

Exhibit A

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

note duplication of reflections and glass breaks between G079 and Resident Evil 4 logo



G079 superimposed over Resident Evil 4 logo at 50% transparency

Resident Evil 4 logo

area of detail

images from Surfaces Vol 1 - w X

Capcom: Resident Evil 4 Official X +

www.residentevil.com/4/us/



NINTENDO SWITCH LINEUP

resident evil

Resident Evil 4

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil



EXHIBIT "A"

Surfaces Original

Photo from Lockwood Mansion in Norwalk:



W061

Used by Capcom – Resident Evil 4



Resident Evil 4 door and frame is a copy of W061 manipulated to fit game scenery

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil HD

REHD Remaster

G033

G033 manipulated with Photoshop perspective tool

1) Capcom texture

2) Capcom texture upscaled to roughly native resolution of Surfaces image.

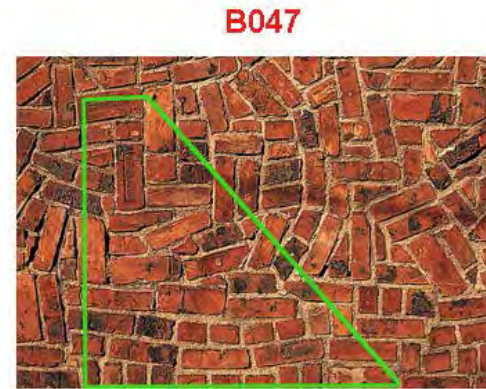
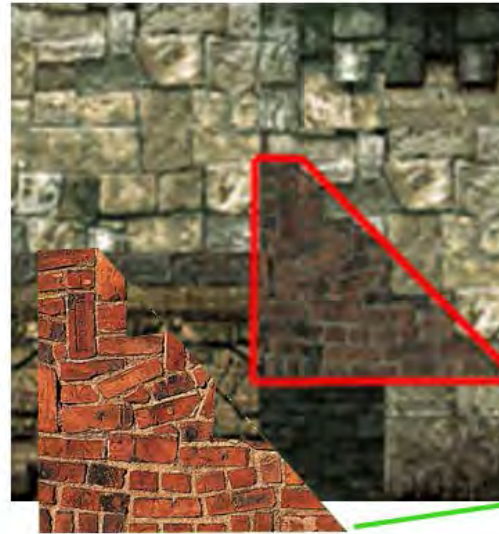
A screenshot from the Resident Evil HD Remaster showing the stained glass window texture in a game environment. The window is part of a dark, gothic-style building. A red box highlights the window texture, and a red line connects it to a smaller inset image labeled 'REHD Remaster' and 'G033'. Below the main screenshot, two smaller inset images are shown: '1) Capcom texture' and '2) Capcom texture upscaled to roughly native resolution of Surfaces image.' The text 'G033 manipulated with Photoshop perspective tool' is written below the main screenshot.

EXHIBIT "A"

Surfaces Original



**Used by Capcom – Devil May Care 1
texture board for DMC1**



area of crop

**scene from
Devil May Care 1**

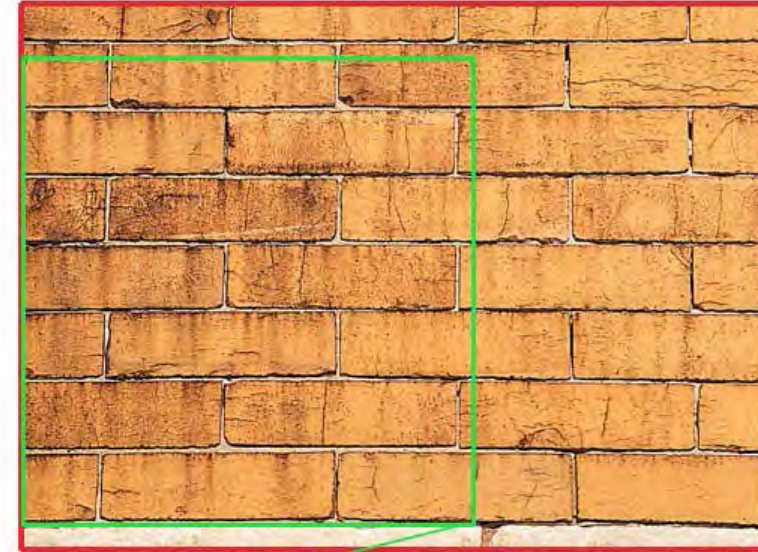


EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Care 1



area of crop

B141



Devil May Care 1

Section B141 was cropped, scaled and used as wall in back of arch with additional painting.
Note the same coursing and discoloration of brick between B141 and wall.

EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Care

A screenshot from a video game, likely Devil May Cry, showing a dark, gothic-style interior with ornate golden arches and a large wooden door. The scene is annotated with a green box highlighting a specific architectural detail, which is a smaller version of the "Surfaces Original" image. A red box highlights another similar detail in the lower right. The text "GO76" is overlaid in red. A video player interface is visible at the bottom, showing a progress bar at 16:17 / 23:37. The video title is "Devil May Cry HD - Camopley Walkthrough Part 2 - Nelo Angelo Boss Fight (Remaster) P...". A green handwritten note "Cool!" is visible near the top. A white text box on the right contains the text: "Beginning of manipulation of G076 to become fan lite in DMCHD".

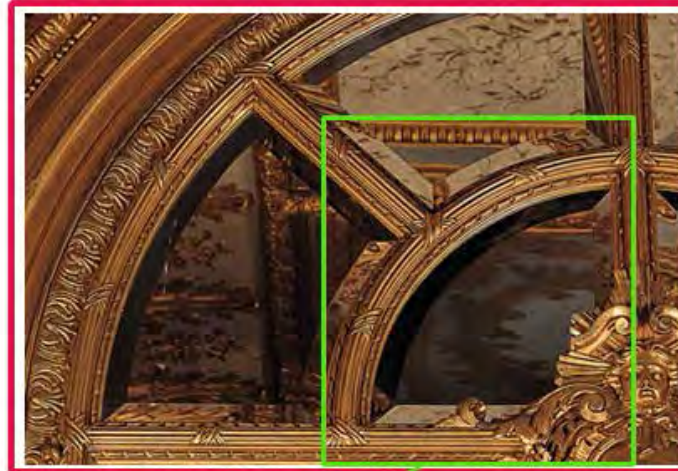
EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

GO76



area of crop



RE 4 scenic element

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil



OB2 window glass constructed from combining and manipulating sections of G079



cropped section

cropped section

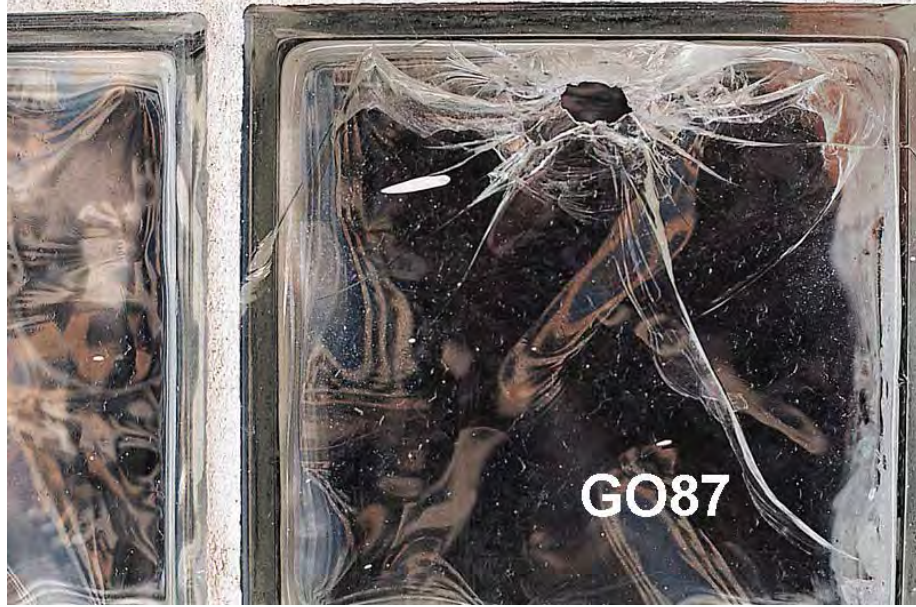


G079



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake



**texture from RE Remake
as built from rotating and stretching
area from G087**

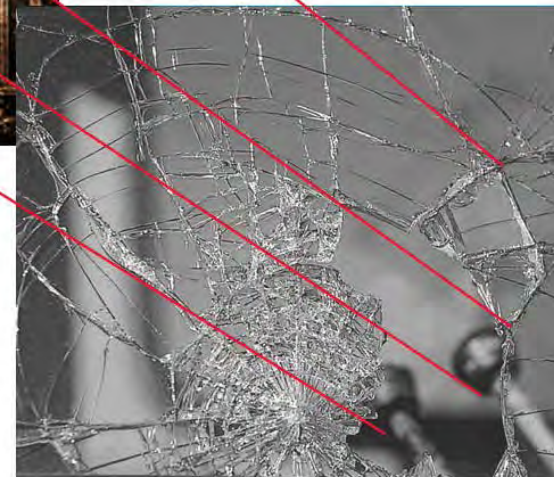
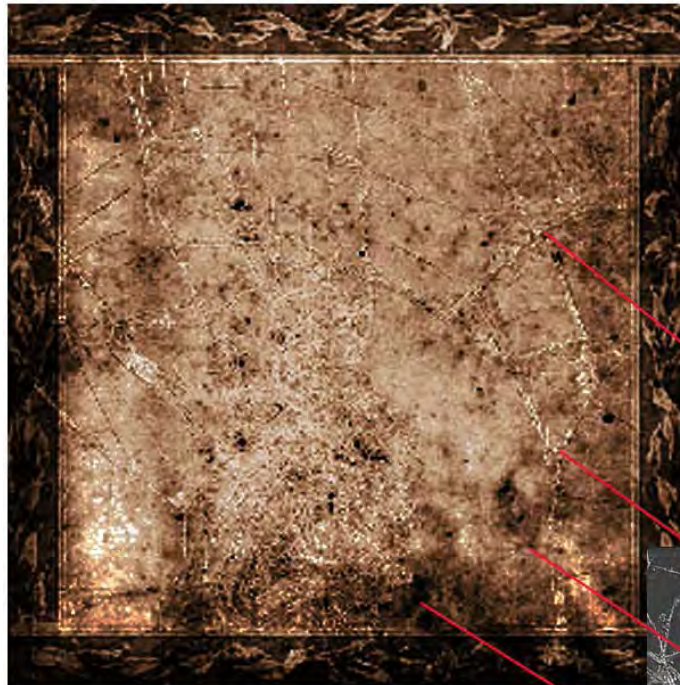


EXHIBIT "A"

Surfaces Original



Used by Capcom – OB2



OB2

**"Spider web" texture from OB2
created by overlaying G088.
Note duplication of broken glass shapes
and background elements in both images.**

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil



EXHIBIT "A"


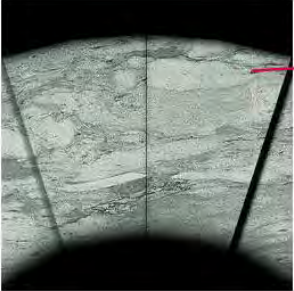

Surfaces Original	Used by Capcom – Resident Evil 4
 <p data-bbox="569 808 768 862">MA011</p>	<p data-bbox="1010 224 1387 375">This manipulated image was used by Capcom in Resident Evil 4.</p>   <p data-bbox="1862 500 1972 532">MA011</p> <p data-bbox="1464 808 2268 919">This is MA011 superimposed over Capcom's image at 50% transparency.</p>

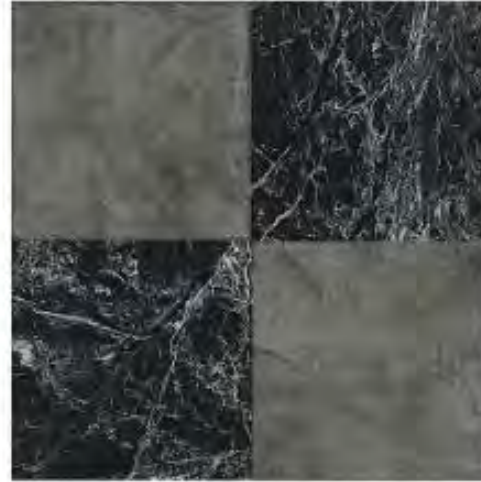
EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

(1) CAPCOM TEXTURE FROM RESIDENT EVIL 4



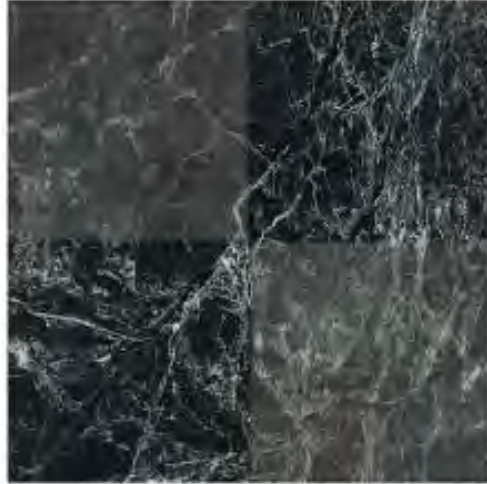
CAPCOM TEXTURE FROM RESIDENT EVIL 4

(2)



EXHIBIT "A"

SURFACES IMAGE SUPERIMPOSED OVER CAPCOM
TEXTURE AT 50% TRANSPARENCY



SURFACES IMAGE SUPERIMPOSED OVER CAPCOM
TEXTURE AT 50% TRANSPARENCY



EXHIBIT "A"

CAPCOM TEXTURE 1 AS IT APPEARS FROM DIFFERENT PERSPECTIVES IN RESIDENT EVIL 4



EXHIBIT "A"

Surfaces Original

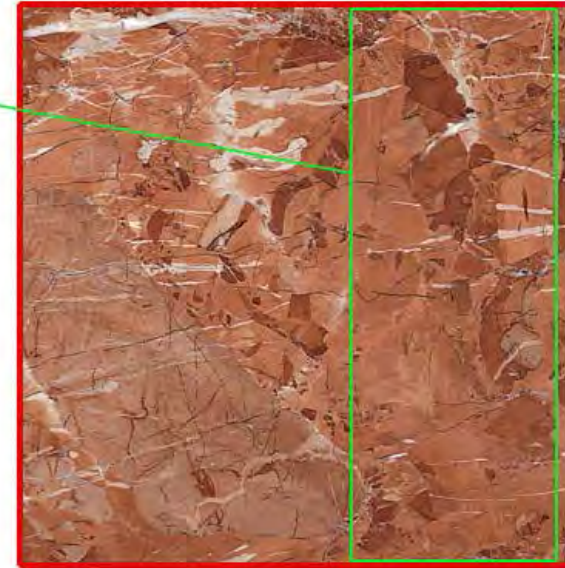


Used by Capcom – Resident Evil 4

RE4 marble from MA027 cropped and flipped



area
of
crop



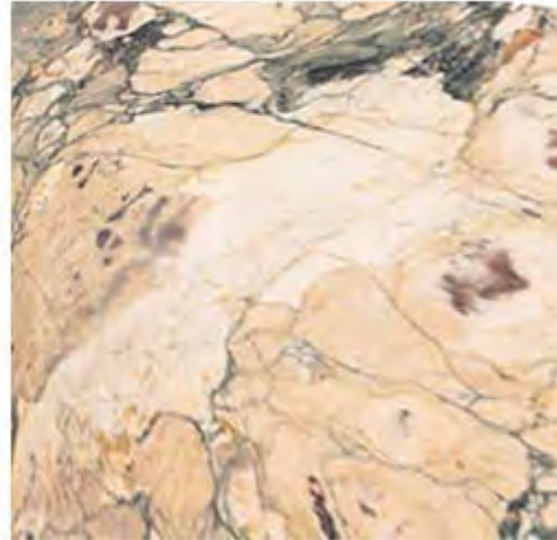
MA027

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4



MA046 as manipulated in RE4

EXHIBIT "A"




