# DESIGNING COUNTERSPY A Journey from Games to Pixar and back again







# DESIGNING COUNTERSPY

A Journey from Games to Pixar and back again

Mark Cordell Holmes DYNAMIGHTY





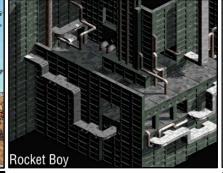
Phantom Menace



Sideways

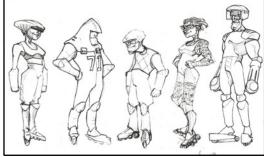










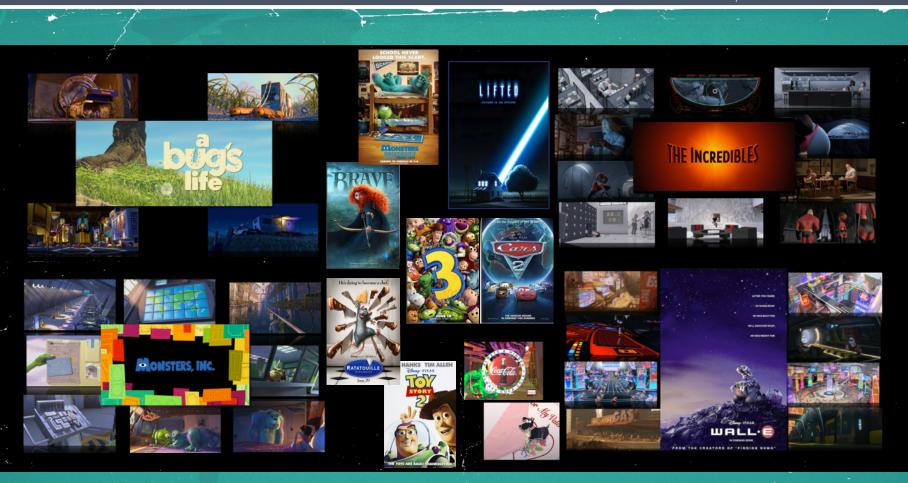


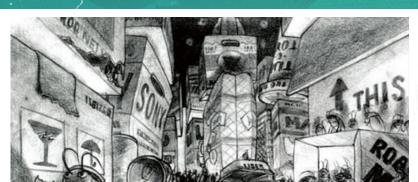


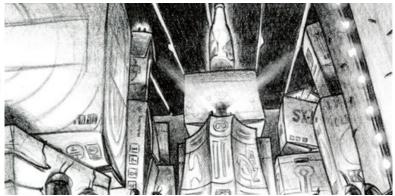


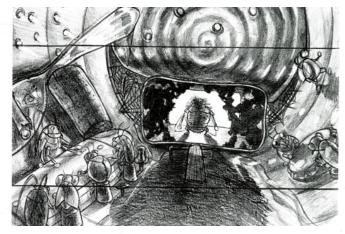










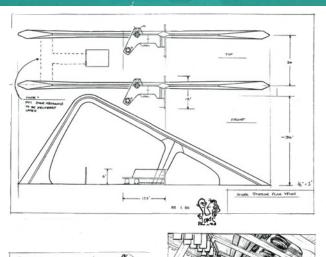


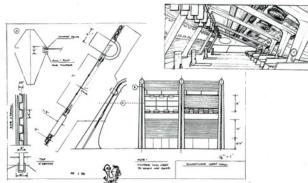




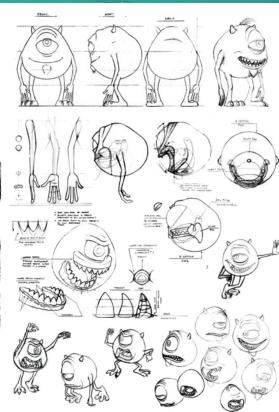




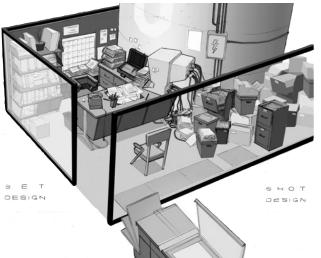










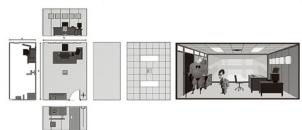


DESIGN

























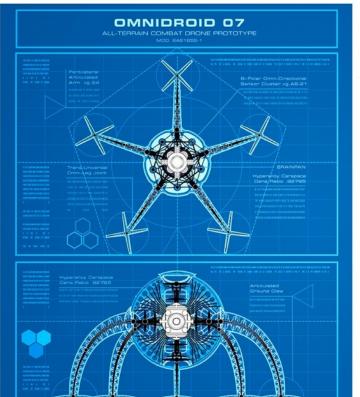












TOP SECRET



















S	CARE	TOTALS	
	SULLIVAN	12,000	
	RANDALL	8,000	The state of the s
	RANFT	7,500	From My
	LUCKEY	7,000	7/6
	RIVERA	6,500	
	PETERSON	6,000	8
	JONES	5,500	NOW SCANNIG: 2015 49-04, Clean Was now Region Tree, Lumbers 69-90 Language Rock by Row ON LINE.
	SANDERSON	5,000	Equatorial gride 15-15. Sector 6 Quartean (150 + Quartean 2MO 60. Strew Strem Manning, Caudic + Consen Cold.
	PLESUSKI	4,500	
	SCHMIDT	4,000	
	PAULEY	3,500	
	WARD	3,000	
	GERSON	2,500	









