

# BLACK MIRROR

STRIKING VIPERS

Gender Identity, Role Playing, Sexuality and a Virtual Reality game called STRIKING VIPERS gave us license to play, invent and create. Both our 'game world' and our 'real world' had to be linked visually. STRIKING VIPERS was originally placed in the UK but we subsequently moved the setting to the US to highlight the routine in Danny & Theo's marriage. This lead us to shooting entirely in Sao Paulo, Brazil for a dystopia futuristic US look. With only 5 weeks of preproduction to design and build our 4 Game World Sets and 13 locations the result was exhilarating to realize.

GAME WORLD





















DANNY & THEO









11 YEARS LATER













GAME WORLD















## DANNY'S WORK







KARL











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DOING  
AND  
EASY  
IS THE  
KEY





GAME WORLD















GAME WORLD





