



**Characters:** Captain Price, Gaz, Kamarov

**Level/Description:** Blackout. Rescuing Russian informant Nikilova from Russian Ultranationalists.

**Markus Peekna, Studio Character Artist** – “The SAS sweaters in the original game were re-textured versions of a jacket. While this was a legitimate and resourceful solution for the time, we decided early on to create a new asset from the ground up for Price and his crew.”

# ACTIVISION®



**Characters:** Captain McMillan

**Level:** One Shot One Kill. Flashback scene with Lieutenant Price as he and Captain MacMillian attempt to neutralize Russian arms dealer Imran Zakhaev.

**Charles Morrow, Creative Visual Director** – “Realizing the Chernobyl reactor, surrounding forests and the world seen from the sniper’s perspective – in addition to intense detail in the foreground – was a nice challenge. As an example in how world creation has changed, In Modern Warfare, window frames could be built simply with one or two mouse movements; in this scene, the window frame was modeled out, and even has internal structure. The team relied on the layout of the original game for high level visual direction.”

# ACTIVISION®



**Characters:** Enemy Soldier

**Level:** Heat. Captain Price and the SAS go after a high value target in a remote village that is heavily guarded by enemy troops.

**Ryan Butts, Lead Artist** – “The character team crafted each model as though they the game’s hero characters. Here you see one of the enemy grunts. From his gloves to his gas mask, every stitch was modeled to make him feel as real as possible.”

# ACTIVISION®



**Characters:** Captain MacMillan

**Level:** All Ghillied Up. Flashback scene with Lieutenant Price as he and Captain MacMillan as they infiltrate enemy territory in order to witness and stop an illegal arms deal.

**Ryan Butts, Lead Artist** - "The ghillie suit is one of the most iconic pieces of clothing across the Modern Warfare franchise. Our goal was to emphasize realism and that includes having the cloth move naturally from character movement and wind. This adds a great sense of realism to the mission. "

# ACTIVISION®



**Characters:** Captain Price and Griggs

**Level:** No Fighting in the War Room. Running through an underground bunker to prevent the launch of nuclear missiles.

**Markus Peekna, Studio Character Artist** - "Captain Price received the most attention during the art review process. From the smallest details like skin pores, the depth of his crow's feet and other blemishes to the shape of his facial hair, it was all redone to make him feel more alive than ever. We felt a deep responsibility to maintain the original spirit of the character but also bring him into the modern area of games with much higher quality. "

# ACTIVISION®



**Characters:** Imran Zakhaev

**Level:** The Coup. Zahaev is the man pulling the strings of Khaled Al-Asad during the assassination of President Yasir Al-Fulani.

**Charles Morrow, Creative Visual Director** – “Our goal with Imran was to set him apart from his son, Viktor – Imran being the wise strategist focused more on results than himself, and Viktor being more a fashion-following punk. To exaggerate the contrast between these two, Imran was given spotty skin from too much sun exposure, and hair that was getting out of control. In Coup, you can catch grey hair coming from his ears. He lives for his country; he’s selfless, doesn’t care how he looks, it’s not a factor in his strategy.”