCs appear, to create more gating in the game. This is being done so we could tell the story we wanted to in the order and structure we wanted to. After the release plan was finished, I made tasks accordingly and divided them among the team. In the end, we released the game with all major bugs removed.

**Tools used**: Office, Photoshop, Google sheets

**Task – Lighting**

**Project**: The Automatician

**Description**:

The lighting in the Automatician was also done by me, which was something I’ve never done before. I finished the lighting in a few weeks for the entire game. I’m not fully satisfied with the result, but I think it is decent enough for someone with no experience in lighting.

**Tools used**: Unreal Engine 4

**Task – Einar Fire VFX**

**Project**: Einar

**Description**:

There are lots of different fires in Einar, on torches, campfires, the ground and houses. There are different effects to support different types of fire. They are all particles and locked in the up-axis so the flames appear to be going up at all angles.

**Description of how it works:**

The fires were all simulated with pyroFX in Houdini and rendered out as a texture atlas of 64 frames. It also has Houdini simulated smoke to go with it, as well as heat distortion and some sparks. The big fires are multiple sprites and their parameters can be changed from within a blueprint, this way you can change the size and look of the fire. The fires with fixed sizes (I.E. Torches, Campfire) are all single sprites with an infinite lifetime.

**Tools used**: Houdini, Photoshop, Unreal Engine 4

**Uses:**

-Torches

-Big Fire

-Ground Fire

**Task – Smoke VFX**

**Project**: Einar

**Description**:

Smoke can be found in a number of different forms in Einar, far-away smoke pillars, smoke from fires and incorporated in particle effects. The smoke was rendered in Houdini.

**Description of how it works:**

I made multiple simulations of smoke and rendered them out into in a 64-frame atlas, excluding the smoke pillars which are separate still images with UV distortion for motion. The behavior of the smoke (rising, expanding, etc.) is all handled by Cascade inside Unreal.

**Tools used**: Houdini, Photoshop, Unreal Engine 4

**Uses**:

-Far away pillar

-Fires

-Explosion

**Task – Einar combat VFX**

**Project**: Einar

**Description**:

Einar wields an axe, hammer and bow based on three Nordic gods, Thor, Tyr and Freya. The biggest effects are the fiery Tyr explosion, Thor’s lighting strike and Freya’s arrow charge. It also has other effects on the attacks, like distortion trails and the shield blast.

**Description of how it works:**

Most of these effects are particle effects made in Cascade from Unreal Engine 4. Some normal maps were made in Houdini and all the other masks and textures in different programs.

**Tools used**: Houdini, Maya, Photoshop, Illustrator, Unreal Engine 4

**Uses**:

-Explosion

-Lighting

-Charged arrow

-Distortion Trail

**Task – Trifecta in-game**

**Project**: Trifecta

**Description**:

I made all the art in trifecta, a space-themed pixel art game for Android. This includes the UI, space ships, menus, environment art and enemies.

**Description of how it works:**

All the pixel art was made designed in illustrator. Then made in photoshop with the pencil tool and later upscaled and overlayed with a grid.

**Tools used**: Photoshop, Illustrator

**Task – the floor is lava in-game**

**Project**: The floor is lava

**Description**:

All the art in the floor is lava was created by me. The menu, UI, pick-ups, level art and the character called grinder.

**Description of how it works:**

The pixel art was all made with the pencil tool in Photoshop and the animations exported as flipbooks. The character grinder was designed on paper before turned into pixel-art.

**Tools used**: Photoshop

**Task – Pixel art animations**

**Project**: Back in the day

**Description**:

Most of the pixel art animations in the game-jam game ‘back in the day’ were done by me. There are different animations played depending on what choice the player makes.

**Description of how it works:**

All the animations were put into a big atlas used as a flipbook.

**Tools used**: Photoshop