

Although there was much uncertainty from earlier reports of the doors closing for THQ's Brisbane studio, who were in the midst of making the video game adaptation of The Avengers, it seems the shutdown has fact in affected the much-anticipated video game's development. And now, courtesy of artist Christian Nauck and animator Mike Smout, via RimBreaks, check out some amazing test shots, as well promotional art showcasing what could've been. Character Animation Reel 2011 from Mike Smout on Vimeo. From these shots, we can evidently see that this particular game was not being developed based entirely on Marvel Studios' highly-anticipated movie; essentially the heroes' Ultimates-inspired costumes and the villains. But until further details unveil themselves, we may never know. Anyhow, if this game were to be placed back on track, would you be on board? Marvel's The Avengers picks up when an unexpected enemy emerges that threatens global safety and security. And

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