

# JAMES R. BETTERIDGE

3D Artist/Designer/Modeler  
lordstarfyre@aol.com

## VIDEO BREAKDOWN

**FADE UP FROM BLACK**

**SHOT 1 – TITLE BOX**

**SHOT 2 – EXPLOSION – NOT DONE BY ME**

**SHOT 3 – MODEL TITLE BOX**

**SHOT 4 – SIMITAR COMBAT SHUTTLE**

Designed and Created by James Betteridge for **BATTLESTAR GALACTICA – THE SECOND COMING** for SuShann Productions

**SHOT 5 – SCARLET COLONIAL VIPER**

Created by James Betteridge for **BATTLESTAR GALACTICA – THE SECOND COMING** for SuShann Productions

**SHOT 6 – COLONIAL VIPER**

Created by James Betteridge for **BATTLESTAR GALACTICA – THE SECOND COMING** for SuShann Productions

**SHOT 7 – AGROSHIP**

Created by James Betteridge for **BATTLESTAR GALACTICA – THE SECOND COMING** for SuShann Productions

**SHOT 8 – THE RISING STAR**

Created by James Betteridge for **BATTLESTAR GALACTICA – THE SECOND COMING** for SuShann Productions

**SHOT 9 – TORA 3**

Designed and Created by James Betteridge for **FATHER OF THE SPEICES** for Butler Interactive

**SHOT 10 – SKYJACK DESTROYER**

Designed and Created By James Betteridge for **PENETRATOR 2** for Cyber-Boy Studios

**SHOT 11 – 3 SHIP COMP – FIGHTER – Warbird - Skytank**

Designed and Created By James Betteridge for **PENETRATOR 2** for Cyber-Boy Studios

**SHOT 12 – ORNATE TABLE**

Designed and Created By James Betteridge for **CYBERSTRIP POKER** For Rapture Interactive

**SHOT 13 – FUTURISTIC BAR CHAIR**

Designed and Created By James Betteridge for **CYBERSTRIP POKER** For Rapture Interactive

**SHOT 14 – FUTURISTIC LOUNGE CHAIR**

Designed and Created By James Betteridge for **CYBERSTRIP POKER** For Rapture Interactive

**SHOT 15 – ROBO GIRL – RAPTURE COMPANY LOGO**

Created By James Betteridge for Rapture Interactive

**SHOT 16 – PRE-VISUALIZATION TITLE BOX**

**SHOT 17 – “Base Attack” Game Action Design**

Designed and Created By James Betteridge for **PENETRATOR 2** for  
Cyber-Boy Studios

**SHOT 18 – “Outer City Attack” Game Action Design**

Designed and Created By James Betteridge for **PENETRATOR 2** for  
Cyber-Boy Studios

**SHOT 19 – “Level 4 Base Assault” Game Action Design**

Designed and Created By James Betteridge for **PENETRATOR 2** for  
Cyber-Boy Studios

**SHOT 20 – “Viper Assault” Pre-Viz Animatic**

Created by James Betteridge for **BATTLESTAR GALACTICA – THE  
SECOND COMING** for SuShann Productions

**SHOT 21 – “California Screamin’ “ 4D Pre-Viz**

Created By James Betteridge for **DISNEY’S CALIFORNIA ADVENTURE** for  
Walt Disney Imagineering – R&D – VR Studio

**SHOT 22 – GAMING TITLE BOX**

**SHOT 23 – ESCAPE TO OLYMPUS**

Environment Created by James Betteridge for **HERCULES ADVENTURE** for  
Disney Quest for Walt Disney Imagineering – R&D – VR Studio

**SHOT 24 – CARPET RIDE TO THE PALACE**

Environment Created by James Betteridge for **VR SPECIAL**  
for Walt Disney Imagineering – R&D – VR Studio

**SHOT 25 – ENVIRONMENTS TITLE BOX**

**SHOT 26 – EVIL HOUSE MOTHER’S LAIR**

Designed and Created by James Betteridge for **SORORITY HOUSE** for  
Rapture Interactive

**SHOT 27 – SORORITY HOUSE**

Designed and Created by James Betteridge for **SORORITY HOUSE** for  
Rapture Interactive

**SHOT 28 – SPACE STAGE**

Designed and Created by James Betteridge for **HOLLYWOOD BODY  
DOUBLE** for Rapture Interactive

**SHOT 29 – COMMISARY WAITING AREA**

Designed and Created by James Betteridge for **HOLLYWOOD BODY  
DOUBLE** for Rapture Interactive

**SHOT 30 – GANGSTER MOVIE STAGE**

Designed and Created by James Betteridge for **HOLLYWOOD BODY  
DOUBLE** for Rapture Interactive

**SHOT 31 – MASTER CONTROL UNDER ATTACK**

Designed and Created By James Betteridge for **PENETRATOR 2** for

Cyber-Boy Studios

**SHOT 32 – JUNGLE GIRL STAGE**

Designed and Created by James Betteridge for **HOLLYWOOD BODY**  
**DOUBLE** for Rapture Interactive

**SHOT 33 – VIRTUAL SETS TITLE BOX**

**SHOT 34 – “Fantasy After Dark” Penthouse Set**

Designed and Created by James Betteridge for **FANTASY AFTER DARK**  
for Rapture Interactive

**SHOT 35 – “One Life To Live” Hotel Set**

Environment Created by James Betteridge for **ABC DAYTIME** for  
Walt Disney Imagineering – R&D – VR Studio

**SHOT 36 – “Fantasy After Dark” Opening Set**

Designed and Created by James Betteridge for **FANTASY AFTER DARK**  
for Rapture Interactive

**SHOT 37 – END TITLE BOX**

**FADE TO BLACK**