### AND CONTRACT BY LOUIS CHARLES























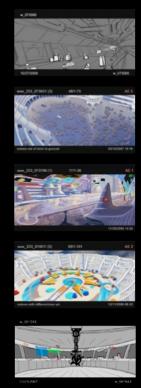






### Production Design planning































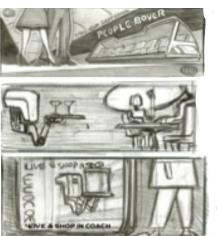










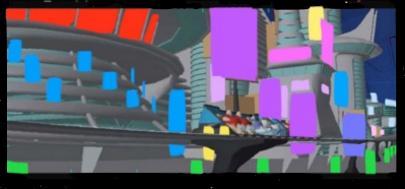












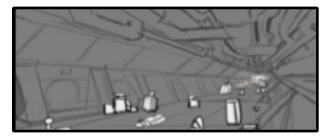


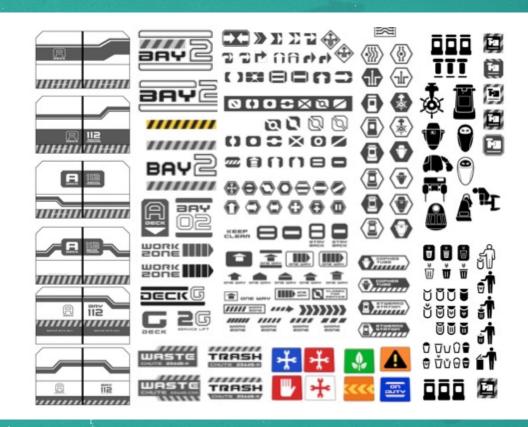












































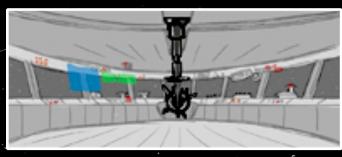






















Star Wars





