

JAKE STRIDER HUGHES

CINEMATICS DIRECTOR/PRODUCER

San Francisco Bay Area | 650-868-1438 | jake.strider.hughes@gmail.com

ENTERTAINMENT INDUSTRY VETERAN

- Experienced director & producer who can deliver multiple forms of entertainment content
- Deep understanding on how to push boundaries using technology, entertainment and storytelling in 2D and 3D
- Kick started the entire motion comic trend as its own art form and as a marketing vehicle
- Designed and produced 2 complete fully functional 3D in-engine cinematic/camera systems

EXPERIENCE

JUICE FILMS | FOUNDER | San Mateo | June 2006 – Present

- **STAR WARS: UPRISING - KABAM (2015-present)**
Re-envisioned all their Act 1 in-game cut-scenes, and pushed features into their in game cinematic toolset.
- **DISNEY/PLAYDOM (2013-2015)**
Created Intros, trailers, & design mockups for many of the Disney IP's, including Pirates of the Caribbean, Daredevil, Marvel's Avengers, and Star Wars.
- **LOST PLANET 3 - SPARK UNLIMITED (2011-2012)**
Directed & edited over 60 minutes of Motion Captured cut-scenes, utilizing a complete Hollywood cast for full performance and body capture. Organized and tracked entire animation pipeline. Generated pre-viz in Maya and animatics in AE. Co-produced the shoot at Digital Domain, organized the shooting schedule and drafted the floor plans for the virtual/fabricated sets. Directed the entire cast in complex choreographed scenes. Utilized & controlled a live virtual camera capture system for realistic camera performance. Edited all scenes. Directed the animation, props, lighting, sound and FX departments.
- **WALKING DEAD MOTION COMIC - AMC (2011)**
Pitched, produced and directed an 8 minute motion comic sequence that debuted at 2010 Comic-Con and AMCTV.com. Worked closely with the Comic's author, AMC and the TV show's producer to promote the TV show utilizing the Motion Comic. Walking Dead quickly became the main buzz at Comic Con that year. The show released on October 31st, 2010 to become the most watched show on basic cable.
- **WATCHMEN MOTION COMIC - WARNER BROTHERS / WARNER PREMIERE (2007-2009)**
Conceptualized a new form of Storytelling: the Motion Comic, where pre-existing comic book artwork is extracted into layers and heavily animated into a storytelling sequence set to VO, music and sound. Pitched the Watchmen Motion Comic to director of the live action movie, Zack Snyder and producers Lloyd Levin & Lawrence Gordon. Worked closely with Warner Brothers, DC Comics and the filmmakers to create, produce and direct a 6 hour, fully animated motion comic of the entire comic book, the 2 hour fully orchestral music score and 5.1 surround mix over a 16 month period. Managed many animators across the US, negotiated and oversaw an overseas production team who handled all artwork retouching & re-drawing. The Watchmen motion comic was released episodically on iTunes, and was successful enough to garner a stand-alone DVD/Blu-ray featuring just the Motion Comic; the DVD/Blu-ray shipped the same week of the live action movie release. The DVD and Blu-ray were also packaged with special box sets with the live action movie.
- **UNANNOUNCED PROJECT - CRYSTAL DYNAMICS (2011)**
- **DISNEY CHANNEL ALL STAR PARTY - PAGE 44 (2011)**
- **TANGLED/AFTER BURNER - PLANET MOON (2011)**

CRYSTAL DYNAMICS | EIDOS INTERACTIVE | Menlo Park | Oct 2001- May 2006

- **TOMB RAIDER ONLINE PRODUCTION DIARIES** - Director/Producer/Editor
Shot multiple team members on mini DV. Edited live footage with in-game assets to promote Tomb Raider & Crystal Dynamics. Installed a Video diary production team.
- **TOMB RAIDER: LEGEND** - Intro Title Sequence Director
Conceived, directed, produced and edited intro title sequence using all pre-existing art assets. Re-shot existing in-game cut-scenes & mixed concept art to create a Cowboy Bebop/James Bond intro hybrid.

JAKE STRIDER HUGHES

650-868-1438 | jake.strider.hughes@gmail.com

EXPERIENCE (continued)

- **PROJECT: SNOWBLIND** - Story/Cinematics Director
Re-imagined new storyline to re-brand a new IP using all existing game assets in very short timeline. Directed Cinematics & animation/set/music team & scripted many of the in-game cut-scenes. Designed ambient BG life system using cinematics editor. Co-designed intro attack sequence. Edited numerous online trailers. Conceived, scripted & edited intro FMV.
- **THIEF 3** - Cut-scene Repairman
Re-edited existing AVI's into tighter, more concise storytelling scenes.
- **BACKYARD WRESTLING** - Cinematic Consultant
- **WHIPLASH!** - Cinematics Director
Ushered in a whole new in game 3D cinematic editor, Directed writer, set creators & outsourced animation team. Co-directed & cast local actors for game VO. Scripted all in-game cut-scenes. Edited trailer. Created new cut-scenes for "Whiplash: the Game, The Movie" Machinima DVD.
- **DEUS EX 2: INVISIBLE WAR** - Intro & Outro Director
Designed, directed, storyboarded & created the animatic for the pre-rendered intro. Storyboarded end-game cinematics.
- **BLOOD OMEN 2** - Cinematographer
Re-shot pre-existing animated cut-scenes.

ION STORM | EIDOS INTERACTIVE | Dallas | March 1997 – August 2001

- **ANACHRONOX** - Producer/Cinematics Director
Oversaw entire production. Directed art, sound & design team. Produced, directed & scripted all of the cut-scenes, spells and monster attacks. Directed the music & VO acting. Story editor. Designed & scripted rail mini game. Designed dungeons. Designed a fully robust in-game 3D cinematics editor. Edited all of the online marketing trailers. Winner of GameSpot 2001 Award for Best Story. Ranked by PC Gamer as 6th Funniest Game of All Time in October 2003 issue. Edited the cut-scenes into 'Anachronox: The Movie' Machinima. The Machinima movie version has been featured in many digital film festivals in the U.S., Germany, Korea & Paris.
- **DAIKATANA** - Associate Producer
Liaison between art & engineering departments in preparation for E3 1999 presentation.

VIDEO GAME TRAILERS

The Godfather: 5 Families, Tomb Raider: Legend, Hitman 2, Anachronox, Soul Reaver 2, Blood Omen 2, Legaia, Whiplash!, Project: Snowblind, Daikatana

SPECIAL ACHIEVEMENTS

Anachronox Machinima has been featured at the Yerba Buena Center for the Arts: Bang the Machine: Computer Gaming Art and Artifacts, The Museum of Moving Image, S.F. MOMA

Guest Lecturer at Stanford University, San Jose State University and S.F. MOMA

Anachronox: The Movie awarded Best Picture, Best Writing and Technical Achievement by the Academy of Machinima Arts and Sciences (2002)

Whiplash!: The Movie awarded Best Director by the Academy of Machinima Arts and Sciences (2005)

Academy of Machinima Arts and Sciences festival judge years 2003, 2006

Produced & directed a 30 minute 35MM short

Model Builder for Tim Burton's Ed Wood & Paul Verhoeven's Starship Troopers

Voting member for games and film for BAFTA
