

EDIBER REYES \ FX ARTIST

ediber_reyes@hotmail.com | 518-925-2645 | www.ediber.net

\PROFILE

I am a Computer Animator with a passion for 2d imagery. Past roles have included Lead Animator, UI artist, and most recently FX Artist on Triple A title. Possess experience working on multiple aspects of a game including but not limited to hand-keyed animation, 2d concept cleanups, sprite textures and rigged FX models. Focused, self-motivated and have considerable experience working under tight deadlines. I am in the search for an opportunity where I can utilize and develop my 2d/3d skills as a successful Effects Artist.

\EDUCATION

\ **Miami International University of Art and Design** | Miami, Florida | MFA in Computer Animation 12/18/2005

\ **Full Sail Real World Education** | Winter Park, Florida | AA in Computer Animation 02/07/2003

\ **School of Visual Communication PRODISEÑO** | Caracas, Venezuela | BFA in Graphic Design 10/1996 to 08/2001

\EXPERIENCE

FX Artist | Unannounced Project. (Currently in progress)

Artist | Guitar Hero App (iPhone)

Generated a first pass on animations for Character Customization screens as well as clean up mocaps for 1st pass in-game animations. Cut up Photoshop assets and implemented mockups using Interface Builder for iPhone. I was responsible for recreating several menu screens after the style was defined.

FX Artist | MUA 2 (XBOX 360, PS3)

As an FX artist I was responsible for creating Powers for multiple heroes in game which include Magneto, Black Panther, Daredevil, Deadpool, Gambit, Human Torch, Thor, Ms.Marvel, Jean Grey, among others. Over the course of the creation of these effects we were responsible for making textures, creating models, setting up and exporting Havok models, optimizing effects and some cases rigged and animated FX models (i.e. Magneto's Hamster Ball). I also worked on "Fusion Effects" which was one of the most challenging features on this game which focused on combining two hero powers into one massive attack. This meant working on one or both characters at a time. Fusions included Tornado attacks, Double Charges, Collect and Blasts, Hamster Balls, and Fastballs.

Other responsibilities included general FX support for other aspects of the game. This included (but not limited to) multiple EDCs (engine driven cutscenes), gameplay elements such as the Character Level up Effect and AI Group Leader for non-playable characters, Hero blocks.

Lead Artist | Mii Freestyle (Guitar Hero World Tour Exclusive Wii Mode)

My responsibilities included Menu Art creation, generating Mii body models (skinned and textured), stats screen art, UI/ HUD elements with effects and coordinating with artists to unify the general art style of the in-game appearance. Coordinated and collaborated with designers, programmers and fellow artists to take the best direction possible when it came to style and gameplay feedback.

Special Mention | Guitar Hero On Tour Decades (DS)

I gave additional support to the design on cameras and animation team on this game. Some of my original assets from Guitar Hero On Tour were used.

Lead Animator | Guitar Hero On Tour (DS)

Lead responsibilities included:

- Creating estimates for asset creation.
- Provide feedback and direction for the animation team as well as address any from the Art Lead.
- Generate animation cycles at different tempos as well as different states (i.e. Fail, Starpower, Intros, etc.).
- Learned to use Sonar to debug animation system and how animations get called through game.

Animator | Transformers Decepticons & Transformers Autobots (DS)

Responsibilities included animating traversal and combat cycles for multiple rigs ranging from small to large. I also created transformation animations from robot to vehicle and vice versa.

Animator | Spiderman 3 (GBA)

Responsibilities included creating traversal and combat animations for characters. Rendering animations and palletizing FLC files.

\SKILLS

Autodesk 3d Max, Autodesk Maya, Adobe Photoshop, Adobe After Effects, Premiere, Adobe Illustrator and Crazy Bump.

DEMOREEL/**BREAKDOWN**

For the current Reel Please Go [HERE!](#)

The videos are pretty large to assure quality. Please be patient when downloading these.

/FUSIONS *in order of appearance

/Magneto's Hamster Ball (00:00:02 to 00:00:14)

The cage was made the using a combination of rigged animated models, non-rigged animated models, sprites lights and floor decals (all by me). It was made for both Hulk and Thing.

/Fusion Tornado (00:00:15 to 00:00:45) Consisted in one being the tornado "creator" and the other was the debris "attacker".

Penance (tornado creator) I made him from start to shipping state. It was spawning his own model with a subtractive color mode so he would appear black and another with an additive mode for the light areas with a slight offset in position. The rest was made with cylinder primitives and sprites.

Gambit (tornado attacker) I was responsible for his polish and optimization pass. His cards were 2 sided models. The hand glows were made by expanding his geometry and putting an additive color wash on them to make the glow. The cards also used trails primitives.

Green Goblin (tornado attacker) I was responsible for his polish and optimization pass. His pumpkin grenades were made with emissive green maps so they would glow. The rest was very similar to Gambit.

Jean Grey (tornado creator) I was responsible for her from start to finish. Her tornado did not have a core since it was more kinetic energy. She did however spawn rock models, distortion sprites and trails. The cracks on the floors were made using decals.

Human Torch (tornado attacker) I was mostly responsible with what he added to the tornado. His "flame on" model swap was already being driven by code every time he would use his power. The rest was done with a combination of sprites and the flame torch was made using a line sprite attached to 2 points.

