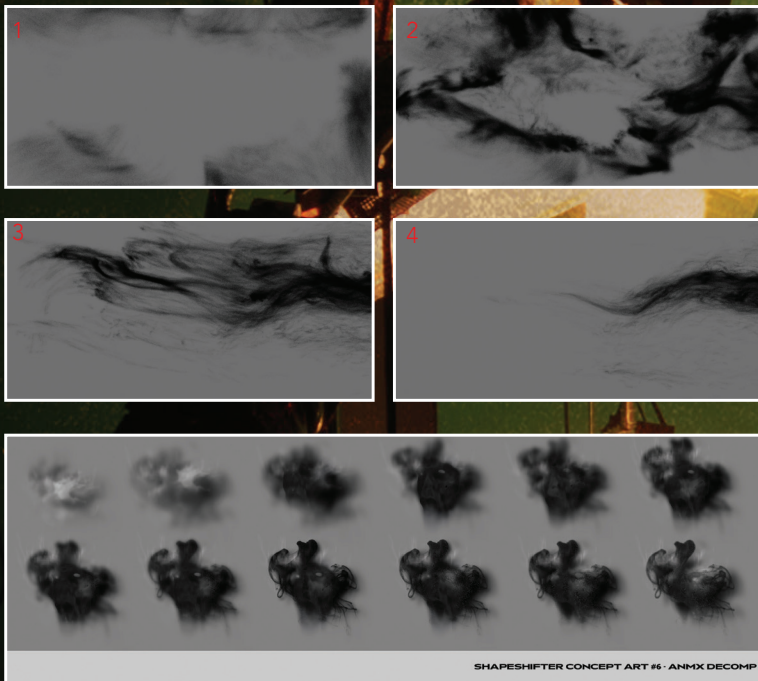


POST-PRODUCTION TEAM

It took Remi several months to assemble the post-production team, as she wanted to engage artists from across the country who understood the vision and shared the same passion. Fortunately, there were four key talented people already on board who had worked on principal photography: Cinematographer/VFX Supervisor, Luis Bohorquez; Art Director/Photo Compositor, James Aiken; Composer, Richard James; and Sound Designer Stephen Harrison.

The next person to join the post-production team was Laura Weiss, a seasoned Film Editor from Los Angeles, who happened to take up residence in Scottsdale, AZ.



CONCEPT ART FOR THE MULTIPLE STAGES OF THE SHADOW SHAPESHIFTER

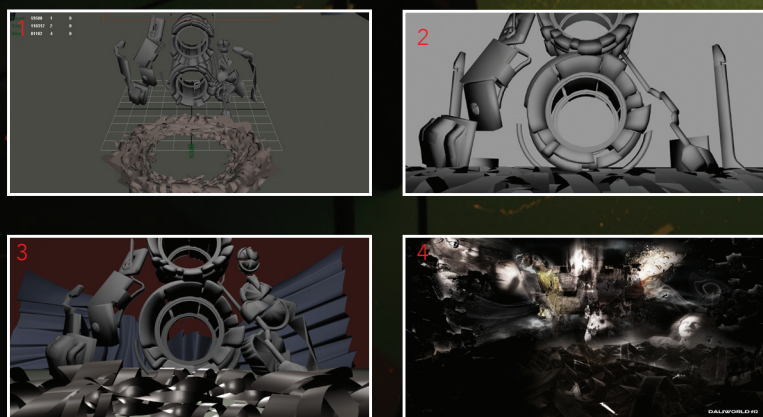


CONCEPT ART FOR THE FINAL STAGES OF THE SHADOW SHAPESHIFTER ENTITY

VFX TEAM

To complete the special effects required for the project, two VFX units were established. The first unit managed by VFX Supervisor, Jeremy Totel, designed some of the initial concepts. The second team managed by VFX Supervisor, Luis Bohorquez, developed and executed all the final VFX that are part of the finished project.

For several of the major VFX in the film, **Three Horizons Productions** collaborated with **Blade Editorial** and **Big Bang Entertainment**, both well-respected local post-production and VFX houses. In addition, Blade Editorial provided all output deliverables for the film.



CONCEPT ART AND 3D STAGES OF THE DALI WORLD