Phantom Menace











Exorcist 3



Sling Blade









Robots







The Incredibles

Toy Story 3

Ratatouille





Bambi









Phantom Menace

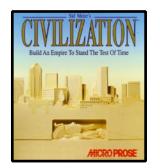


Sideways

## DYNAMIGHTY

There and Back (to Games) Again







## ORSON WELLES CITIZEN KANE

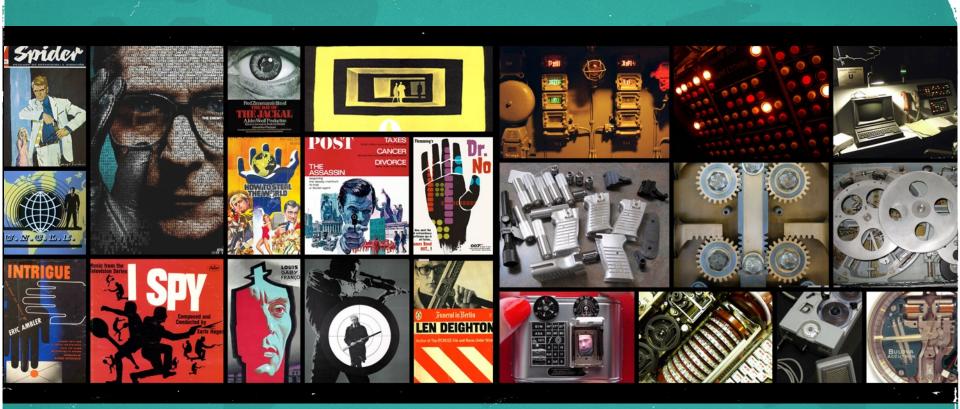


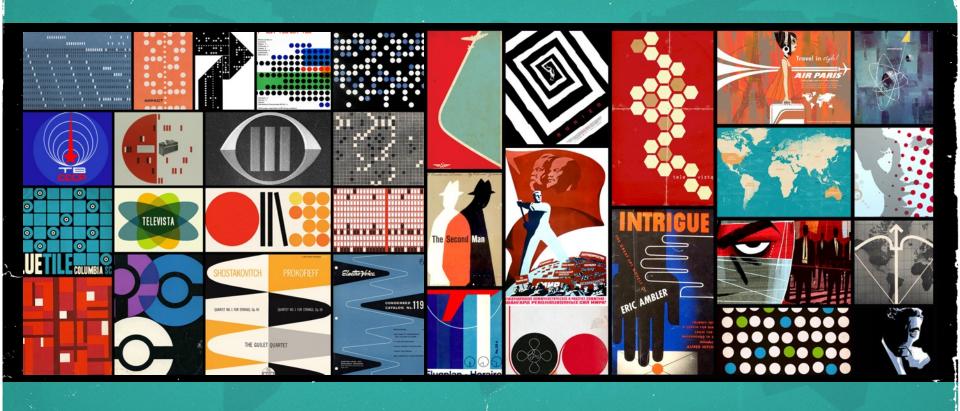














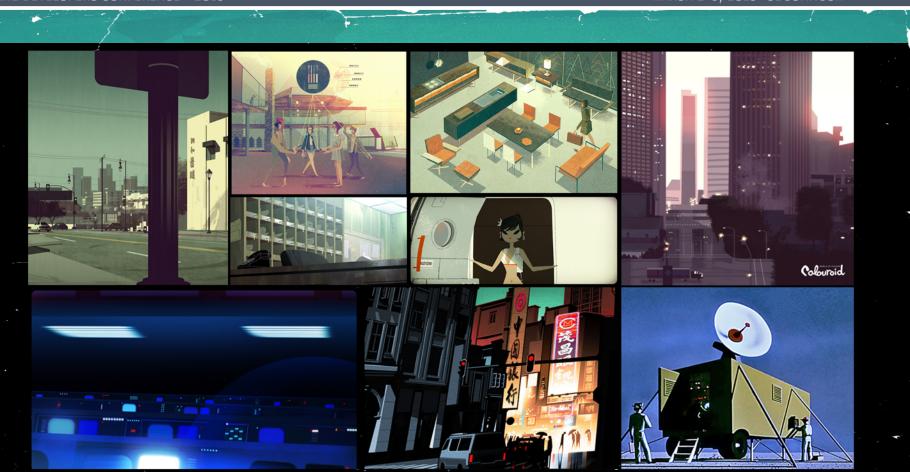




## DR. STRANGELOVE



(OR HOW WE FOUND THE VOICE OF COUNTERSPY)





