

KARMA / cell – Production Credits

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Max & Unreal Scripting
Michael Ferraro

3D Modeling, Rigging, Texturing & Shading,
Richard Le Bihan

Production
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Thanks to
Claudia Hart, Friedrich Kirschner, Stephane Dalbera, Eric Pringent, Christophe Kihm

Commissioned by
LE FRESNOY - Studio national des arts contemporains