

SPV3

SINGLEPLAYER VERSION 3

CREDITS

Project Lead

-Masterz1337

Project Co-Leaders

-Subhadeep Jasu // SbdJazz

Former Project Leaders

-Teh Lag, SD17, Mortis

LEAD UI AND TECH ARTIST

-SbdJazz

SPECIAL ADVISOR

-SD17

INSTALLER, KERNEL, TOOLS, AND LAUNCHER

-Emilian Roman // Yumiris

-Noah Sherwin // BinToss

Thanks to everyone who contributed to <https://github.com/yumiris/HCE>

2D ARTISTS

-Dano

-SD17

-SbdJazz

-Alexis

-KillaFTW

-BobTheGreat

-Conscars

3D ARTISTS

- BobtheGreat
- SD17
- Stephen West
- Dano
- Random Recon (Christian Blanche)

ENVIRONMENTAL ARTISTS

- Arteen
- Teh Lag
- Siliconmaster
- BobtheGreat
- KillaFTW
- LlamaJuice
- Neodos
- Slappy The Pirate

ANIMATION ARTISTS

- DDX
- Teh Lag
- SD17
- KillaFTW
- MattDratt (Lumoria)

EFFECTS ARTISTS

- Ifafudafi
- SO17
- Teh Lag
- Masterz1337

SHADER TEAM

- Alexis
- Mortis
- KillaFTW
- SO17
- Teh Lag
- SbdJazz
- Masterz1337

UI AND HUD DESIGN

- Jesse (Holy Crust)
- SbdJazz
- H3Freak09
- Mooseguy

GRAPHICS ENGINEERING

SPV3 GRAPHICS TEAM

-SbdJazz, TehLag, Mortis [Special Advisor]

POST PROCESSING CONTRIBUTOR

-Pascal Gilcher // Marty McFly (MXAO, ADOF, SSR, LUT) [Special Advisor]

ADDITION POST PROCESSING CREDITS

-Christian Cann Schuldt Jensen // CeeJay.dk ----- (CA, FilmGrain, Vignette)

-John Chapman ----- (Per Object Motion Blur, Dynamic LensFlares)

-MPJ, David Neubelt ----- (ACES Baking Lab Implementation)

-AMPAS ----- (ACES Tonemapper) <http://www.oscars.org/aces>

-Hunter, IQ ----- (Radial Blur for Volumetric Lighting)

-Niklas Hass // Hassn ----- (Debanding)

-Crytek -- (Crysis 2007 Depth Based Crepuscular Rays or Volumetric Lighting)

-boysx ----- (VHS Glitch effect)

-Hadyn Lander ----- (Sprint or Warp VFX)

-Eliemichel ----- (Raindrops on Visor)

-Shadmar, Jack Davenport ----- (Frost on Visor)

AUDIO DESIGNERS

- Seamus Bradd
- Greg Wasdyke
- Daniel Calibyrnes Baylis
- Wort Wort Wort
- Mr. Chromed
- Bungie & 343

VOICE ACTORS

- Dominique Mabile ----- Sheila Polasky
- Greg Wasdyke ----- Pillar of Autumn System Voice
- Crazy Greg Films ----- Brandon & Usze 'Taham
- Kelly Moon ----- Spartan May 017
- Arcadian Fox ----- Scarecrow
- Wolfblade93 ----- The Guardian
- Gentlemen Nett ----- Scarecrow (Former)
- Ladychan ----- Spartan May 017 (Former)
- Connor Everright ----- Firefight Announcer

SOUNDTRACK

- Martin O'Donnell & Michael Salvatori (Original Soundtrack)

SPV3 & LUMORIA ORIGINAL SOUNDTRACK

-Jafet Meza

REARRANGEMENTS

-Seamus Bradd

-Robbie Scias Johnson

-Brophy

TERMINAL TEAM (WRITERS)