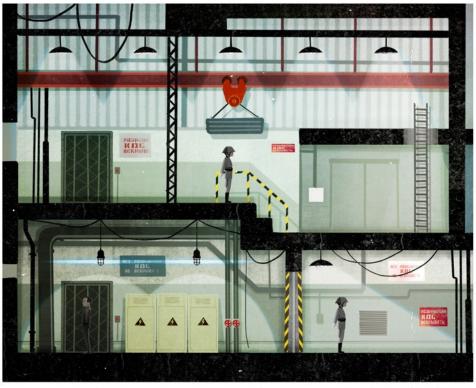


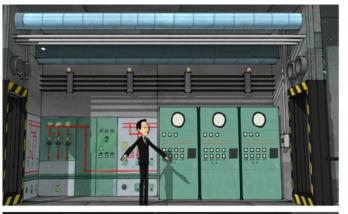




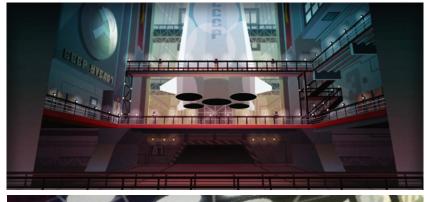




















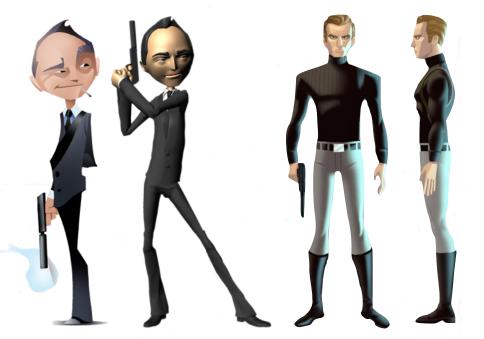
















ART BY DELA LONGFISH









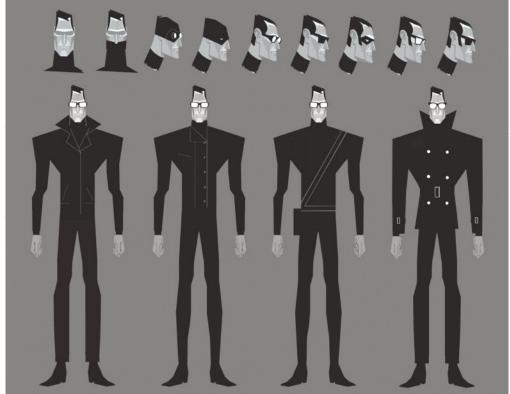


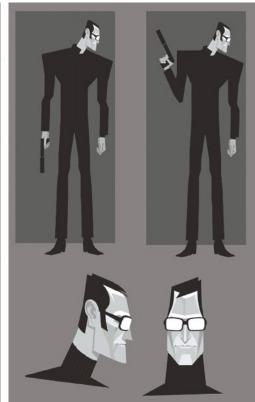


















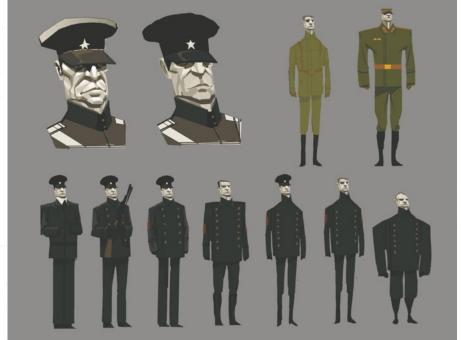














ART BY NATHAN SISLER



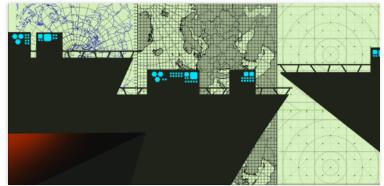
















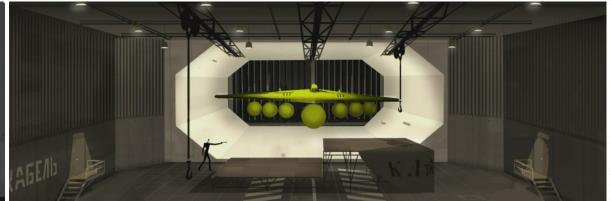








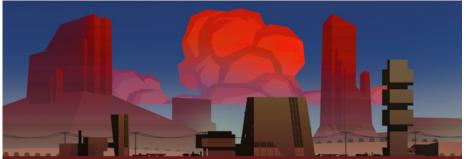




















































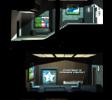








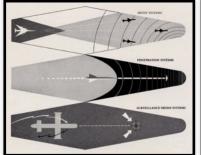


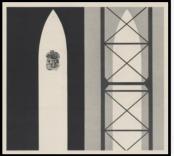


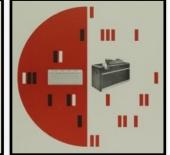




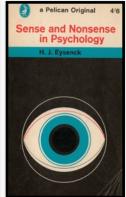




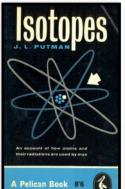




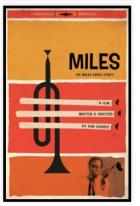




