

Cinematics 19

Big Game Hunter, Activision Games, (2012): Game cinematic. Contributions include texture, lighting and blizzard effects animation/ final compositing. **Brain Zoo Studio**

Skylanders, Sony Entertainment, (2011): Introduction cinematic to game. Contributions include EFX modeling, texturing and animation. **Brain Zoo Studio**

Mortal Combat 11, Warner Bros. Interactive (2019): Cinematic Effects in Unreal for MC11Game. Contributions include Lightning, Fire and ground impacts VFX. **Brain Zoo Studio**

Iron Man & The Hulk: Heros United, W. Disney/ Marval Studios (2014): CGI Animated Film. Contributions include all explosion, glass brake, earth quake debris, villians electric effect and final compositing. **Brain Zoo Studio**

Mortal Combat 11, Warner Bros. Interactive (2019): Cinematic Effects in Unreal for MC11Game. Contributions include Lightning, Fire and ground impacts VFX. **Brain Zoo Studio**

Rouge Warrior, Bethesda Softworks, (2009): Intro and outro cinematic for the Unreal title. Contributions include vehicle modeling, texture, lighting and animation. Environment build with the Unreal technology and final compositing. **Brain Zoo Studio**

Mortal Combat 11, Warner Bros. Interactive (2019): Cinematic Effects in Unreal for MC11Game. Contributions include Debris and ground impacts VFX. **Brain Zoo Studio**

Iron Man & The Hulk: Heros United, W. Disney/ Marval Studios (2014): CGI Animated Film. Contributions include Glass/Earth Cracking, Dust, Debris VFX and final compositing. **Brain Zoo Studio**

Pepe and Lucus, BZS, (2012): **Award Winning** animated short film. Contributions include fire effect. **Brain Zoo Studio**

Hunted: The Demon Forge, Bethesda Games, (2011): Intro ciematics for the Unreal title. Contributions include blood, modeling and texturing "fluid to heart", lighting and fluid effects. Environment build with Unreal and final compositing. **Brain Zoo Studio**

Rouge Warrior, Bethesda Softworks, (2009): Intro and outro cinematic for the Unreal title. Contributions include vehicle modeling, texture, lighting and animation. Environment build with the Unreal technology and final compositing. **Brain Zoo Studio**

Mortal Combat 11, Warner Bros. Interactive (2019): Cinematic Effects in Unreal for MC11Game. Contributions include Blood and debris VFX. **Brain Zoo Studio**

Hunted: The Demon Forge, Bethesda Games, (2011): Intro ciematics for the Unreal title. Contributions include blood, modeling and texturing "fluid to heart", lighting and fluid effects. Environment build with Unreal and final compositing. **Brain Zoo Studio**

The Bards Tale IV, InXile Entertainment, (2016): Intro cinematic for the Unreal title. Contributions include Snake Gate modeling, texture, lighting and animation. Environment build with the Unreal technology and final compositing. **Brain Zoo Studio**

Ultimate Spiderman: Web Warriors- Spiderman 2099, W. Disney/ Marval Studios (2015): CGI Animated episodic for Disney XD. Contributions include all missile and explosion effects, and final compositing. **Brain Zoo Studio**

Mortal Combat 11, Warner Bros. Interactive (2019): Cinematic Effects in Unreal for MC11Game. Contributions include Blood Ocean VFX. **Brain Zoo Studio**

Yatzee Hands Down, Hasbro/ EA Games, (2011): Cinematic trailer for game release. Contributions include jungle modeling, texturing and lighting. **Brain Zoo Studio**

The Realm, Hasbro/ EA Games, (2014): Cinematic trailer for game release. Contributions include explosion transformation effect, animating and final compositing. **Brain Zoo Studio**

