

# Shot Breakdown

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Unless otherwise credited, I did all art, scripting, and setup for the effects.  
All effects done in Unreal 3, Maya, and Photoshop

## **Shot 1** - (00:04 -00:12) Monster truck contention

**FX Input:** Player beam, contention effect, camera flashes, stadium lights

**Other Input:** Rigging and setup for player character, monster truck and crowd, monster truck code

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Animation)

## **Shot 2** - (00:13-00:19) Find and chased by Hunter

**FX Input:** Hunter eyebeam, player beam, dust particles, impact point effect, full screen impact, Hunter attack

**Other Input:** Rigging and setup for RoboKitty and Hunter

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Animation)

## **Shot 3** - (00:19-00:27) Kill Hunter and eat cake

**FX Input:** Hunter eyebeam, Hunter attack, Hunter death, player beam, dust particles, cake, heal

**Other Input:** Rigging and setup for RoboKitty, Hunter and cake

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Character and cake animation)

## **Shot 4** - (00:28-00:35) Lift cake

**FX Input:** Player beams, cake, stadium light beams, camera flashes

**Other Input:** Rigging and setup for player characters, cake and crowd, cone model

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models, concept of dragon), Matthew Olch (Character and cake animation)

## **Shot 5** - (00:36-00:44) Playing with skeletal dragon

**FX Input:** Player beams, dust particles, death particles

**Other Input:** Rigging and setup for player characters, breakable constraint setup for skeletal dragon

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models, concept of dragon), Matthew Olch (Animation)

## **Shot 6** - (00:45-00:49) Spider robots

**FX Input:** Player beam, spark and smoke impact effect

**Other Input:** Rigging and setup for player character, cone model

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Animation)

## **Shot 7** - (00:50-00:56) Rainbow catcakes

**FX Input:** Player beam, rainbow sprinkle movement effect

**Other Input:** Rigging and setup for player character, truffle model

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Animation)

**Shot 8 - (00:56-01:02)** Confetti ball and barrier

**FX Input:** Player beam, purple confetti impact effect, gold team barrier

**Other Input:** Rigging and setup for player character, cone model

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Animation)

**Shot 9 - (01:03-01:08)** Capture area for King of the Hill game mode

**FX Input:** Player beam, hill (changes color based on team getting points, inner circle shows time left on particular hill location), points awarded, stadium lights, camera flashes

**Other Input:** Rigging and setup for player character

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Animation)

**Shot 10 - (01:09-01:13)** Main force field material in Unreal

**FX Input:** Parameters allow color and texture change based on damage, cracks also appear when damaged, opacity controlled by player's calm, and camera vector falloff to help players see through shield.

**Shot 11 - (01:14-01:25)** Forcefield from player perspective

**FX Input:** Forcefield, hill, player beam, dust particles, camera flashes, force field shatter

**Other Input:** Rigging and setup for player characters

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Animation), Herman van Boeijen (UI)

**Shot 12 - (01:25-01:29)** Forcefield shatter

**FX Input:** Forcefield, hill, player beam, dust particles, camera flashes, force field shatter, full screen damage and death effects

**Other Input:** Rigging and setup for player characters

**Credits:** Caspian Priebe (Character concepts, environment, props, and lighting), Lynda Miller (Character and prop models), Matthew Olch (Animation), Herman van Boeijen (UI)