Storm (tornado creator) I had to redo her tornado and optimize it. The main core is made using oval models which are diffused so it would save on memory and the transparent like clouds were added with the attacker. The combination made a nice variation. Most of the models were made by me but on occasion I had to tweak the ones that were made by others.

Deadpool (tornado attacker) I made his grenade models and textured them. They have an emissive map so that they would give a red glow as well as having a sprite attached to them to intensify the effect of emitting light. The grenades behave the same way Goblin's bombs and Gambit's cards do.

/Magneto's Rodeo (00:00:45 to 00:00:58) Consisted in one being the rock "creator" and the other was the rock "slinger".

Magneto (rock creator) The main rock was not made by me. I did make the animated metal beams from scratch including textures. The explosion in the end used metal debris that were made using Havok's physics engine.

Spiderman and Venom (rock slinger) I made polish passes on these characters for this type of Fusion.

/Magneto's Collect And Blast (00:00:59 to 00:01:07) Consisted in one being the enemy "collector" and the other was the "striker".

Magneto (collector) I made this FX from start to finish. The one unique thing happening was that as he collects the AI there are bursts of metal pieces rising and exploding through the ground. This made it look more powerful.

Thor and Ironman (striker) I made no changes on these FX's.

/Fusion Fastball (00:01:08 to 00:01:22) Consisted in one being the "thrower" and the other was the "ball".

Hulk (thrower) I made this FX from start to finish with the exception of his green veins which were a staple of his throughout the game.

Wolverine (ball) I also made his FX from start to finish. He is spawning a combination of distortion of sprites and his model using his pose. I also made a flat texture stretched out of his "flying" pose and blurred it in Photoshop to give the impression of motion blur.

/Fusion Double Charge (00:01:22 to 00:01:30) Consisted in both characters running one behind the other switching positions when colliding with an AI or objects in the scene. The one in front would strike the AI "up" and the "follower" would jump over and strike the enemy back.

Daredevil (striker up/ follower) I made this FX from start to finish.

Penance (striker up/ follower) I made this FX from start to finish.

/Deadpool's and Jean Grey's Collect and Blast (00:01:31 to 00:01:41) Consisted in one being the enemy "collector" and the other was the "striker".

Deadpool (striker) - I made this FX from start to finish with the exception of the bullet shell models. The explosions and the bullets streaks went through several passes before we could get them right.

Jean Grey (collect) - I did not work on her FX's for this move.

/POWERS *in order of appearance

/Magneto (00:01:41 to 00:01:52)

Bear Trap - I made all aspects of this FX from scratch.

Saw Blades - I made all aspects of this FX from scratch.

/Human Torch (00:01:52 to 00:01:57)

Flying State - Optimized this FX and painted an emissive map to his "flamed" state so that the limbs looked to be burning with a brighter core since they have less mass to them (much like a subsurface scattering effect that happens to human skin).

Block - I made all aspects of this FX from scratch.

/Luke Cage (00:01:57 to 00:02:04)

Chain Strike - Polished this FX. Added a distortion cylinder as the chain loops around over his head to give it more power. I also made other small changes and added sparks for the strike.

Multipunch - I made all aspects of this FX from start to finish.

/Daredevil (00:02:04 to 00:02:10)

Distance Closer - I made all aspects of this FX from start to finish.

Bola Throw - I made all aspects of this FX from start to finish with the exception of the model.

/Ms. Marvel (00:02:10 to 00:02:20)

Fast Strike - I made all aspects of this FX from start to finish.

Ground Pound - I made all aspects of this FX from start to finish.

/Jean Grey (00:02:20 to 00:02:30)

Kinetic Wave - I made all aspects of this FX from start to finish.

Kinetic Pull/Strike - I made all aspects of this FX from start to finish.

Psych Stun - I made all aspects of this FX from start to finish.

/Deadpool (00:02:30 to 00:02:42)

Double Blade Swipe - I made all aspects of this FX from start to finish. Used trails and facing sprites for running dust.

Teleport Grenade Throw - I polished and optimized this FX. I made his grenade model.

Running Blade Attack/Wall Flip - I made all aspects of this FX from start to finish.

Double Bullet Barrage - I polished and optimized this FX.

/Black Panther (00:02:42 to 00:02:49)

Dagger Throw - I made all aspects of this FX from start to finish with the exception of the dagger model.

Multi Blade Swipe - I made all aspects of this FX from start to finish.

/Thor (00:02:49 to 00:02:59)

Hammer Swipe - I polished and optimized this FX.

Thunder Smash - I polished and optimized this FX.

Distance Closer Hammer Strike - I polished and optimized this FX.

/Gambit (00:02:59 to 00:03:11)

Bo swipe - I polished this FX using cylinders and existing glowing hands.

52 Card Pick Up - I recreated, polished and optimized this FX.

/Penance (00:03:11 to 00:03:15)

Block - I made most of the elements in this FX. I reused existing models for the core of the shield.

/GUITAR HERO IPHONE

Rock Oracle - I was responsible for making all art assets for this section of the game. It was painted in Photoshop for the BG and the crystal ball loop was made in After Effects. The smoke was scrolling images. I was also tasked with completing the rest of the UI with the established art style.