Surfaces Original	Used by Capcom – Resident Evil 4
 <p data-bbox="680 743 876 797">MA048</p>	 <p data-bbox="1903 277 2107 315">RE4 marble</p>  <p data-bbox="1956 505 2306 591">MA048 cropped and flipped</p>

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

MA061 repeated to build RE4 wall

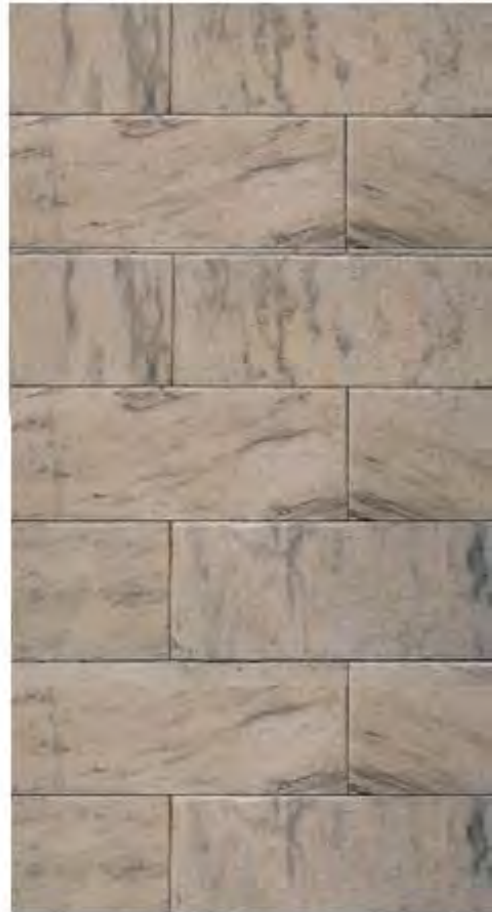


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

Resident Evil 4



note direct repeats of block coursing,
marble veining and marble tonality.

mouldings are
direct repeats

crop
line



MA062

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4



EXHIBIT "A"



note duplication of marble veining, **MA064**
particularly in the brecciated marble tiles

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake

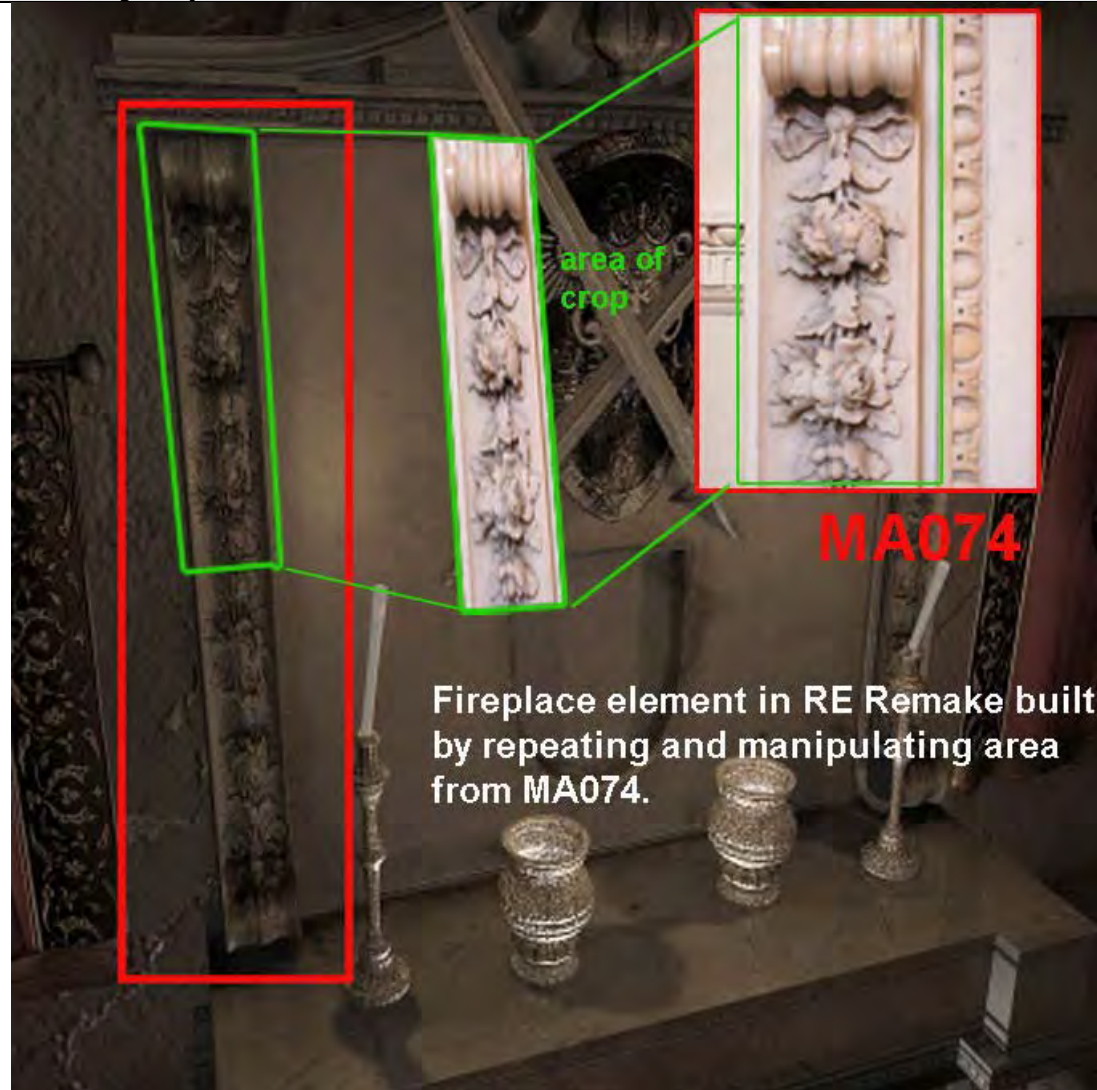


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

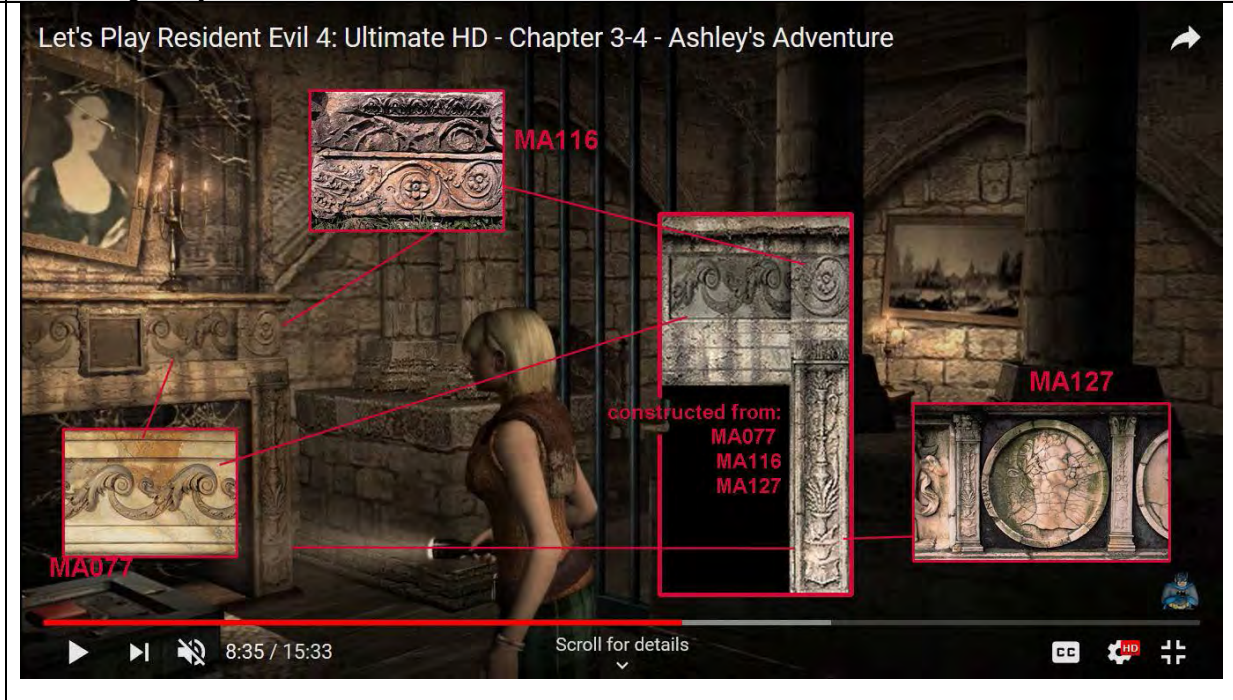


EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry

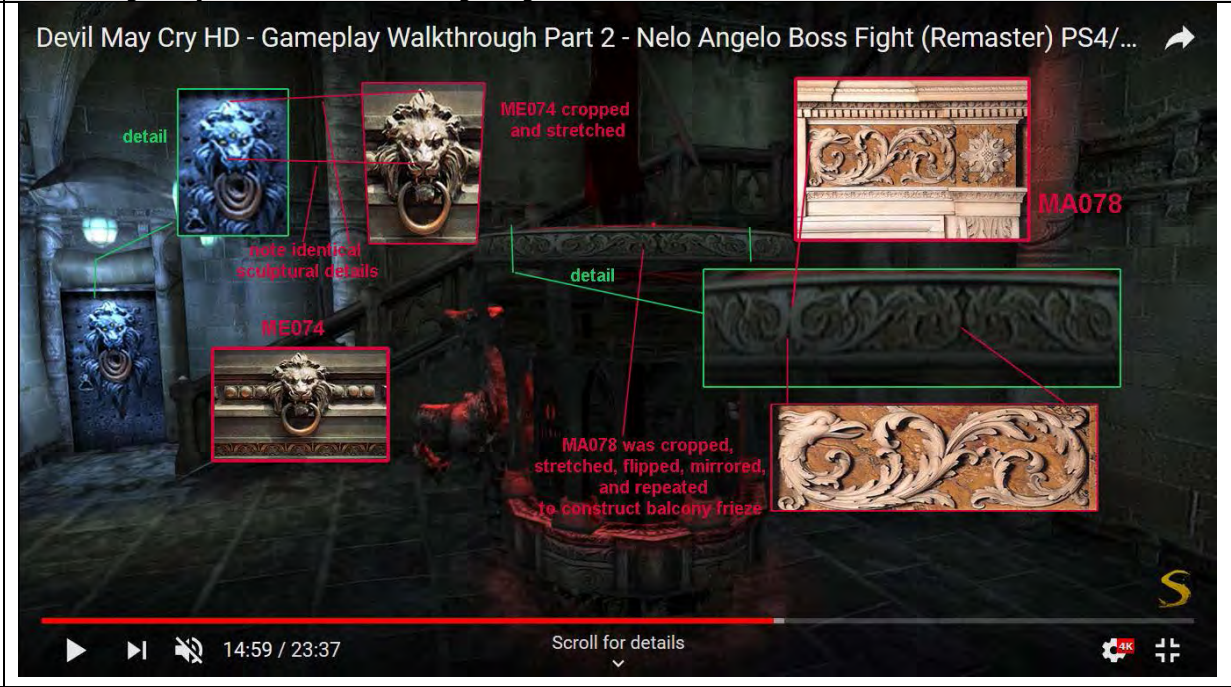


EXHIBIT "A"

Surfaces Original



MA078

Used by Capcom – Resident Evil 4

Resident Evil 4



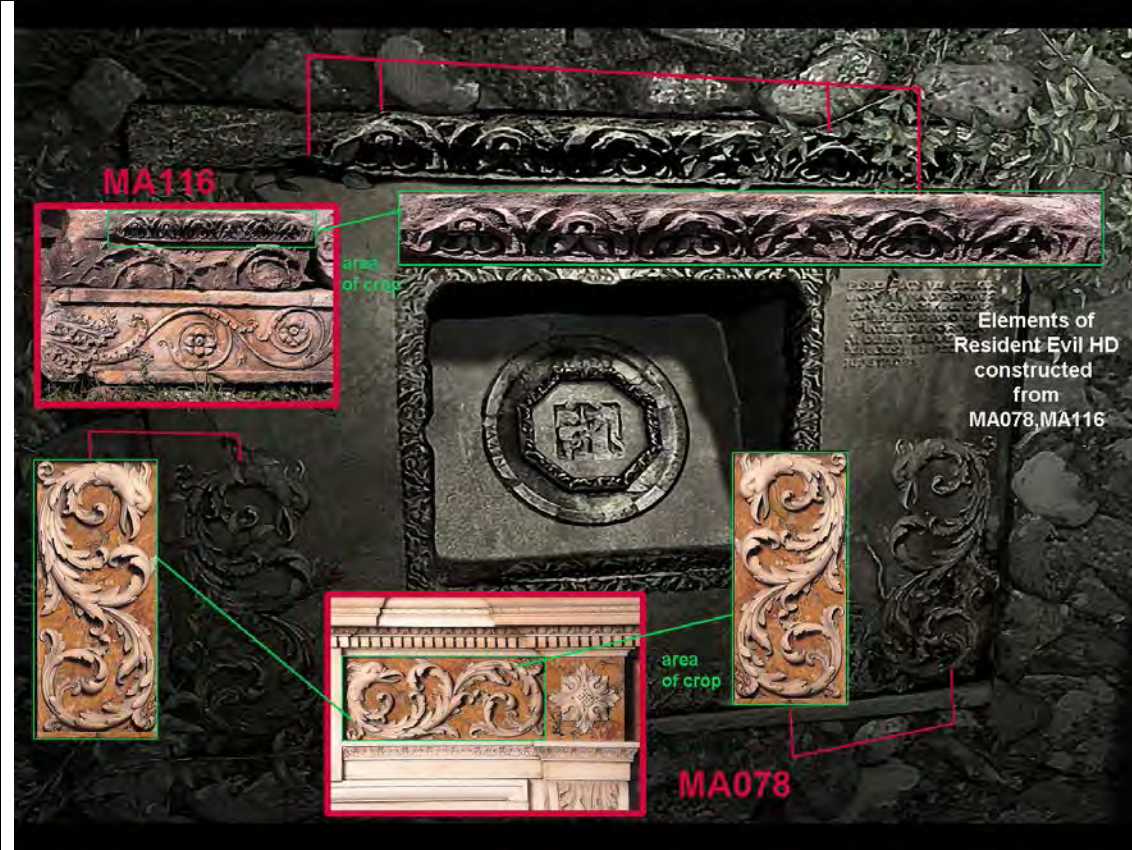
EXHIBIT "A"

Surfaces Original



MA078

Used by Capcom – Resident Evil HD



MA116

area of crop

Elements of Resident Evil HD constructed from MA078, MA116

area of crop

MA078

EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry



EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Care 1



Beginning of manipulation of MA079 to build wall ornament in Devil May Care 1.
Photo was cropped, duplicated, flipped and stretched.

Note duplicate ears

EXHIBIT "A"

Surfaces Original



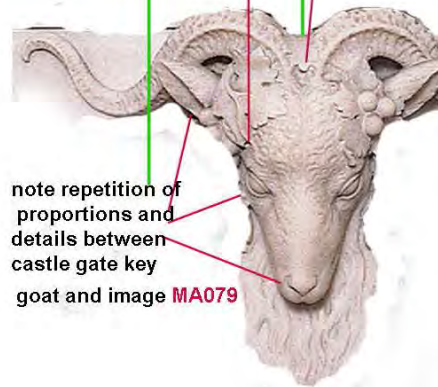
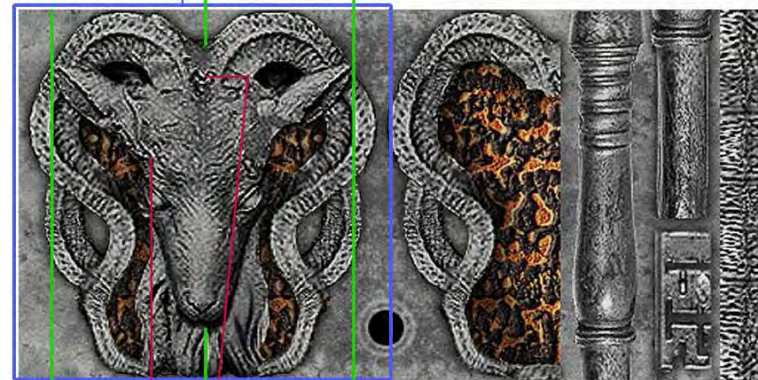
Used by Capcom – Resident Evil 4

Resident Evil 4



Enlargement of goat motif on Castle Gate Key

Castle Gate Key
A key designed with a goat motif.
This key opens the main gate into the castle.



