



lucky, they might get a recording of one of colleagues' previously-recorded tracks to react to, at least get guidance from the director. Not so on *Force Unleashed*. "I was up at the Presidio with Sam Witwer, who plays Starkiller, the secret apprentice, and Natalie Cox, who plays Juno Eclipse," Wilkinson says.

"We did the motion capture process at the same time. All our scenes were done together, but only one of us would be on camera at a time, with the others acting opposite them."

The creation of the characters afterwards was split between the animation department and the motion capture people. "The motion capture people got the shoulders up, and the animation team took care of our bodies," she explains. "But even those were based on our movements from what they filmed and the motion capture. They took additional photos of us in varying fighting poses."

Although the backgrounds and costumes were created digitally, the cast did have some costuming and props. "We wore things that hinted towards our characters, both to help us with our roles and to help the animators see things a little bit," she says. "We didn't do entire fights, but we would act things out, so we would be holding a lightsaber hilt and adopt stances and postures. We didn't break into full choreography!"

WHO IS MARIS BROOD?

"I grew up with *Star Wars*, and the pop culture of it has been part of my life," Wilkinson says. "I am extremely excited to be involved in this project, both because it's Lucasfilm and because it's something new. One of the most interesting parts was when they told me at my very first audition that instead of a seventh *Star Wars* movie, they were doing this game. It tells part of the story of the time between the two trilogies—a piece of history that everybody wants to know about. It's a tumultuous time in the *Star Wars* universe, and to be part of that event is pretty cool."

