

Combo Infinito: How and when did the studio The Dangerous Brew emerge? Tell us about your story.

The Dangerous Brew: Michael Green - *"I was shooting a feature-length zombie film, like everyone else. Haha. It was my first film. An acquaintance from high school, Wil Nelson, was home and had a film school background, so I asked him if he wanted to act in the movie. We eventually started formulating ideas for other things to shoot, and The Brew was born. We never finished the feature. Somewhere down the line we met up with Shannon Clawson (props and costume) and Ty Lussenden-Gregerson (actor). We've been working with each other for about a year and a half now.*

CI: What was your first job?

TDB: Michael - *"Pizza Delivery. It sucked."*

Shannon - *"I worked on a farm..."*

CI: Obviously you are fans of games, but tell us a little about your history with video games? What are your favorite ones?

TDB: Michael - *"I had an NES. The first game I ever beat was Duck Tales. My favorite game of all time is Metal Gear Solid. I tend to play games for the story. That game has changed the way I write. I even have a foxhound tattoo from the game. Eventually I'd love to do a Metal Gear Solid fan film.*

Shannon - *"I don't even know where to begin. I've played a ton of games. It's always been a part of my life. I used to save up all of my money to buy consoles, and I could never buy more than one game right away. Skyrim is actually one of my all time favorites. Final Fantasy 7 is great. I can get into pretty much any game and obsess over it. Currently that would be Bioshock Infinite. It's all research for the next big project I build as far as costumes go.*

CI: Skyrim is a great game, epic with an incredible rich and wide world. How did you manage to transfer all of it to a short film of 5 minutes?

TDB: Michael - *"We've been making web videos for a while now, so we've embraced the concept of short form content. We knew that we couldn't add everything we wanted into the short, so we made a list of things we really wanted to use, and wrote a story around that.*

Shannon - *"I have a ton of hours into the game. Probably about as many hours as a cat has in its life."*

CI: How was the pre-production? What was the most difficult part?

TDB: Michael - *"We had a few production meetings before hand. We would go over what we needed as far as props and costumes, as well as locations, story, etc. We shot some pre-production storyboard video on location, before the actual shoot, to get the angles we wanted, saving time on shoot day."*

CI: When did the shooting start and How long did it take to get ready?

TDB: Michael - *"We started shooting in February 2013. We shot for 4 weekends straight, because we all have real jobs during the week. I'm pretty sure we talked about it for months before the actual shoot."*

CI: Was your budget really \$ 100? This is amazing, how were you able to do that? Do you have any kind of magician in the staff? And where was invested this money?

TDB: Shannon - *"Yep. \$100. The steel I used for the helmet was just laying around my house. The money went towards the other props and costumes necessary for our shoot."*

Michael - *"All of our locations were free. Our crew was all volunteers. I owned all of the equipment prior to filming the short. We are very low budget. There are a lot of things we can do to up the production value, without increasing budget. And nope. No magician...unfortunately."*

CI: With this budget very low, you came up with something of an amazing quality. In your opinion, what would be the ideal budget for you to make a feature-length of Skyrim? Have you ever thought about accomplishing it?

TDB: Michael - *"Our dream budget would be a blank check for whatever amount of money we wanted. Haha. Our ideal budget? That's a hard question. We could probably make a feature film of Skyrim for \$1 million. Hell, even \$100,000 would be crazy amounts of money for us, and we could stretch it pretty far, while maintaining quality. Right now we have no desire to do that, but if we were ever given a big chunk of money, and we had to spend it on a Skyrim film, we definitely would be interested. Do you know anyone with lots of money?"*

CI: What caught your attention in the world of Skyrim most? What would you like to transfer from the game to the movie that was not possible to do yet?

TDB: Shannon - *"The cities you travel to, the dungeons you explore. The elaborate world is probably what grabbed my attention the most. We really wish we could have included more of the creatures from the game, but budget would not allow for that."*

Michael - *"I just wanted a dragon. Unfortunately I am not proficient in 3d modeling yet."*

CI: The costume was wonderful and very compatible with the game characters. Who was in charge of the general production?

TDB: Michael - *"In general, the production of the short was handled by Shannon and I. He made all of the costuming and props. We brainstormed the idea together. I was in charge of shooting, editing, visual effects, etc. We both ended up working on the sound effects, and the music was done by a friend of mine."*

CI: We know how strong the relationship between movie and games is, and when watching a game which was adapted for the big screen, we fans always claim the producers quality, not having it very often though. However, in only 5 minutes you showed that it is not impossible or impractical to make a good movie about this universe. What was the biggest challenge for you? Were you glad with the final result?

TDB: Michael - "The biggest challenge is that we are paying for this out of our own pockets, because we love what we do, but it's taxing on your wallet at times. If we had a budget, we could have upped the production value quite a bit. As far as the final result goes, this is probably our favorite piece we've done so far...but I'm my own worst critic. I pick apart everything we make. We learn more with every project, and criticizing yourself only makes you better.

CI: In your opinion what is the fan films importance in entertainment industry?

TDB: Michael - "Fan films are extremely important. It puts creative control in the hands of people who actually know what the games are about. We are the players. We are the demographics for these films. What we want to see from a fan film is more or less, in line with what the demographic, as a whole, would want to see...or at least I'd like to think so."

CI: Do you intend to produce more short-films related to games? Could you give us a hint?

TDB: Michael - "We may have been talking about doing a few more video game related short films/videos. Here's a hint for the next one. All of these have something in common: Skyrim, Bioshock, Borderlands 2, Fallout, and Metal Gear Solid. That's all you get. Haha."

And finally we would like to say that we the **Combo Infinito** have become fans of the studio not only because of the initiative to produce this short film, but also by the will and affection that led you to produce it. We would like to thank everyone for the attention and time you have provided to us.

Congratulations for the great job and we wish you all the best. When in Hollywood, do not forget about us. LOL. Tks