Rough beginning to construction of Castle Gate Key goat from MA079.

note repetition of proportions and details between castle gate key goat and image MA079

MA079

area of detail



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake

RE Remake



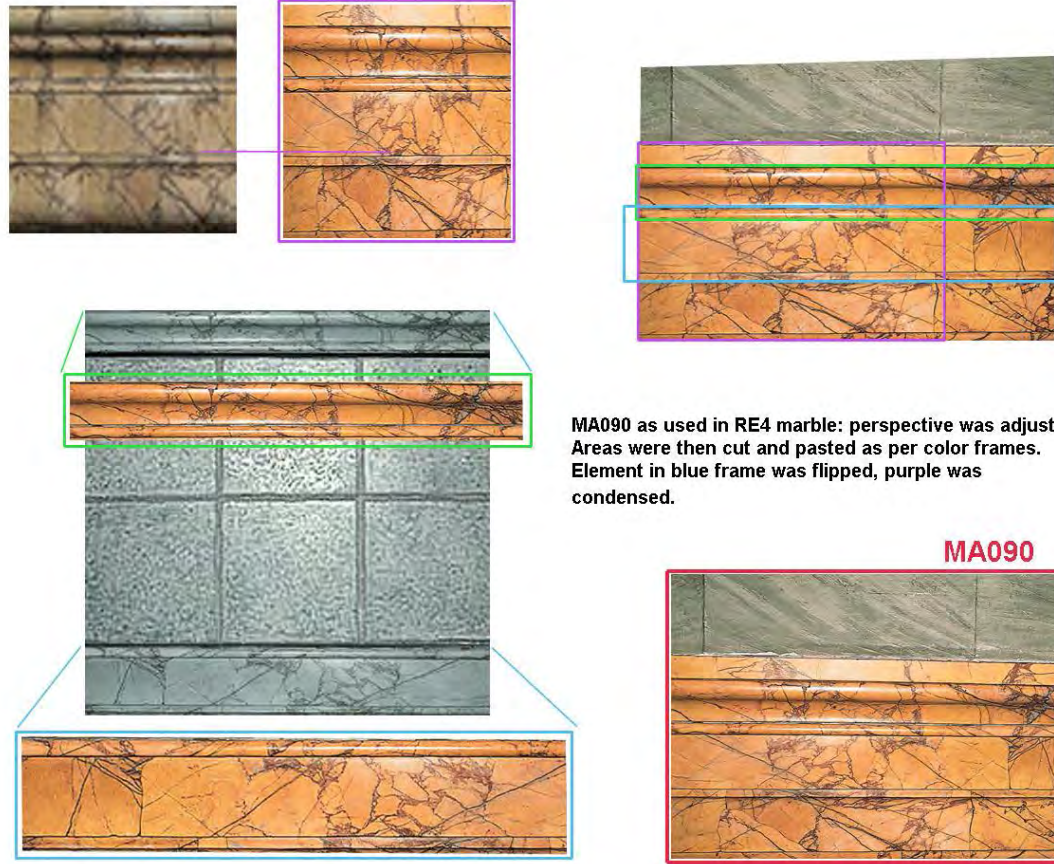
EXHIBIT "A"

Surfaces Original



MA090

Used by Capcom – Resident Evil 4



MA090 as used in RE4 marble: perspective was adjusted. Areas were then cut and pasted as per color frames. Element in blue frame was flipped, purple was condensed.

MA090

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4



RE4 as built from MA092



area of crop

MA092

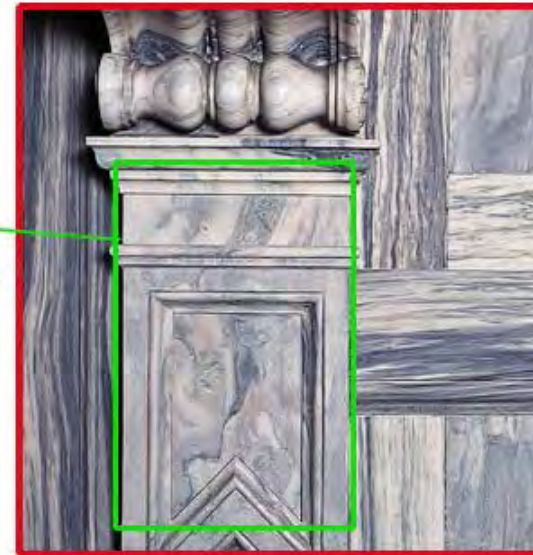


EXHIBIT "A"

Surfaces Original

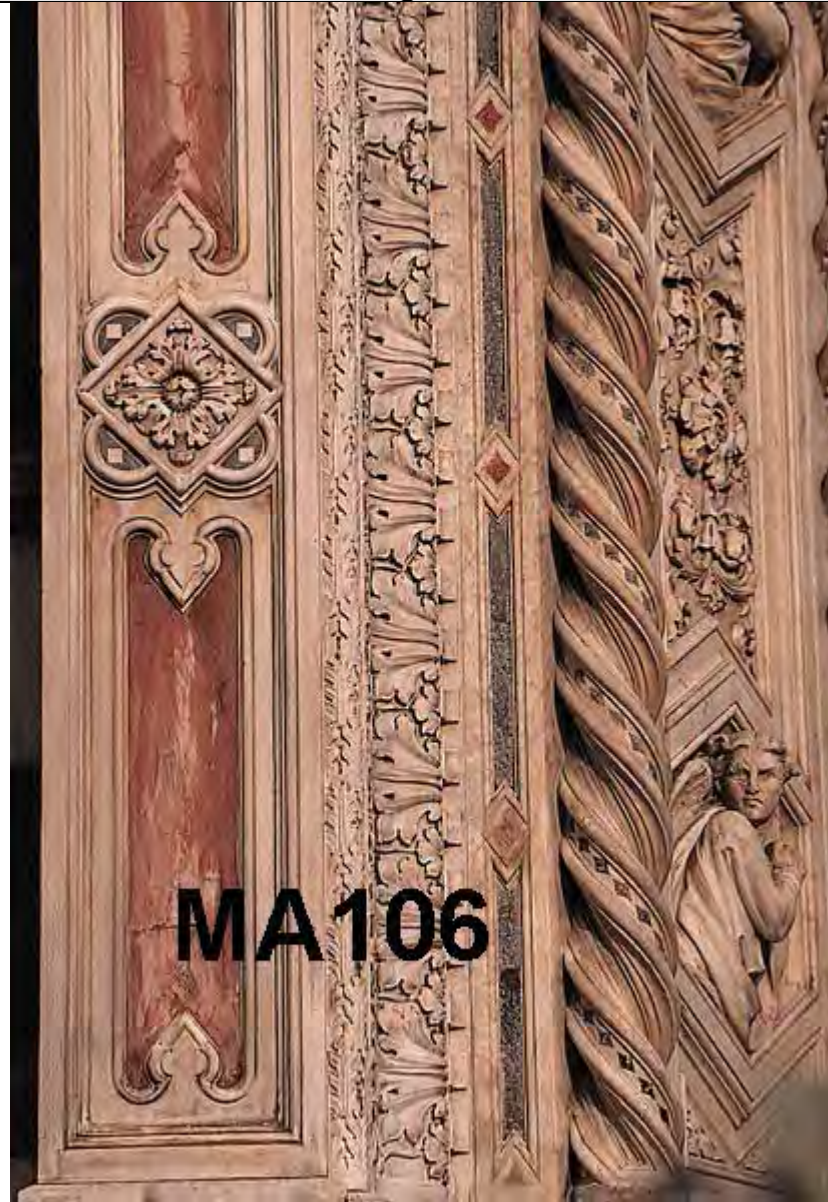


Used by Capcom – Devil May Cry



EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry



EXHIBIT "A"

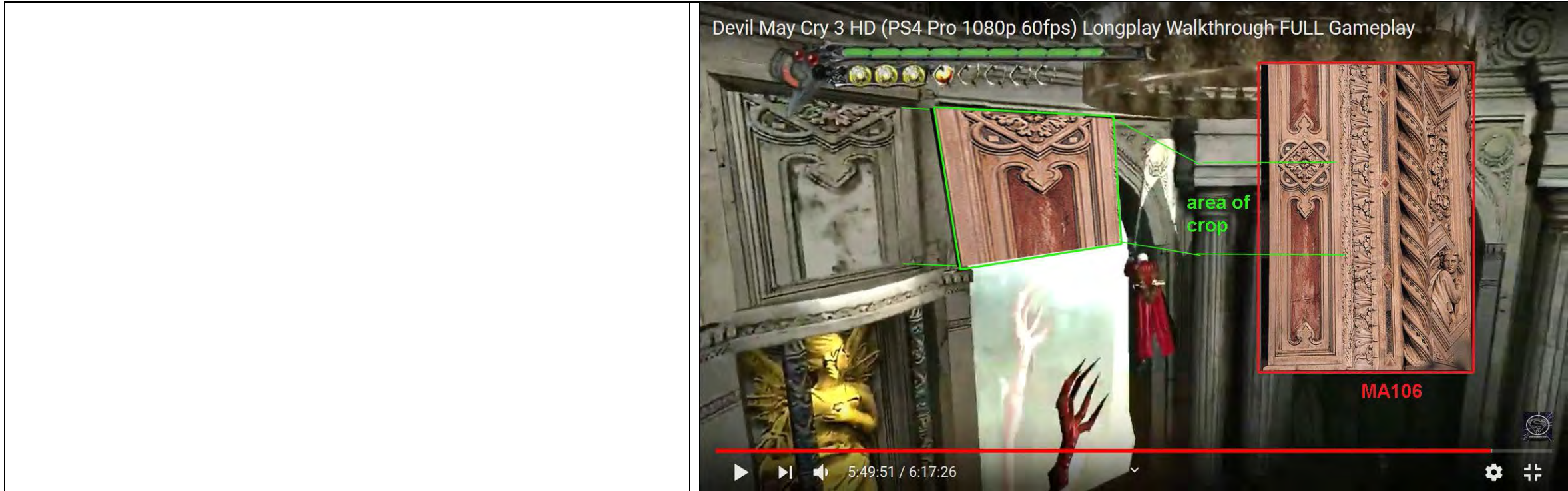
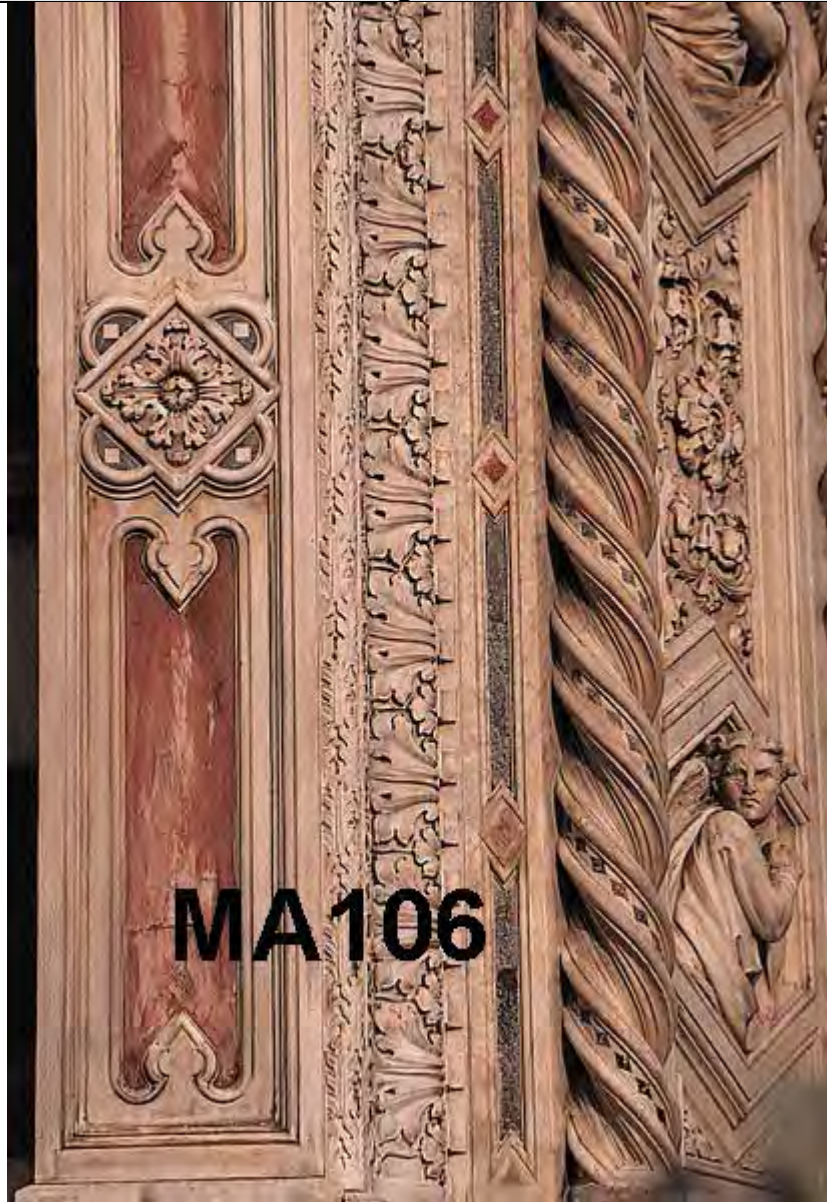


EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry

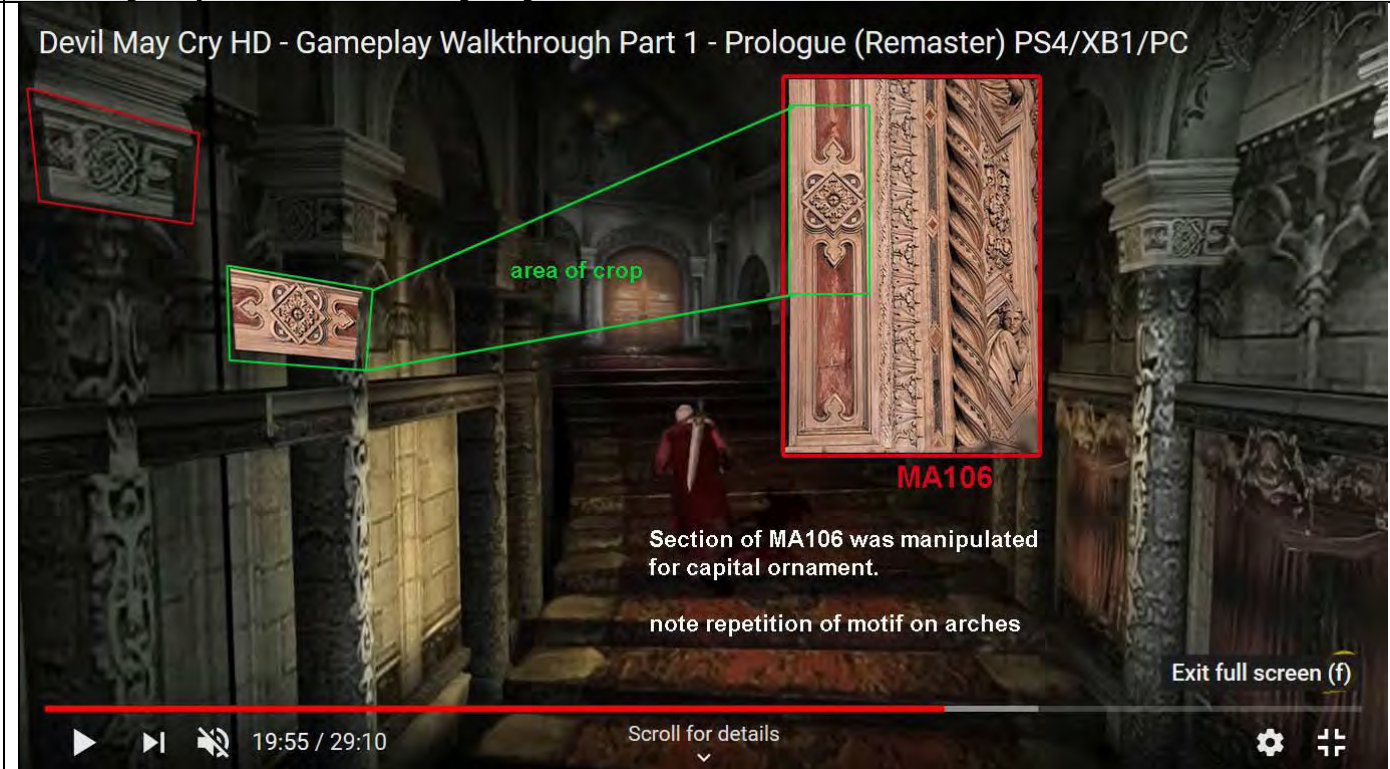


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

Let's Play Resident Evil 4: Ultimate HD - Chapter 3-4 - Ashley's Adventure

A screenshot from the video game Resident Evil 4 showing a stone fireplace in a room. The character Ashley Graham is visible in the foreground. Several red boxes and lines highlight specific architectural details. A box labeled "MA116" points to the top decorative row of the mantel. A box labeled "MA077" points to a scrollwork detail on the left side of the mantel. A larger box labeled "MA127" encompasses the central part of the mantel and the fireplace opening. A text box within this area reads "constructed from: MA077 MA116 MA127". A box labeled "MA127" also points to a circular medallion detail on the right side of the mantel. The video player interface at the bottom shows a progress bar at 8:35 / 15:33, a "Scroll for details" prompt, and standard video controls.

