

After getting in touch with Iloura, Head of VFX Ineke Majoor was kind enough to sort out the following answers to my questions about their work on Ghost Rider: Spirit of Vengeance. There are some very interesting and revealing details contained below (particularly in regards to the various vehicles they worked on for the Marvel character) so be sure to click [HERE](#) to check out their site and [HERE](#) to follow them on Twitter. Iloura is a VFX, animation and design studio motivated by creative problem solving and technical innovation. Whilst Iloura's highly regarded reputation has been built around its character animation work, the studio also produces outstanding results in matte painting, compositing, FX animation and motion design for the film, television and advertising industries. The 100+ team is passionate about producing the best impact on screen - from the production of high quality, fast-turnaround pre-visualization through to a flawless final shot

Read more: http://www.comicbookmovie.com/fansites/JoshWildingNewsAndReviews/news/?a=53376&t=font_color_redEXCLUSIVEfont_GHOST RIDER SPIRIT OF VENGEANCE - Interview With Iloura VFX