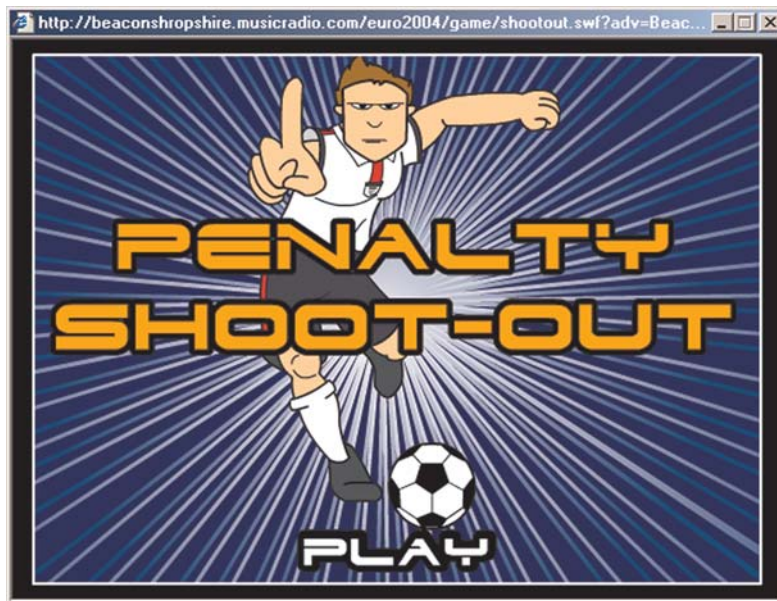


Penalty Shoot-Out

Client: Nectarine



“On budget, on time, with an engine that easily incorporated our animations and allowed for customisation... what more could you ask for? Cerebrum were a pleasure to work with.”

- Minty Hunter,
Nectarine



Cerebrum took the 3-D capabilities of Flash® to the edge with the programming of an interactive game released as part of the Euro 2004 football championships. Working to an extremely tight deadline, Cerebrum delivered the game in a flexible environment which allowed its look to be modified by the graphic designers even after delivery

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