EXHIBIT "A"

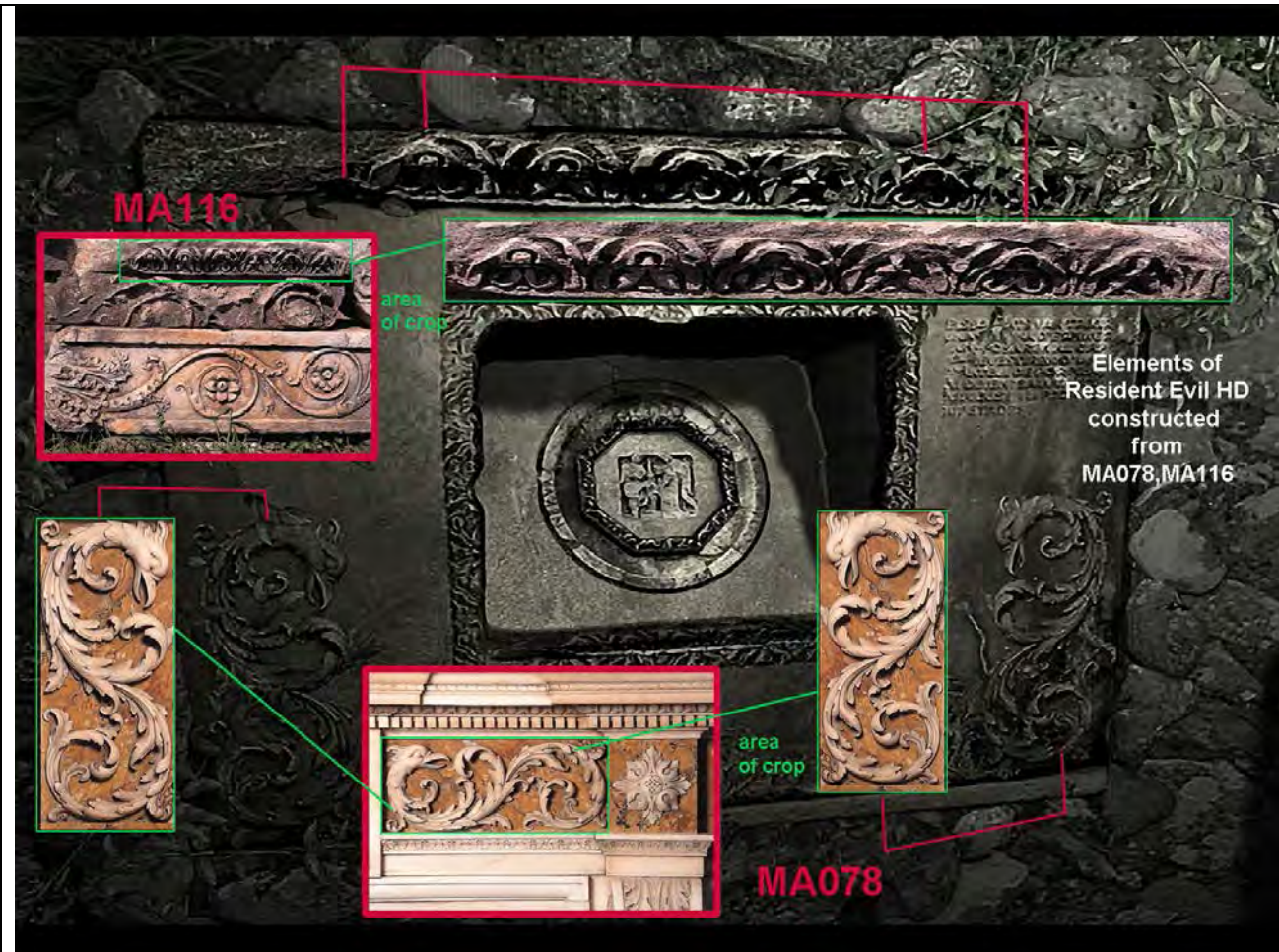
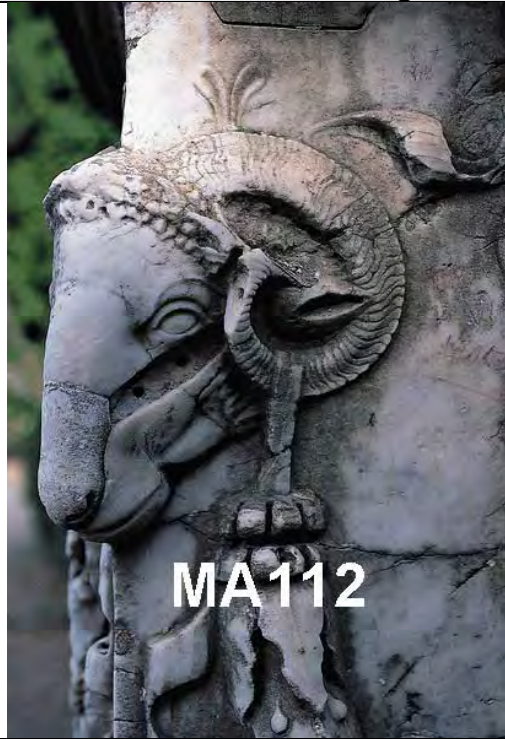


EXHIBIT "A"

Surfaces Original

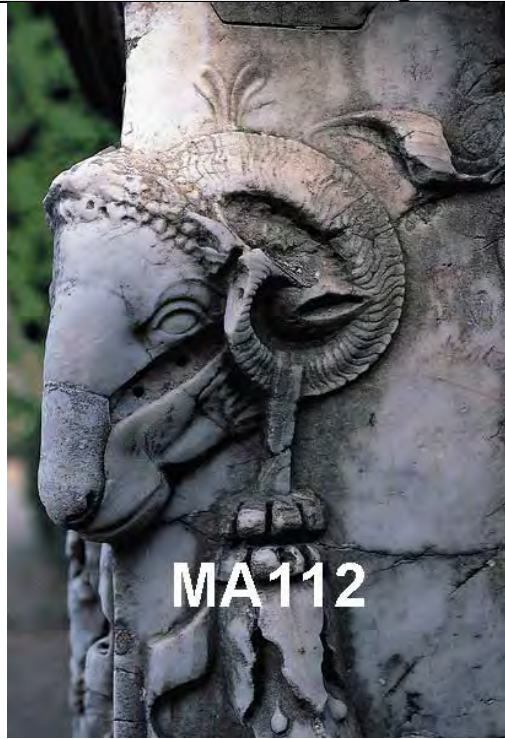


Used by Capcom – Devil May Cry 1



EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry 4

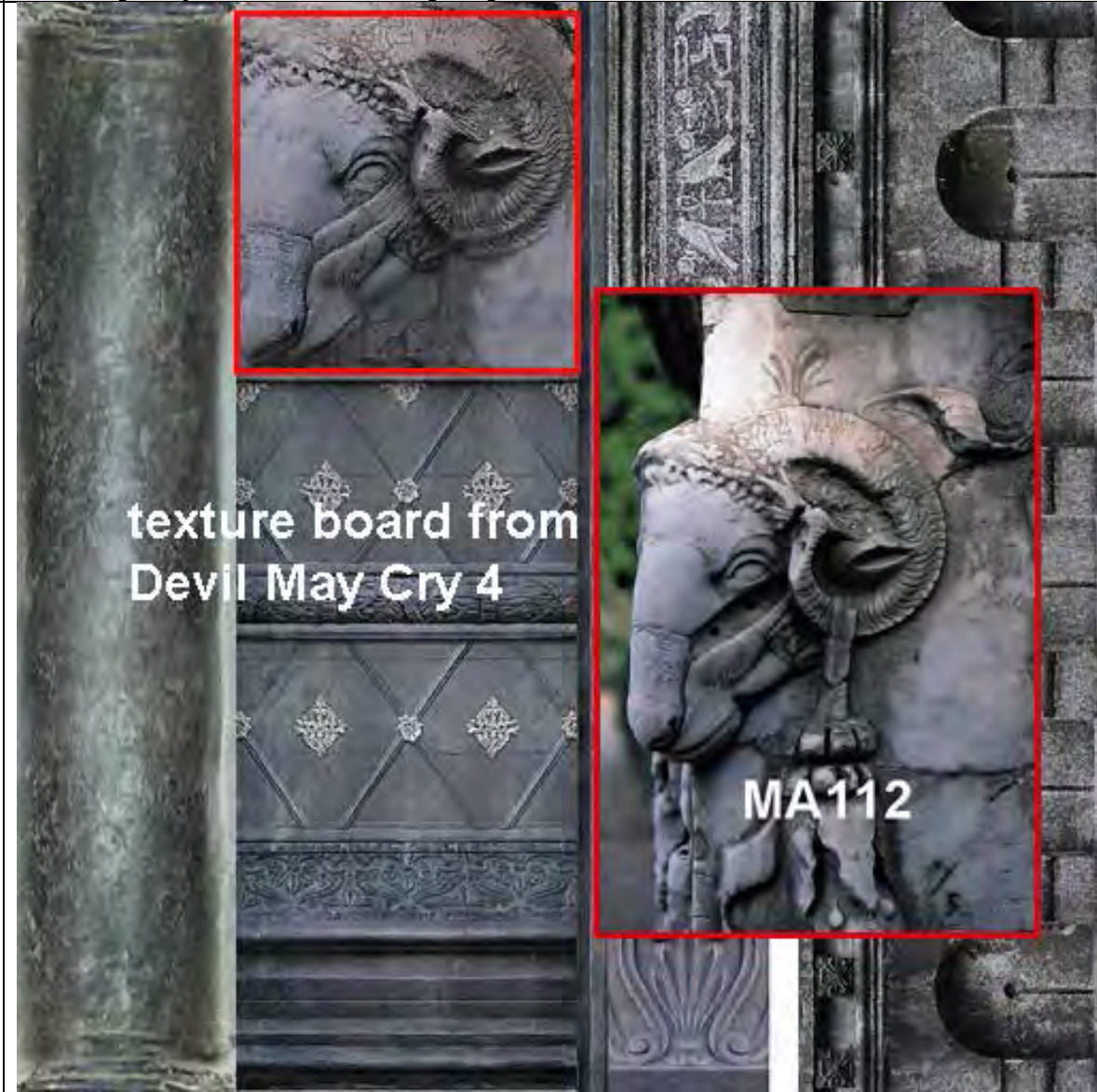
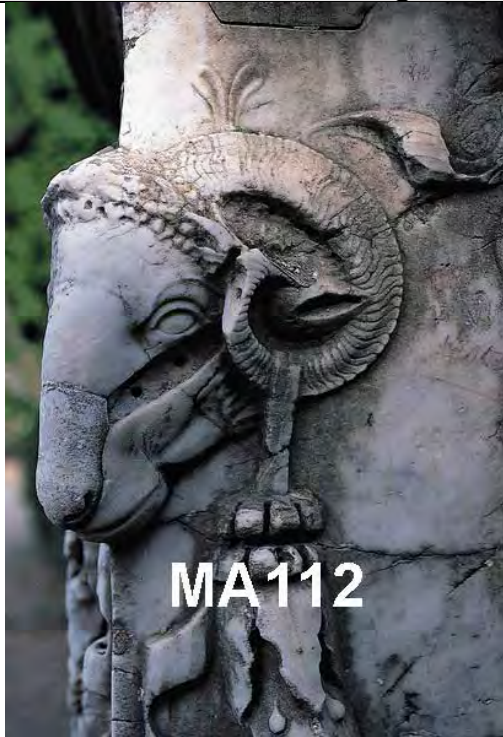


EXHIBIT "A"

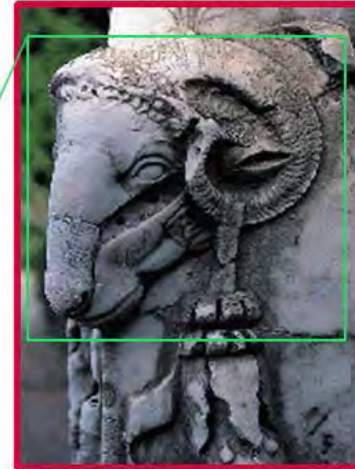
Surfaces Original



Used by Capcom – Resident Evil Book

Ram motif was built from cropping and manipulating MA122

area of crop



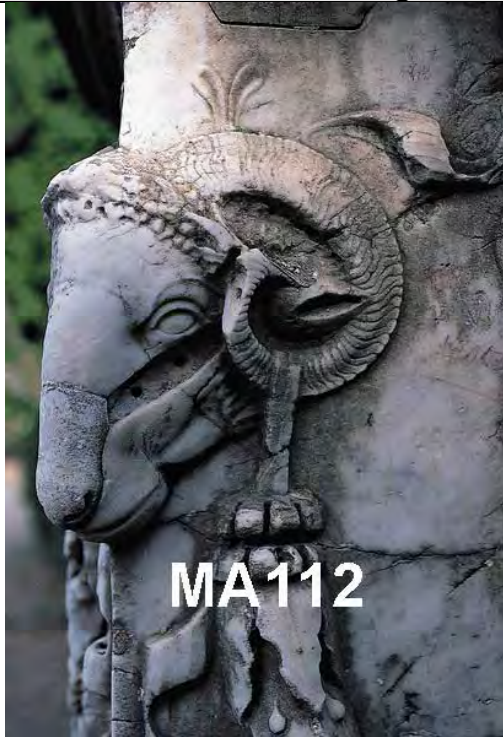
MA122



Resident Evil book

EXHIBIT "A"

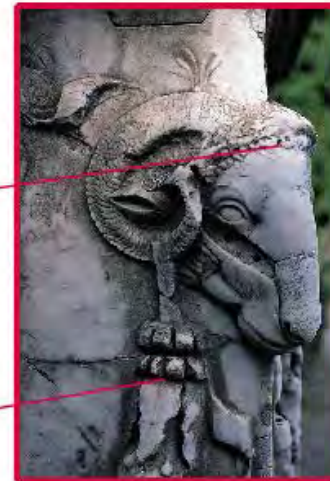
Surfaces Original



Used by Capcom – Resident Evil 4

Resident Evil 4

Detail (as viewed from front)
of Resident Evil 4 pipe
that was constructed from
MA122



MA122



EXHIBIT "A"

