

The Vampire Diaries Credits

GAME DESIGN AND PRODUCTION TEAM

PRODUCER:

Sheri Graner Ray
Team director, lead
designer

TECHNICAL

LEAD:

Wayne Sikes
Developed and programmed
The 32-bit, multithreaded
Engine. Developed the video
compression, storage, and
playback system.
Programmed the video
processing tools, assisted in
game and technical design.

3D ART LEAD:

Maida Smith
Designed and implemented
location artwork,
animations, display frame
system and map artwork,
coded locations and
conversation data systems,
contributed to sound effects
design, assisted in game and
technical design

VIDEO ART LEAD:

Drew Trujillo
Built interactive design
document, video editing and
compositing, special effects,
scene building, assisted in
game and technical design

PROGRAMMING

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DEPARTMENT:

Jeffrey Baker
Coded conversation data
systems

Ben Brammer
Assisted with sound
sub-system, AVF and TGA
tools, and location building

Philip Brogden
Sound system integration,
install system for demo,
tools & firefighting, video
manipulation and tweaking,
technical lead on video
shoot, assisted in game and
technical design, web site
development and
maintenance

John Daues
Scene editor, script parser
and install program,
consulted on music moods
and locations

C. Danny Keys
Coded conversation data
systems

Timothy T. Ray
Master game builds, data
wrangling, scene building,
web site development and
maintenance, coded
location and conversation
data systems

ART DEPARTMENT:

Harley Baldwin
Video processing, design

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troubleshooting, Jr. Artist,
batch queen, assisted in
game and technical design

Leslie Carrera Griffith
Designed and implemented
location exteriors and 2D
sprite animations, created
hi-res hotspots and textures,
coded location and
conversation data systems,
assisted in game and
technical design

Aaron LeMay
Video processing, Director
of QA, Jr. Artist, stress
management

SOUND DEPARTMENT:

Mathew Mahboub
Music composition, sound
effects, sound foley

Gino Rascon
Music composition, sound
effects, sound foley

Vocals on
"Precious Life"
and
"Close to You"
Greda Rose

Background Vocals
Maida Smith

Guitar on
"Precious Life"
and
"Close To You"
Ron Sanborn

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SCRIPT AND CONVERSATION DESIGN

Lisa A. Smith

Graveyard Photography
Kym and
Vernon Graner

CAST MEMBERS:

Sandy Hill
Mrs. Flowers

Lily Fox
Mrs. Grimesby

Brittany Carl
Elena Gilbert

Lisa Bonanno
Elena's voice

Alexandra Goslow
Margaret Gilbert

Sandra Lafferty
Aunt Judith

Alicia Nashel
Bonnie McCullough

Kimberly Hooper
Caroline Forbes

Monte Grix
Mikhail Romanoff

Micheal Altobello
Gary Richards

David O'Donnell
Stefan Salvatore

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Dave Holcomb
Damon "Smith"
Salvatore

Roy Tanner
School Guard

Angie Torres
Voice of Bonnie's
Grandmother

VIDEO PRODUCTION BY SOUTHWEST PRODUCTIONS

Director:
Dave Roberts

Director of
Photography:
Barry Kirk

Producer/AD,
Southwest
Productions:
Les Wells and
Robin Zollinger

Producer,
American Laser
Games, Inc:
Sheri Graner Ray

Ultimatte Engineers:
Mitch Kenison
Russ Adams

Props/Wardrobe:
Kylene Wing
Jon Dwyer
Terri Merriman

Sound:

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Eric Williams

Makeup/Hair:

Merle Dean Sanchez

Key Grip:

Kevin St. John

Gaffer:

John Stearns

Electrician:

Bob Willis

Grip:

Alan Fulford

Script:

Karen Howell

Video Asst.:

Richard Kehl

PA:

Su Hudson

PA/Talent:

Heather Holladay

POST PRODUCTION: :30 SECOND STREET

Editors

Kelly Lugan

Sean Hovendick

Brad Wolfley

Mitch Kenison

HER INTERACTIVE/ AMERICAN LASER GAMES, INC

President:

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Jan Claesson

Executive Director,
Her Interactive:
Patricia Flanigan

Associate Director,
Her Interactive:
Elise Howard

Executive
Producer:
David E. Davis

Special thanks to:

Sandia Memorial Gardens,
Albuquerque, New Mexico

Austin State Cemetery,
Austin, Texas

We would like to take this opportunity to thank all our friends, family, spouses, partners and pets who endured our long hours, late nights and weekend days without (much) complaint. Without them and their support, this game would not have been possible.
THANK YOU!

Based on the book series
THE VAMPIRE DIARIES
(tm) by Daniel Weiss
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Smith. © Daniel Weiss
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Smith

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This is a work of fiction. Any resemblance to actual events or persons, living, dead, or undead, is coincidental.

No vampires were injured or killed during the making of this game.