

**For Immediate Release**

**Worldwide Biggies Inc.**

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**MOCKUMENTARY MEETS MOTION CAPTURE  
WITH NEW WEB SERIES AND ONLINE GAME**

***MoCap, LLC***

*Check out Webisodes on Gametrailers.com and Spike.com;  
Play MoCap Man: Men with Balls Game at [www.MoCapLLC.com](http://www.MoCapLLC.com)*

**New York, NY, January 9, 2008** – It's time to finally meet the fearless men behind motion! Worldwide Biggies Inc., a digital entertainment studio, has created MoCap, LLC, a new mockumentary webisode series that takes a behind-the-scenes look at the inner workings of a small motion capture company whose artists are willing to sacrifice anything and everything for their art. MoCap, LLC is the first of six all-new original web series developed by Worldwide Biggies which will be released throughout 2008. In addition to the MoCap, LLC webisodes airing on Gametrailers ([www.gametrailers.com](http://www.gametrailers.com)) and [Spike.com](http://Spike.com), the free to play companion game MoCap Man: Men with Balls is available for pummeling at [www.mocapllc.com](http://www.mocapllc.com).

Each webisode follows a documentary crew as they visit the dedicated yet eccentric staff of MoCap, LLC, a low-end motion capture company struggling for a foothold in the world of game development. There we meet Frank, Jeff and Claire -- three quirky MoCap employees -- and get a rare glimpse into their sometimes fascinating, once in a while exciting, and almost never sexy, world of motion capture. Working the less glamorous side of gaming, MoCap, LLC takes on the motion capture projects that no one else will do, only, not in a good way. Initial episodes include:

**Who We Are?:** We meet Frank, Jeff and Claire. Get a front row seat as they show us all just what kind of mo cap they do. Sure do the mundane actions of the Sims Game, but also witness the first ever motion capture of "Secret Cutting".

**GTA**

Frank lies to Jeff and tells him he has secured some work on the upcoming GTA 4 game. In reality, it's a lie and Frank just wants to try and impress the guys over at Rockstar by sending them some really bad-ass mo cap.

**Madden**

When the company is contracted to do a little work on the upcoming Madden game, Jeff's ego explodes. He and Frank begin collecting massive amounts of football related motion capture- turns out, they just needed a fat guy to paint his chest and do the wave.

## Porn

Claire lands an account providing motion capture content for an “Adult Video Game.” Since MoCap LLC can’t turn down work, Frank and Jeff are on the job. Jeff uncomfortably plods through his assignment, while very comfortable Frank, directs him through various “adult game situations.”

## Movies

Frank attempts to single-handedly save the disappointing “games based on movies” genre. However, he soon discovers the titles he’s working with aren’t helping and no one wants to play a game based on *Legally Blonde*, *Stomp The Yard* or *Boogie Nights*.

## Crescent Blue

The guys reflect on their dream assignment “Crescent Blue,” a vanity project of a game they’ve been working on for years. As the guys reveal their game it becomes clear it’s a complicated, pretentious, ill-conceived mess.

Chris DeLuca, “Frank” and the creator of the series, has written for Late Late Show With Craig Kilborn, Best Week Ever, SNL’s Weekend Update and Spike TV’s “2006 Video Game Awards.”

MoCap Man The Game: Men with Balls ([www.mocapllc.com](http://www.mocapllc.com)) puts players in command of Jeff’s motion capture performance by choosing their method for inflicting pain (weapon, implement, tool) and beating up MoCap Man in a fast and furious attempt to score points and move up levels. If players ease up on the pain, scores will decrease, so keep the attacks coming! As the level increases, users will be presented with all-new ways to inflict pain and suffering. By using the right attack combination, players will be presented with a "Special Attack" button. Click on the button and sit back and watch the horror unfold. Come on. Beat up a fat guy in a tight blue suit, everyone’s doing it!

“We are very excited for the public to see the ups and downs a devoted MoCap man experiences for the love of gaming. From Madden to Porn, MoCap, LLC stops at nothing and for nobody to get the job done!” said Albie Hecht, CEO and Founder of Worldwide Biggies, who during his tenure as President of Nickelodeon oversaw the development and production of such blockbuster franchises as *SpongeBob SquarePants* and later successfully launched the Spike TV network and brand.

## **About Worldwide Biggies Inc.**

Worldwide Biggies Inc., is a new digital entertainment studio creating intellectual, web-based properties for kids, families and young adults that are designed for multi-platform distribution in the film, TV and licensing arenas. Worldwide Biggies launched its first multi-platform hit on Nickelodeon and Nick.com earlier this year with *The Naked Brothers Band*. In March, Worldwide Biggies launched [www.worldwidefido.com](http://www.worldwidefido.com) a website dedicated to user-submitted videos of dogs – one of the most popular categories of web video. The company recently partnered with TMZ.com to launch [www.starvsstar.com](http://www.starvsstar.com) an online celebrity fan community that features a celebrity fantasy league, a weekly video webcast and amazing Star Card artwork. Additionally, Worldwide Biggies signed on to develop a series of digital games based on the 1987 cult film classic *The Princess Bride* including a downloadable game available at [www.princessbridegame.com](http://www.princessbridegame.com) and a DVD game featured on the film’s 20<sup>th</sup> Anniversary DVD.

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