Surfaces Original



ME061 rotated and used in DMC2

Used by Capcom – DMC2



DMC2 scenery

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil UC



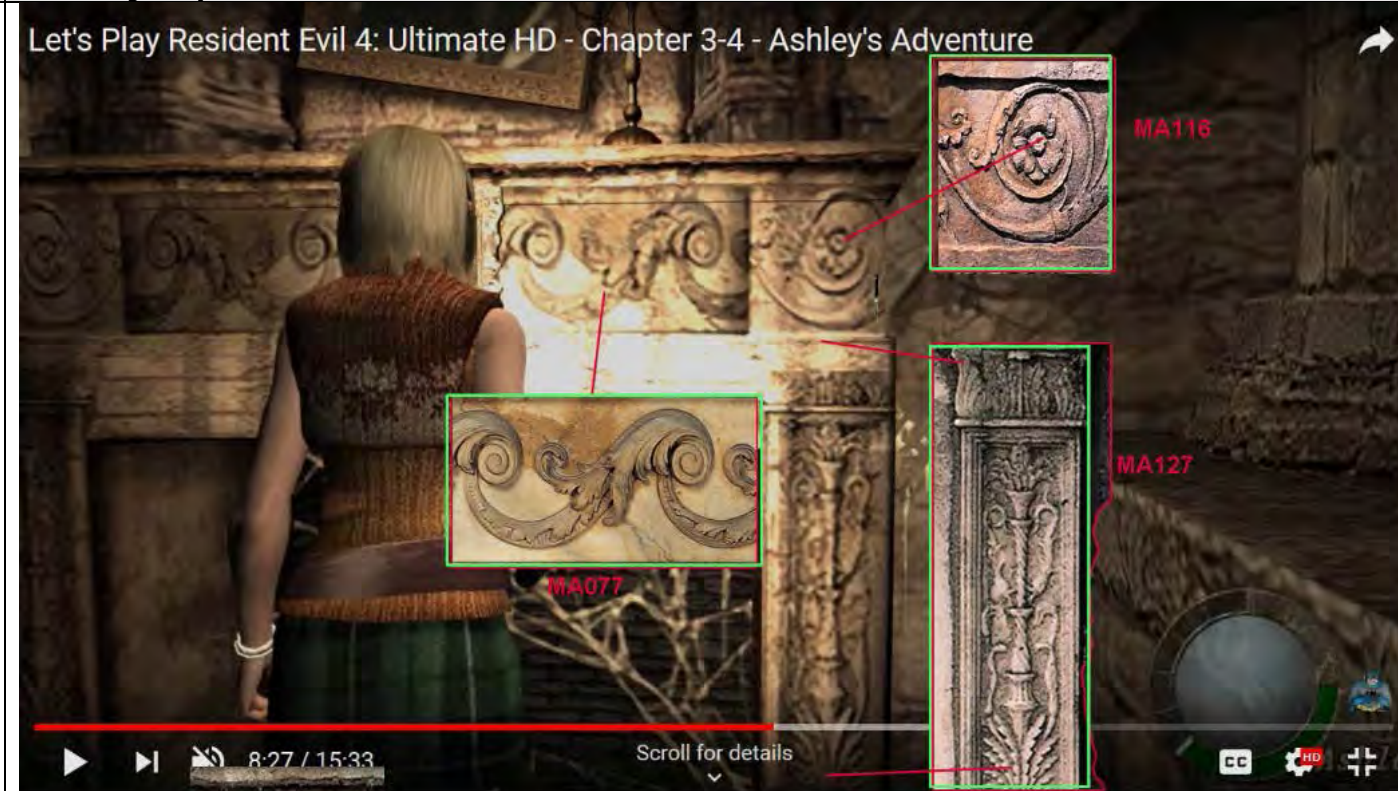
**ME075 used in construction of
REUC library baseboard**

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4



construction from
MA077, MA127
MA116



MA127



MA077

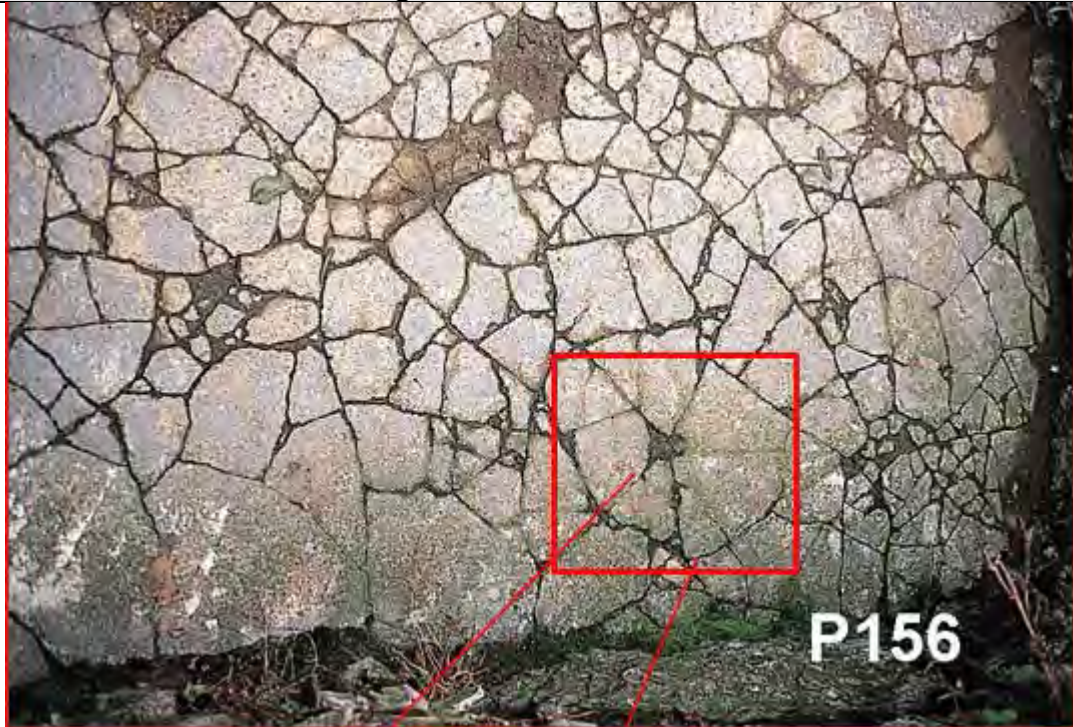


MA116

areas of cropped images used to build fireplace

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Outbreak File

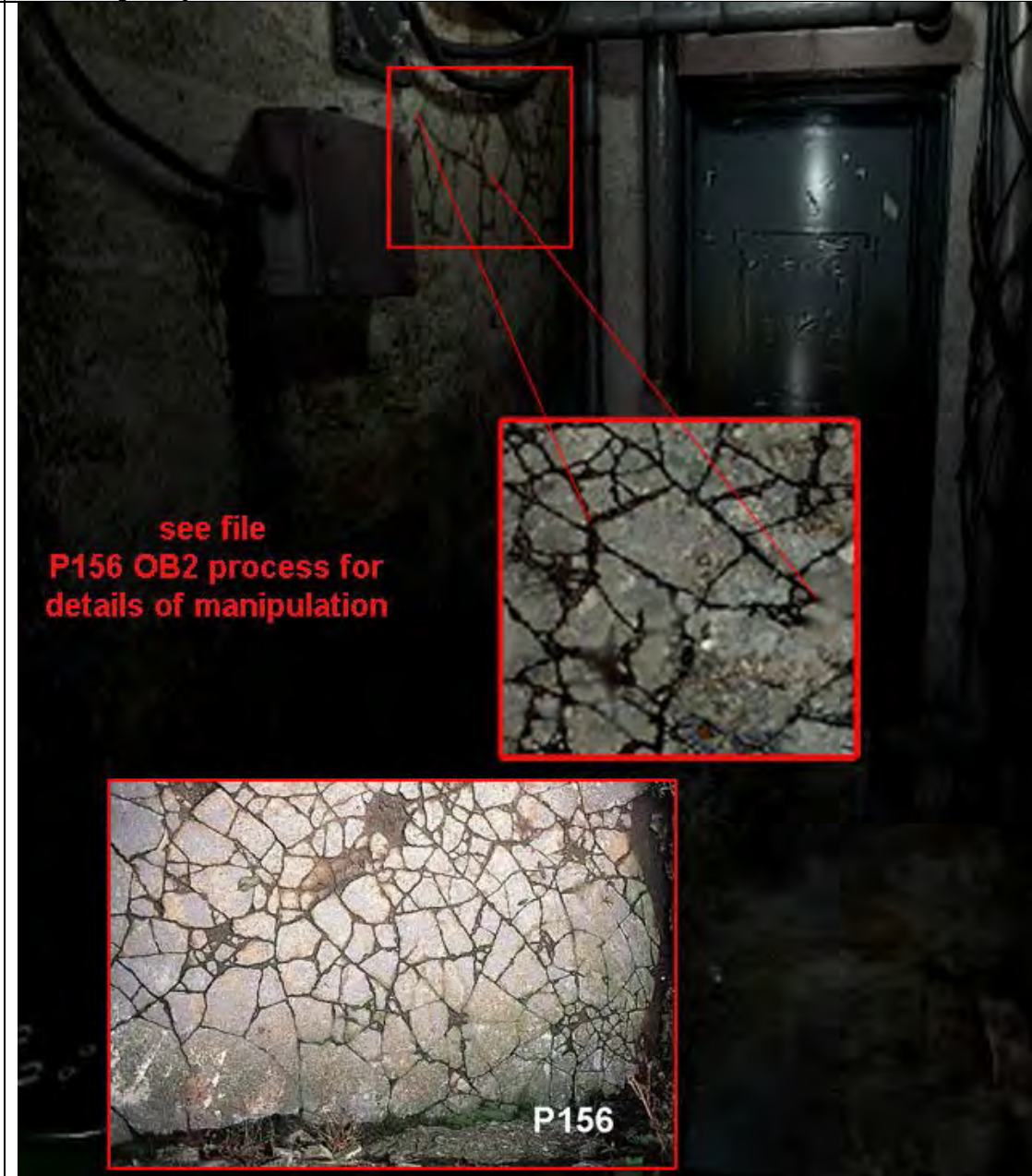
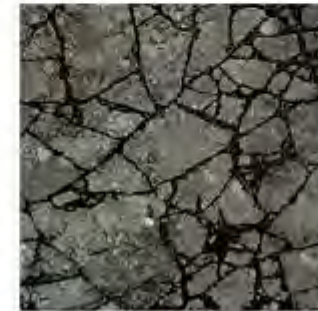


EXHIBIT "A"



**Partial
usage
(made
seamless)**



Full usage

EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry HD

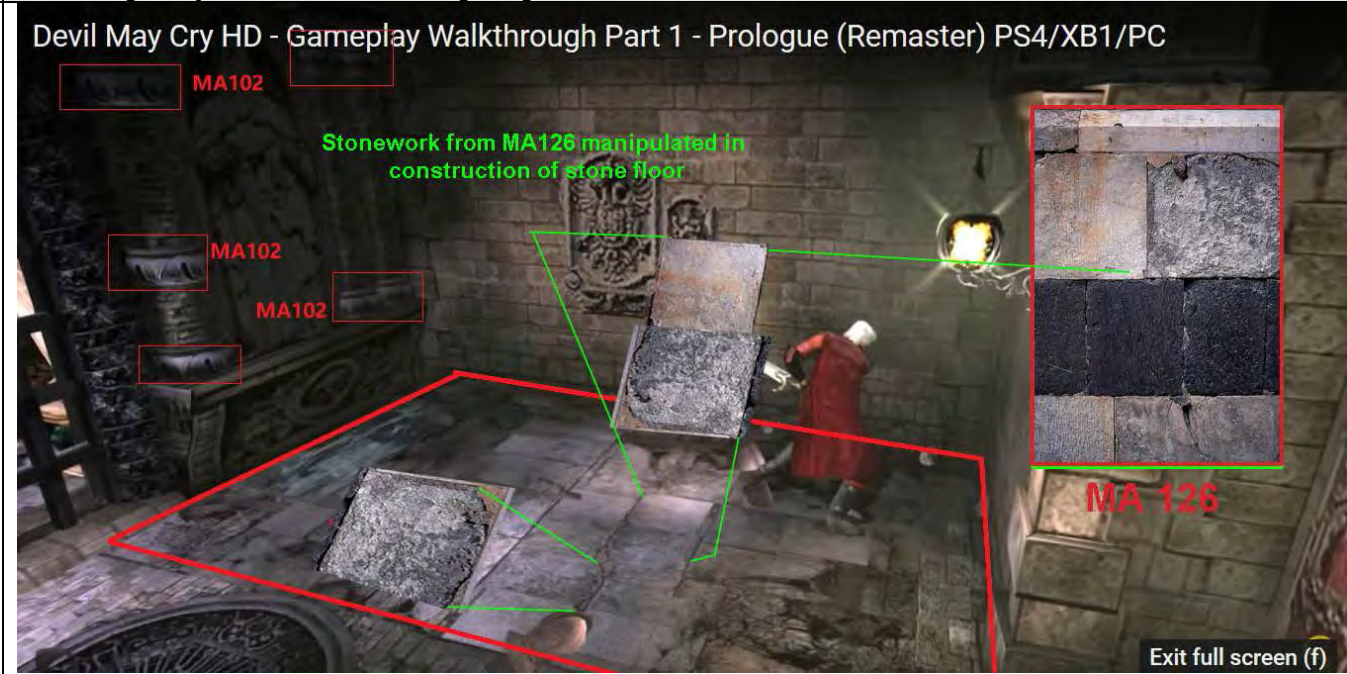
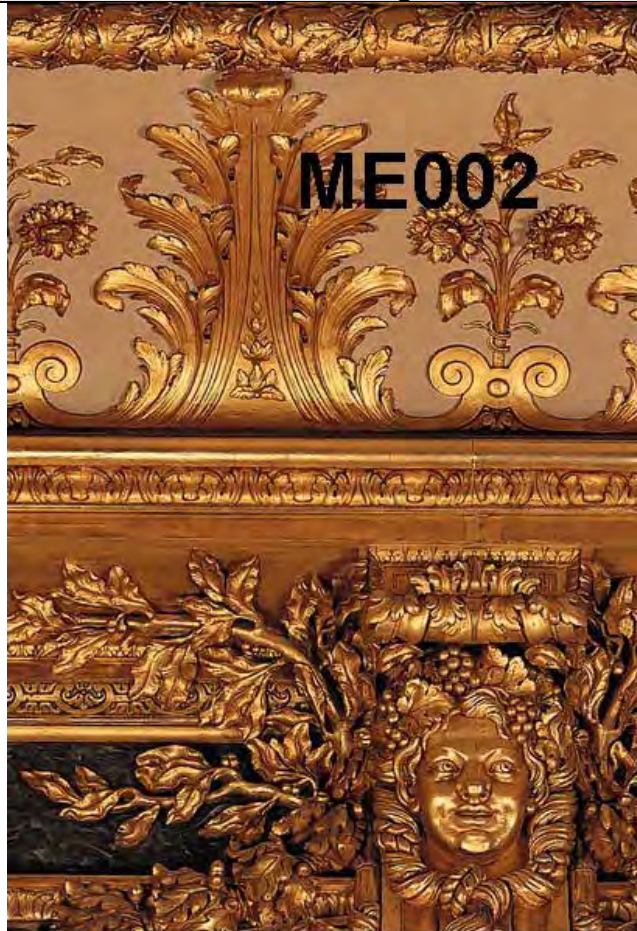


EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry

A screenshot from the video game Devil May Cry, Mission 17, titled "PARTED MEMENTO". The scene shows a dark, arched doorway with a ram's head above it. Several red annotations are present: a red arrow points from the text "MA079 stretched as in beginning construction of Devil May Cry door detail." to a white inset image of a ram's head; another red arrow points from the text "detail flipped and manipulated" to a red-bordered inset image of a golden leaf pattern; and a third red arrow points from the text "ME 002" to another red-bordered inset image of a golden leaf pattern. At the bottom, a red-bordered inset image of a ram's head is shown next to the text "MA 079 Slash away at the dragon and enter the court with the 'Quicksilver'". The game's title "Devil May Cry" and "Mission 17" are visible at the top in a red, stylized font.