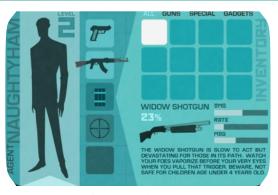




































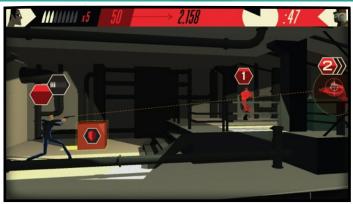


























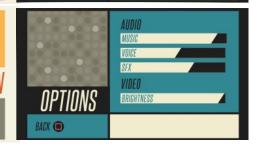


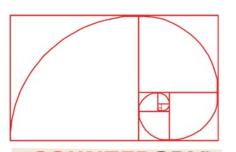
EASTERN THEATER

WESTERN THEATER







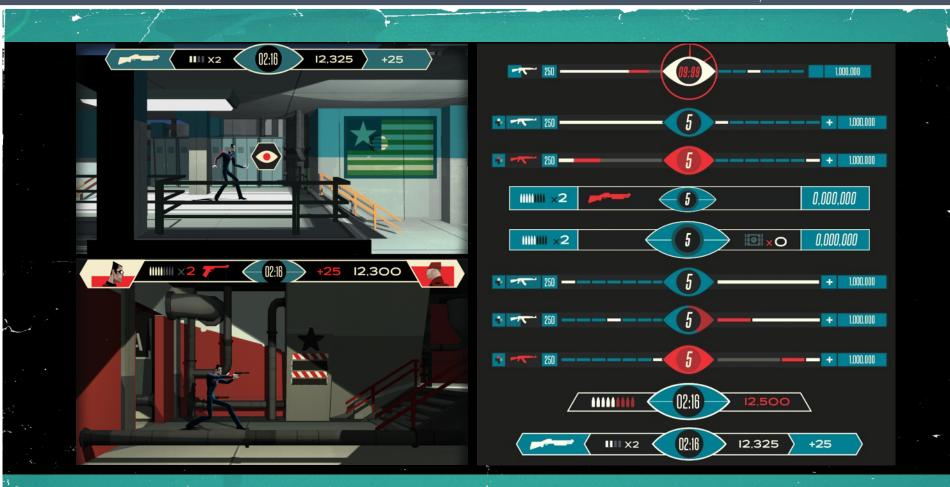














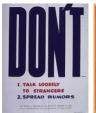


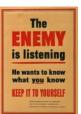


















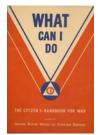


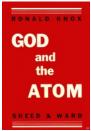


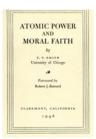
























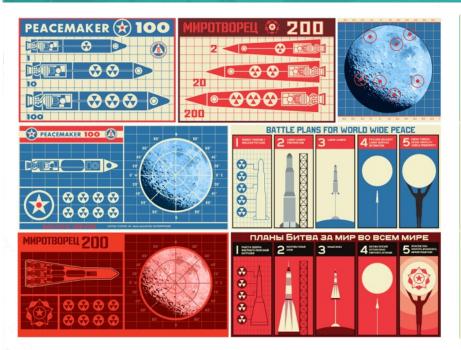


























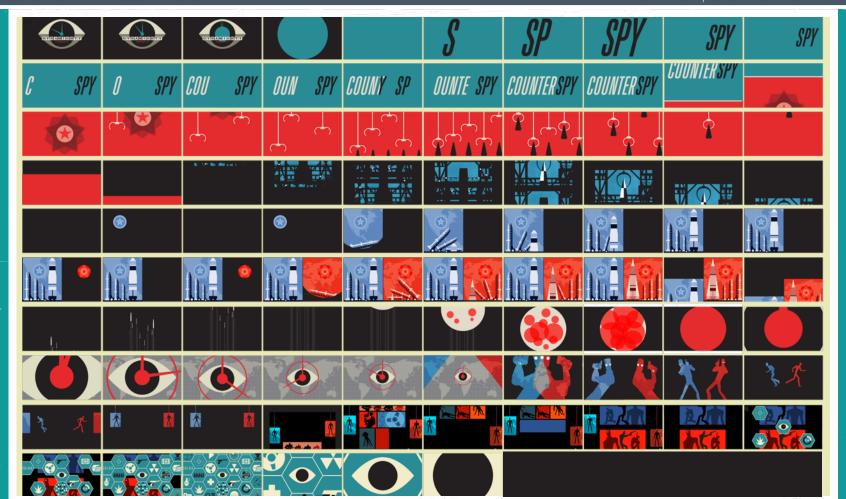








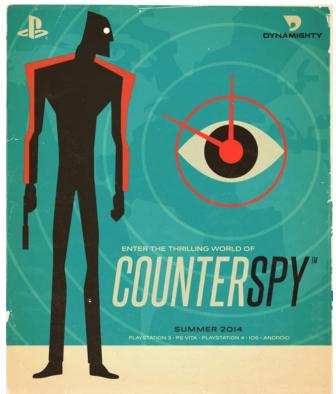






**PRESENTS** 



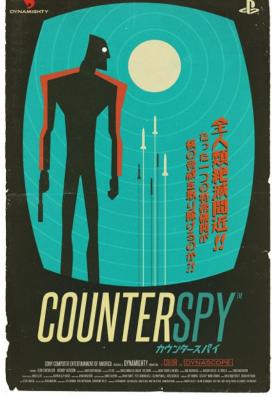














IN THE HEART OF THE COLD WAR.

Joan Chemiller is summored back into the thick of danger when a renegude Environ burmaneral holds the world hostage with

demand to become Supreme Manager of the World is realized, Agent Chevalier must race against time to find the hidden headquarters

of COUNTER's percent personis.

Tel fedling him every step of the seq: is a renegade rival agent out to for revenge for the death of her brother, a part-line

temp graced for the Death Syndicate durin COUNTER's last raid.

With time running out, the threat of su

erupting volomo filled with deadly atomic powered sharks. Chevaller must tap

all of his resources to sure the world from sheer destruction and rule by a

THRULING COUNTER PY SERIES!

LOOK DUT FOR OTHER BOOKS IN .HE

rothless Bureaucral









THE USSR IN A SPEECH IN 1946.



























## DESIGNING COUNTERSPY

A Journey from Games to Pixar and back again

Mark Cordell Holmes

DYNAMIGHTY

## GAME DEVELOPERS CONFERENCE

MOSCONE CENTER · SAN FRANCISCO, CA

MARCH 2-6, 2015 · EXPO: MARCH 4-6, 2015