-Masterz1337

-Daniel Calibyernes Baylis

-Matthew Langdon

-Seth "General Buttuta" Dickinson

ADDITIONAL TOOL SUPPORT

-Yumiris

-gbMichele

-MosesOfEgypt

-ShadowSpartanI

-Sled

-SteelixB

-ChokingVictim

MISSION DESIGNERS

- Masterz1337 (SPV3)
- Arteen (SPV3)
- The Lag (TSC:E)
- Ifafudafi (TSC:E)
- Lucas Gavatos (Lumoria)
- Kevin Lodeman (Lumoria)

SCRIPTERS

- Masterz1337
- Kirby
- Teh Lag

SANDBOX AND GAMEPLAY DESIGNER

- Masterz1337

ADDITIONAL CONTRIBUTORS

- Kavawuvi (60 FPS support, debugging tools, LAA aware tools)
- gbMichelle (Environmental Artist, Tool designer, Open Sauce development, consultant)
- Installation 01 for their Reach Grenade Launcher asset.
- Sins of the Prophets dev team, for some assets from their Halo Space RTS for Sins of a Solar Empire.

<<https://sinsoftheprophets.com>>

- Malcontent for Lumoria/Commander Covenant ship asset and Endless Horizon.
- HWPD for Covenant Data-pad concept
- Annihilator102 for POA textures.
- Unikraken for various advice and help.
- Moses (Content Optimizations and tools)
- Perla 117 (Environmental Artist, Lighting)
- Master Noob (3D Art)
- Mike Belousov (3D Art)
- Wave of Lag (3D Art)
- NeurologicalDisorder (3D and Texture Art)
- Rob Oplawar (3D Art)
- Hunter/MartynLeeBall (3D Art)
- NuggetWarmer (3D Art)
- Flyinrooster/Roostervier (3D and Texture Art)
- Boba (2D Art)
- aLtis (Physics, LUA scripting research and dev)
- Axial (TSC:E Concept)
- Zteam (Tag references)
- Hokiebird428 (Gameplay advisor)
- MattDratt (Environmental Artist, Audio Consultant)
- CE3 (Sponsor)

- Koo294 (3D Artist)
- masterchief117 (HCEA Sounds)
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KORNNER STUDIOS & THE OPEN-SAUCE PEOPLE:

- Kornman00
- TheFieryScythe
- Choking Victim

PROJECT LUMORIA



ORIGINAL LUMORIA DEVELOPMENT TEAM

(There are the credits for those who made the original Lumoria campaign, not all their work is found in SPV3.2 but they made it possible none the less.)

PROJECT LEADS:

- Higuy
- LOd3x

SCRIPT PRODUCTION:

- Isaac "Postmortem" Frankel
- Dennis Powers

CINEMATICS & ANIMATIONS ON PART C & D:

- Matthew "MattDratt" McCracken

ANIMATIONS ON PART A & B:

-Jackal Stomper

GAMEPLAY DESIGN:

-LOd3x

-Higuy

ENVIROMENT ARTISTS:

-Higuy

-Massacre

-Conscars (Skybox, Multiplayer and other content)

-Sheer (Multiplayer BSP creation)

TAG EDITORS:

-LOd3x

-Spartan094

-Wafflez

VOICE ACTING:

-Elle ----- May, Spartan 073

-David Edwards ----- Sergeant Brandon Keiffer

-LOd3x ----- Scarecrow, pilot of Delta 137

-Skilit ----- Marines
-Higuy ----- Fighter Pilots
-Dennis Powers ----- The Scientist
-Brad Philippe ----- Captain of "The Endless Horizon"
-KID ----- Major Kallis
-Teekup ----- 734 Antecedent Sage

SPECIAL THANKS (LUMORIA):

Bungie

Gearbox

John Powell for one of his tracks from "The Bourne Supremacy"

Linkin Park

Il Duce Primo

Joshflighter

Da Pimp Pope

Bobblehob

Advancebo

Jesse

Deelekgolo

Dsalimander

Teh Lag

Arteen

Scooby Doo
LoneWarrior
Koo
Halo CE3 Live
Disaster
Shadel17
Yoko
SXC (Scott)

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THANK YOU FOR PLAYING