EXHIBIT "A"

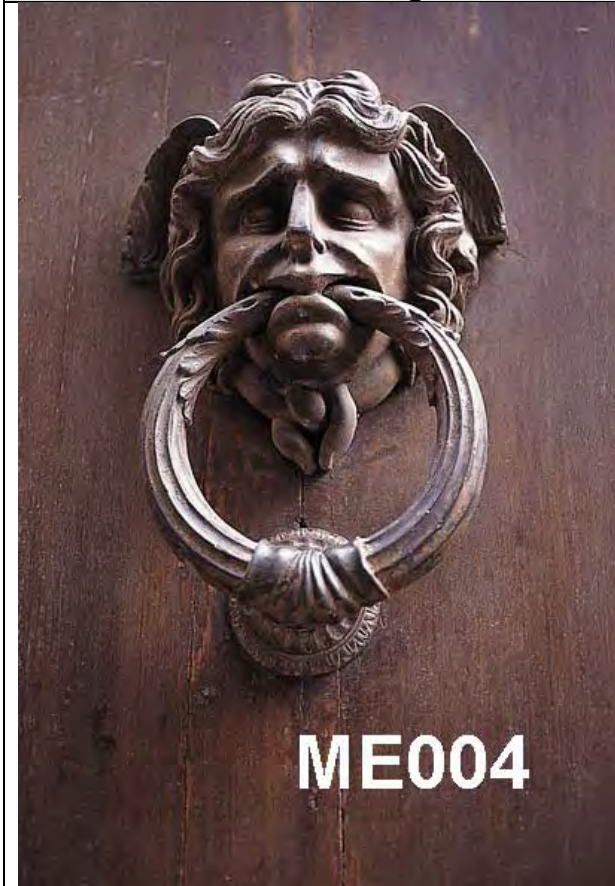
Devil May Cry 3



ME002

EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry

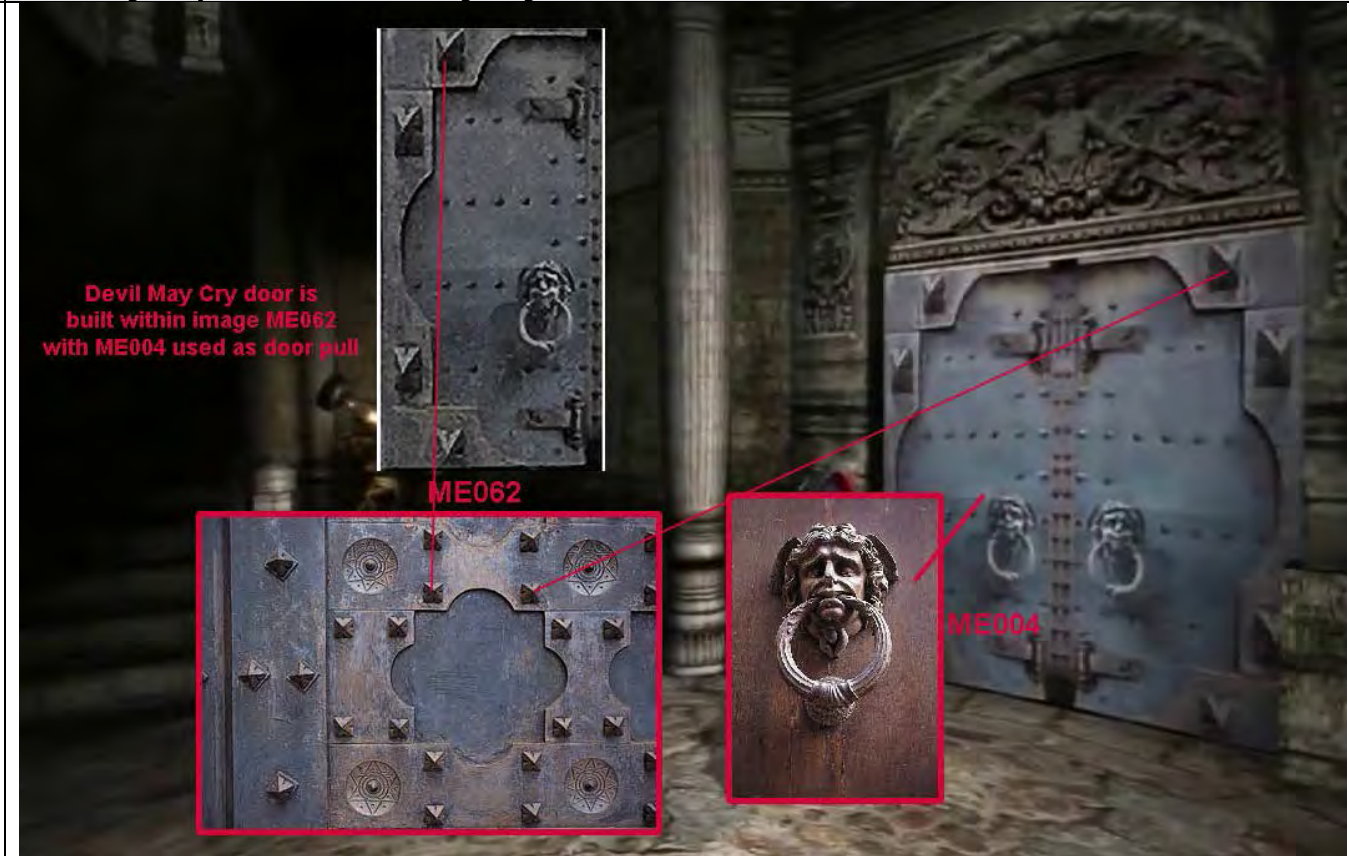
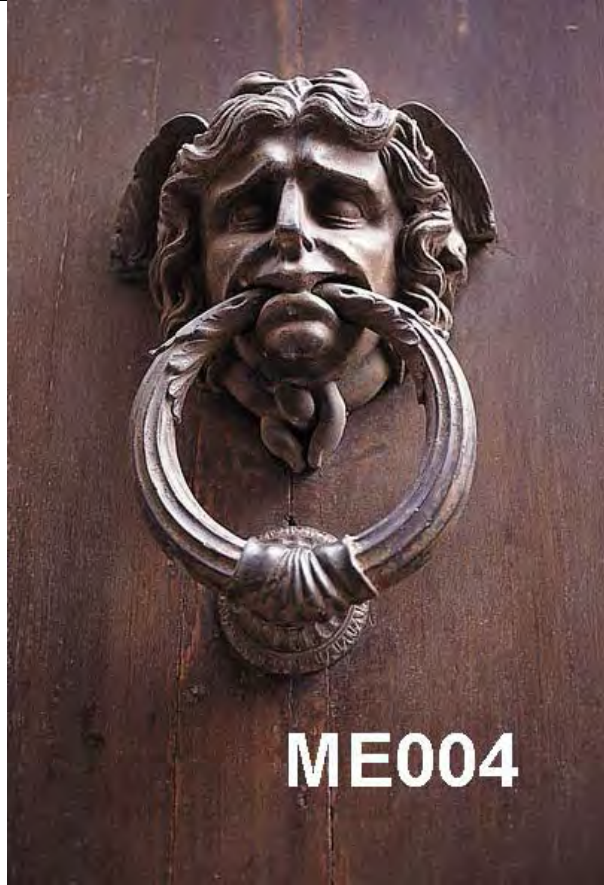


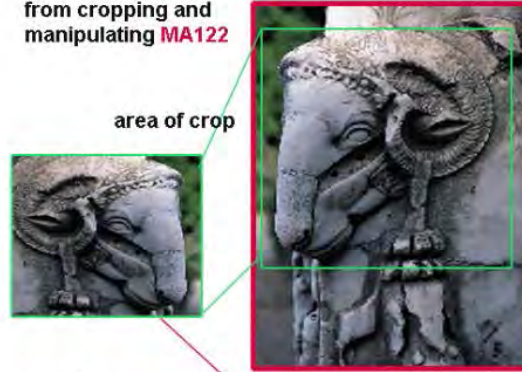
EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Book

Ram motif was built from cropping and manipulating MA122



area of crop



Face motif was cropped and manipulated from ME004



area of crop



ME004

note that door knocker was removed from face to build face element in book.

ME064



area of crop



section from RE book



flipped

section built from ME064. (face is from RE book as based on ME004)

Scroll motif was built by cropping from ME064, and manipulating cropped section.

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil



ME007 with granite texture overlay.

note exact repetition of motifs, highlights and shadows on jewellery boxes from ME007.



ME007



ME007 with silver overlay.

Resident Evil & Resident Evil HD

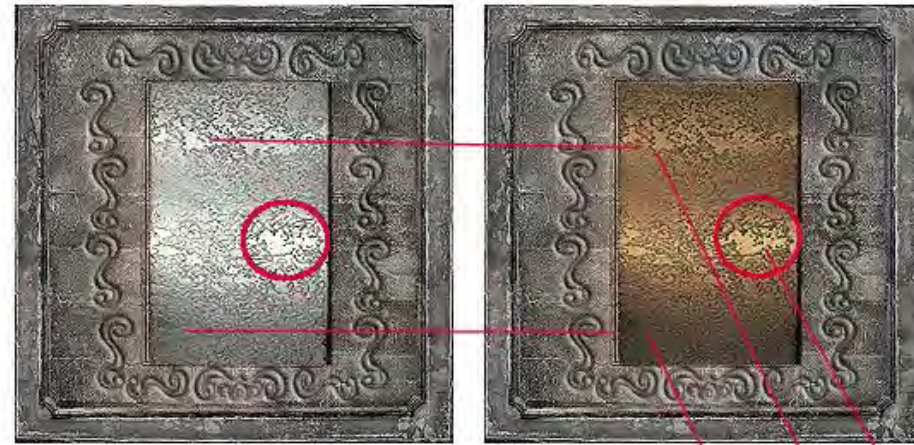
EXHIBIT "A"

Surfaces Original



ME009

Used by Capcom – Resident Evil



note multiple common shapes
between ME009 and both
frame interiors.

ME009



area
of
crop



ME009 cropped
and scaled to
fit inside of frames

Resident Evil 4

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil



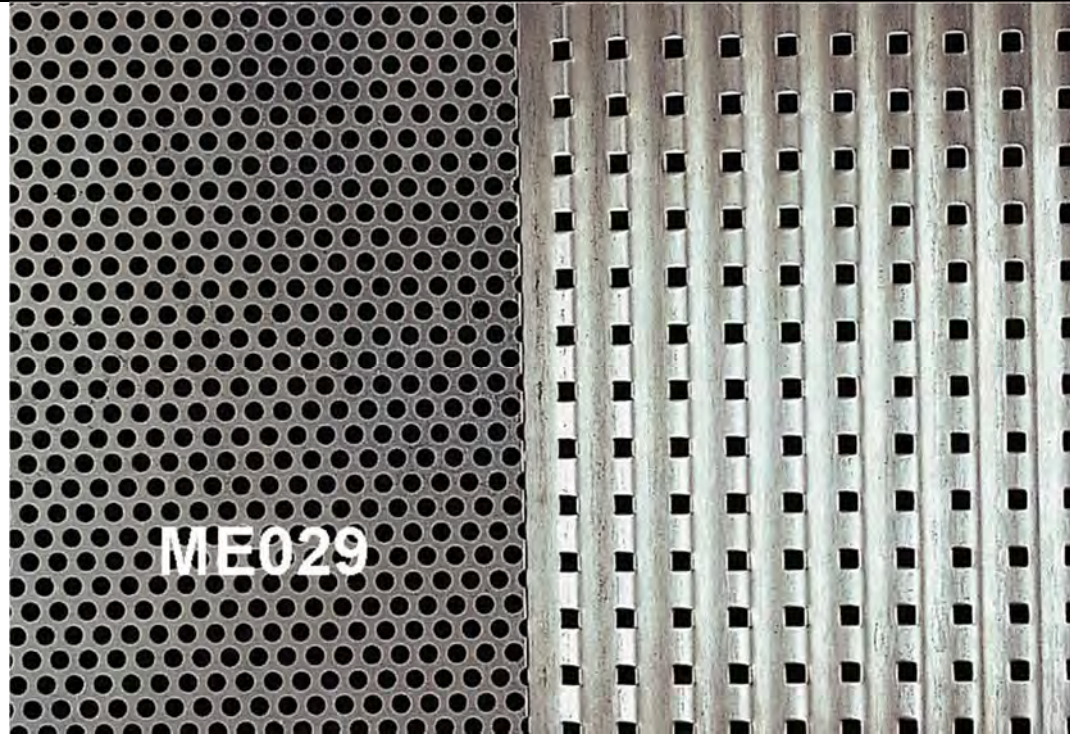
**RE4
ornament**



ME018

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil UC

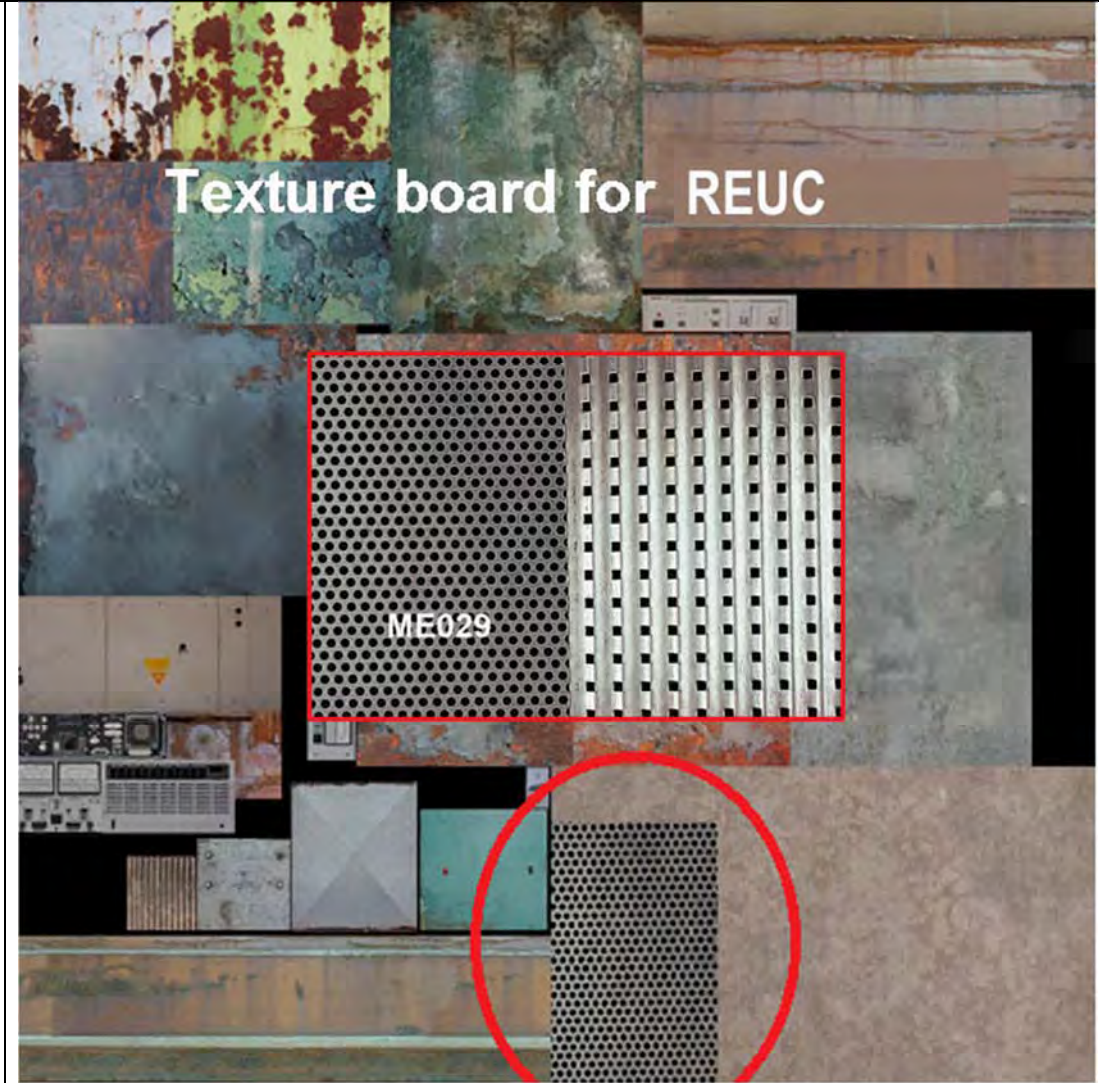


EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC1 & DMC2 & RE Remake



EXHIBIT "A"



EXHIBIT "A"

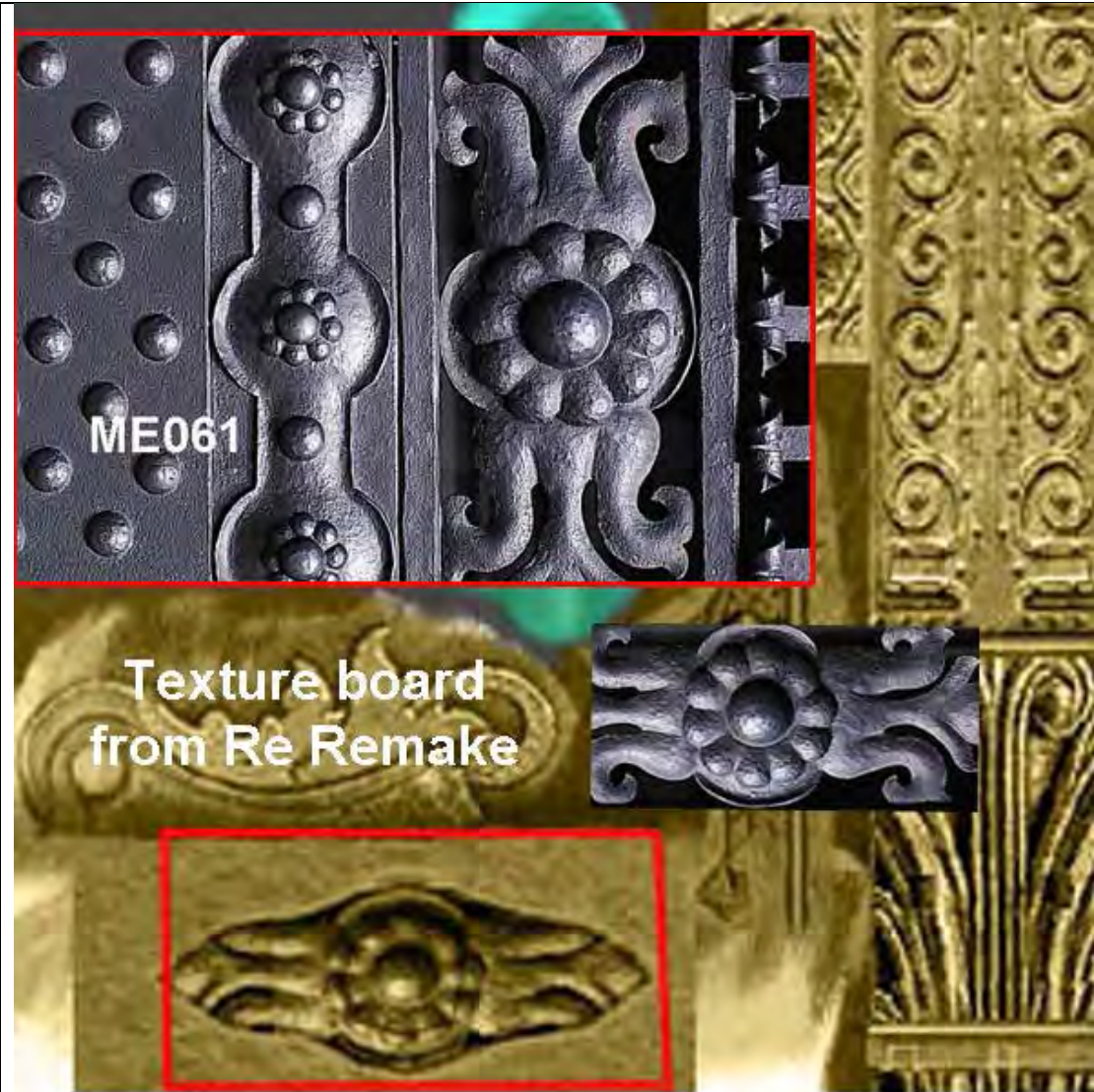


EXHIBIT "A"

Surfaces Original



Used by Capcom – Devil May Cry



EXHIBIT "A"

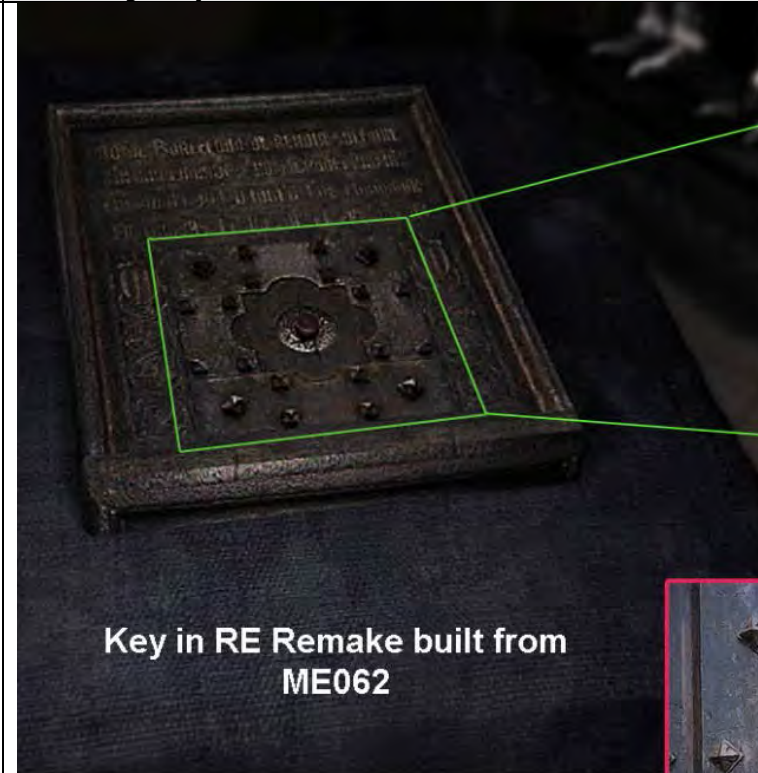


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake



beginning manipulation of ME062



ME062

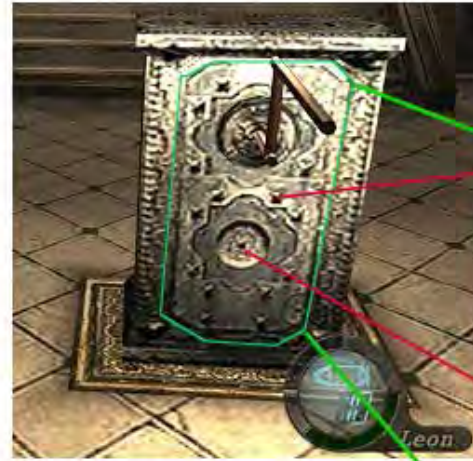


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4



note repetition of interior shapes and details.



ME062
cropped and roughly manipulated for beginning construction of Resident Evil 4 crank box.

ME062

crop line

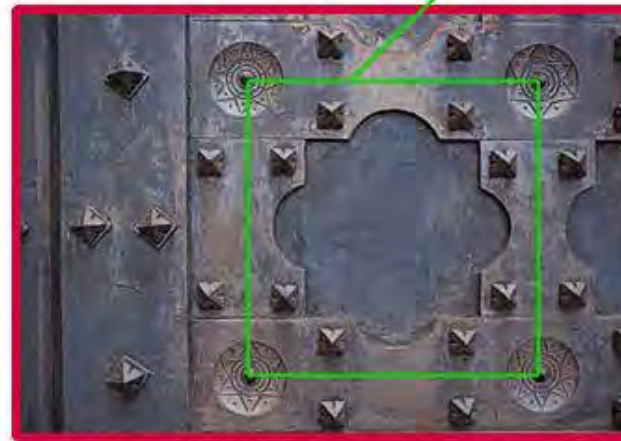


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4



ME062 was cropped and manipulated to form element in puzzle key

area of crop



ME062

EXHIBIT "A"

Surfaces Original



Used by Capcom -DMC 1



areas of crop

**ME064 as manipulated for element in
DMC1**



ME064

EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC

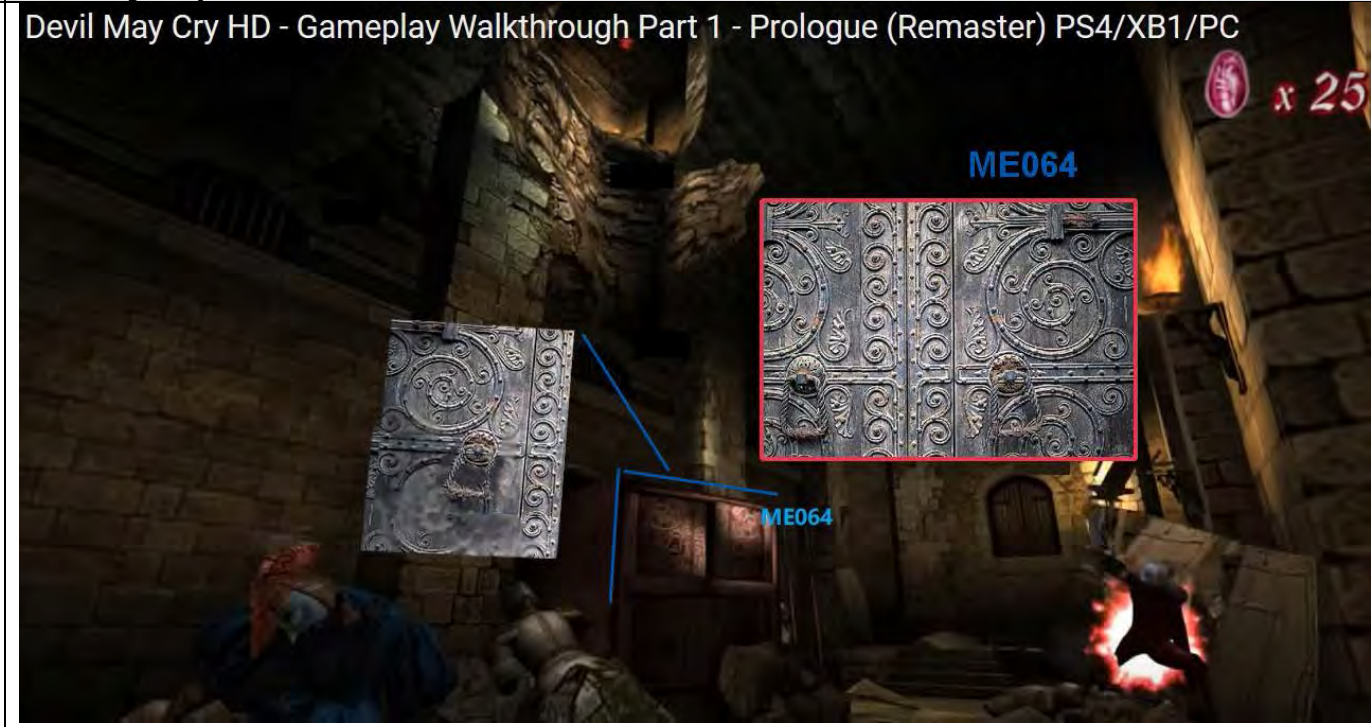


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake

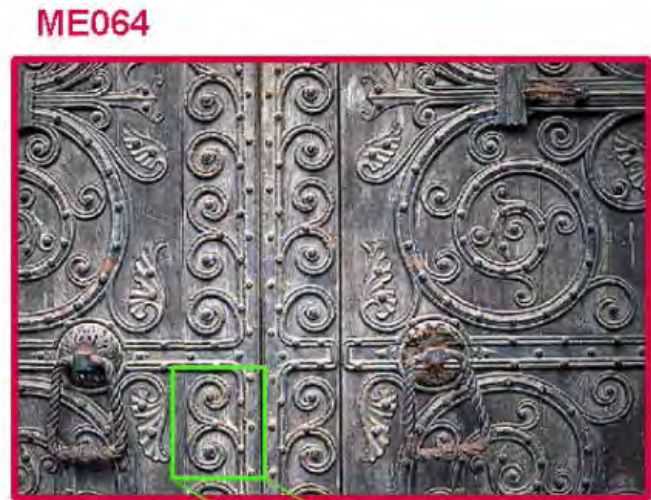


EXHIBIT "A"

Surfaces Original

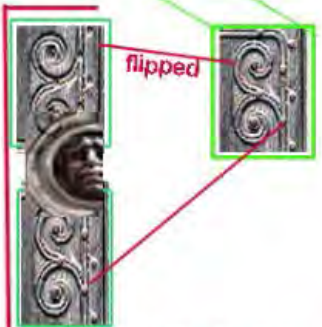


Used by Capcom – Resident Evil book



area of crop

section from RE book



section built from ME064. (face is from RE book as based on ME004)

Scroll motif was built by cropping from ME064, and manipulating cropped section.

note that door knocker was removed from face to build face element in book.

EXHIBIT "A"

Surfaces Original

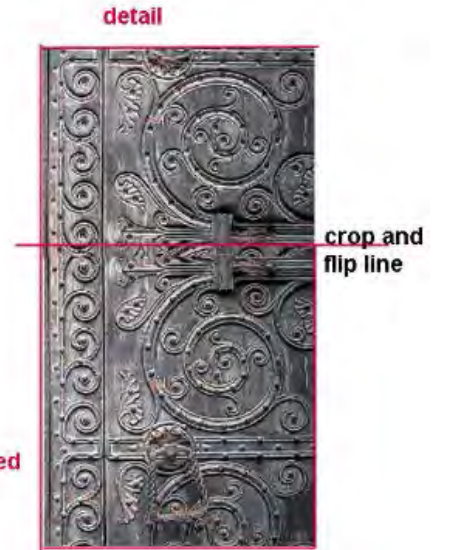


Used by Capcom – Resident Evil 4



ME064

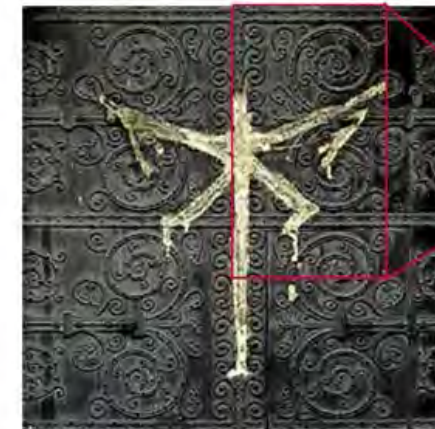
ME064 was cropped and flipped in construction of RE4 doors



crop and flip line



RE4 doors



area of detail

Resident Evil 4

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4



Enlargement of hourglass detail

Hourglass motif was built on cropped and manipulated ME066

ME066



Resident Evil 4

EXHIBIT "A"

Surfaces Original

Used by Capcom – Resident Evil HD

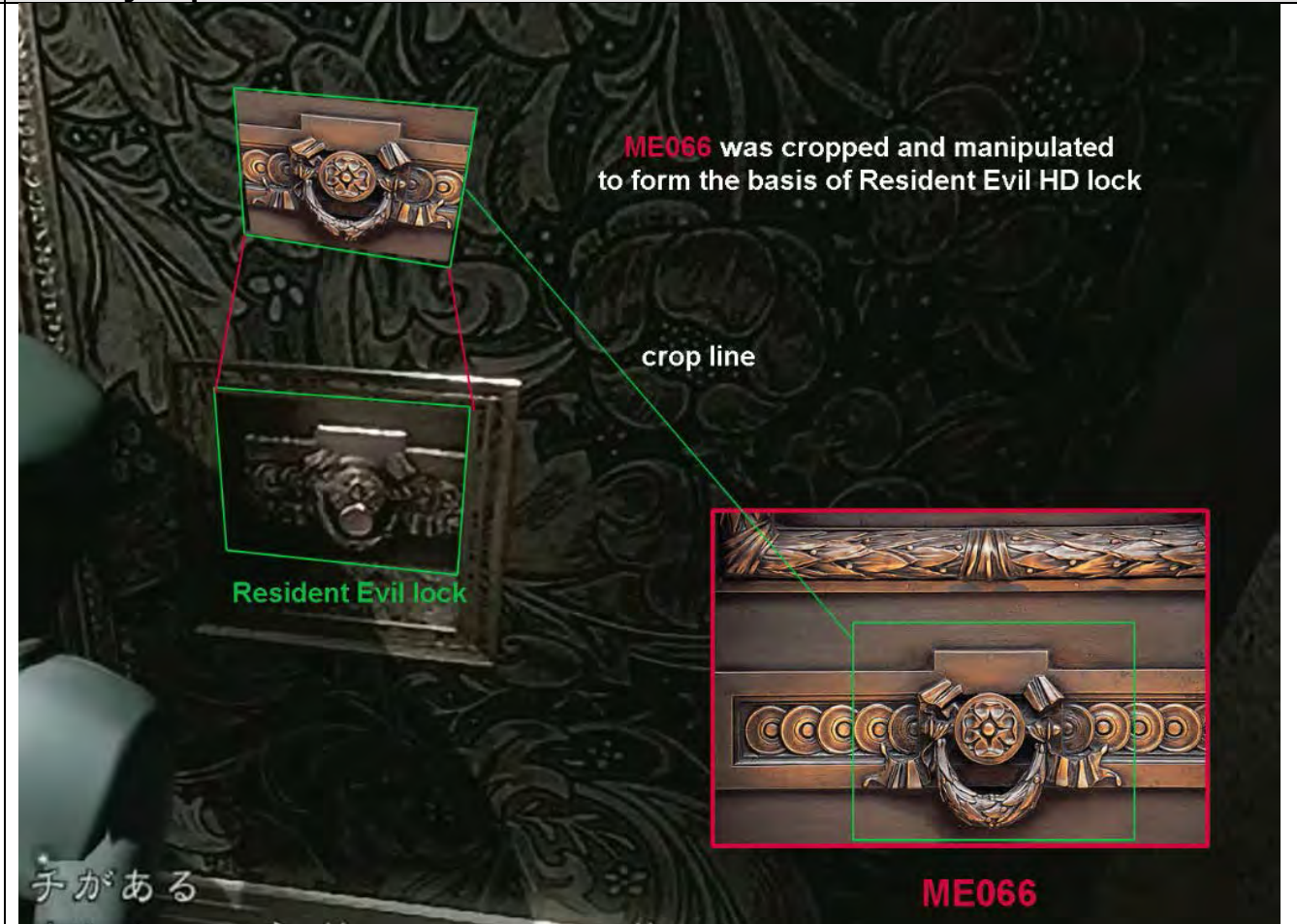


EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC1 and RE Remake



EXHIBIT "A"

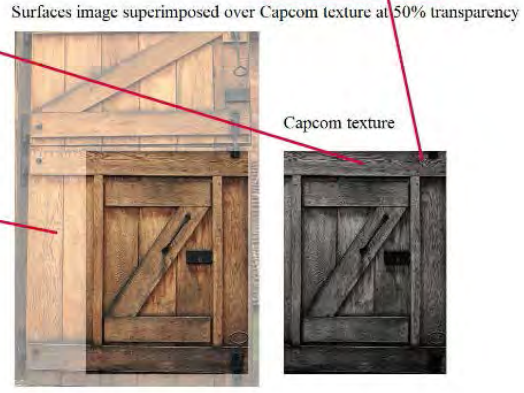
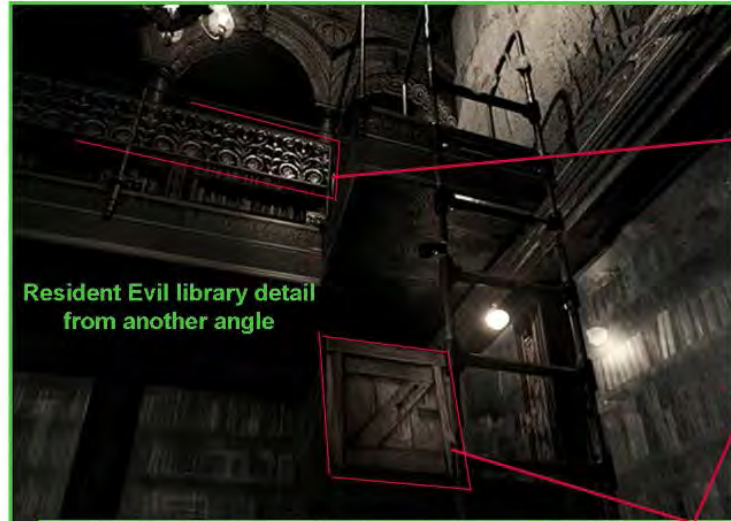


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil



Resident Evil library and RE Umbrella Corps

EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC



EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC



EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC HD

Devil May Cry HD - Gameplay Walkthrough Part 2 - Nelo Angelo Boss Fight (Remast

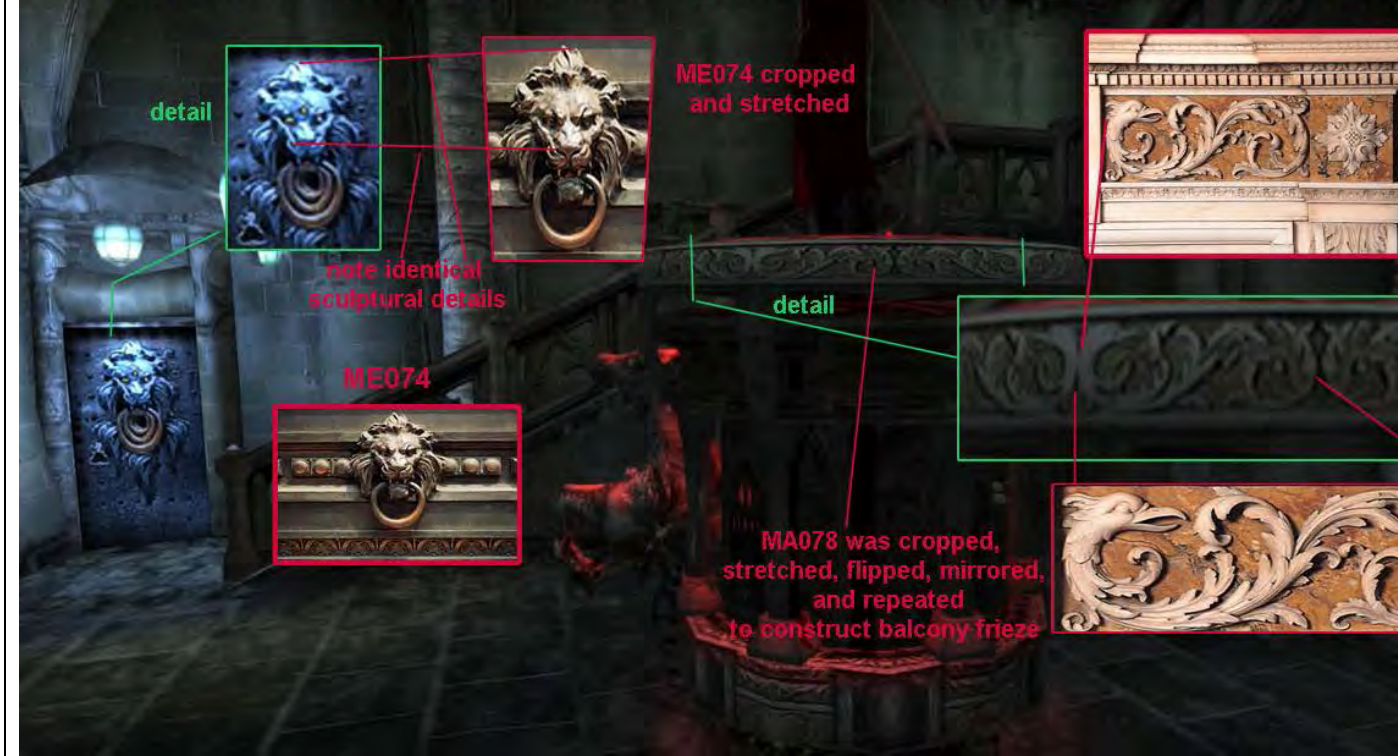


EXHIBIT "A"

Surfaces Original

Used by Capcom – Resident Evil



Basic manipulation
of ME074 to build
Resident Evil shield key



Enlarged view
of shield key



area of crop

ME074

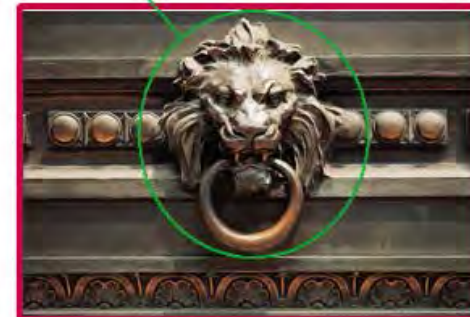
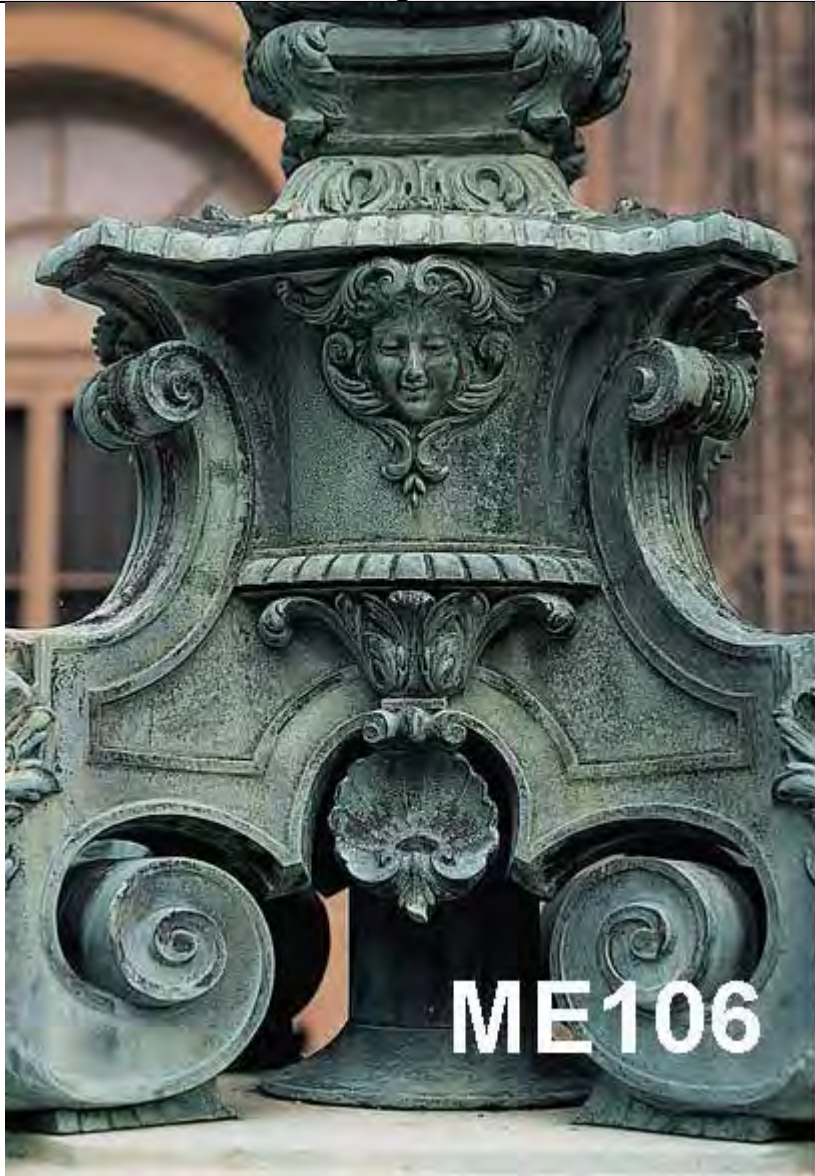
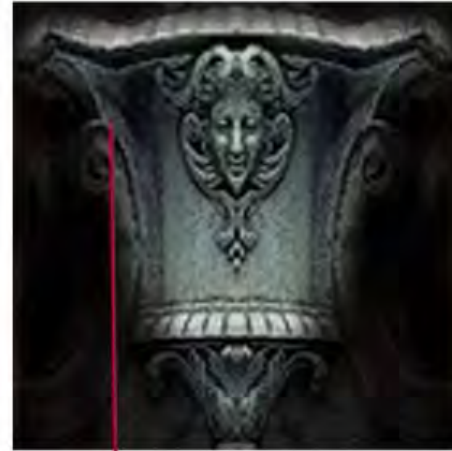


EXHIBIT "A"

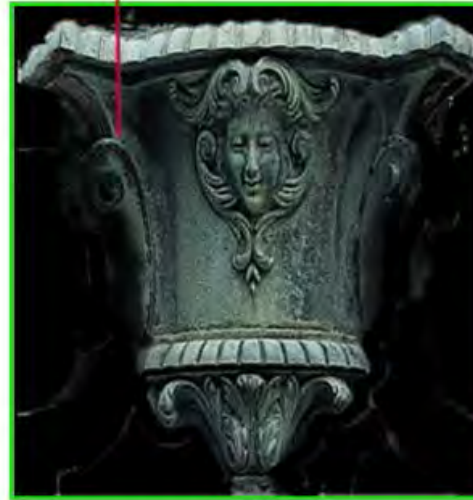
Surfaces Original



Used by Capcom – Resident Evil 4



Resident Evil 4



area of
crop



ME106

basic layin for building urn
from ME106

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

CAPCOM TEXTURE FROM RESIDENT EVIL 4



SURFACES TEXTURE SUPERIMPOSED OVER
CAPCOM TEXTURE AT 50% TRANSPARENCY

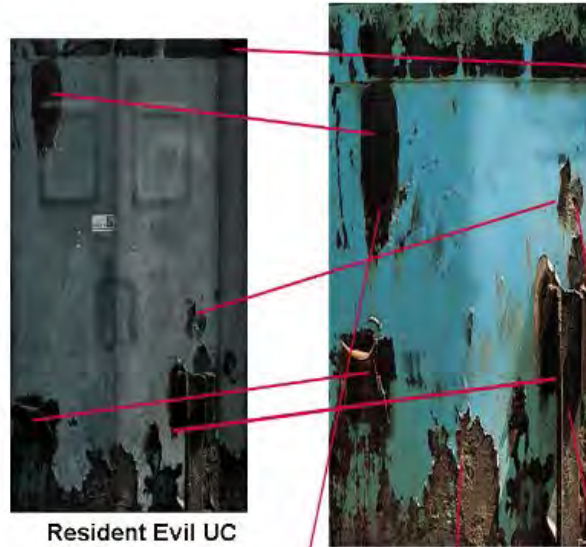


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil UC



Resident Evil
Umbrella Chronicles

Beginning of construction
of lab door from ME142

ME124 was cropped, stretched,
and manipulated with other
Photoshop tools. Note
multiple instances of
distorted, but duplicate
shapes of rust spots, textures,
hinges, etc. Port hole was
cloned out.

crop line



ME142

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil UC



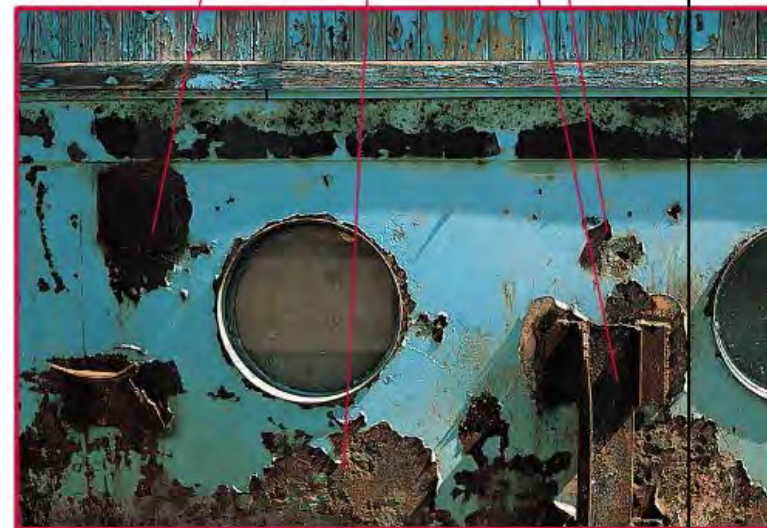
Resident Evil
Umbrella Chronicles

Beginning of construction
of lab door from ME124

ME124 was cropped, stretche
and manipulated with other
Photoshop tools. Note
multiple instances of
distorted, but duplicate
shapes of rust spots, texture
hinges, etc. Port hole was
cloned out.

Resident Evil UC
lab door

crop line



ME142

EXHIBIT "A"

Surfaces Original

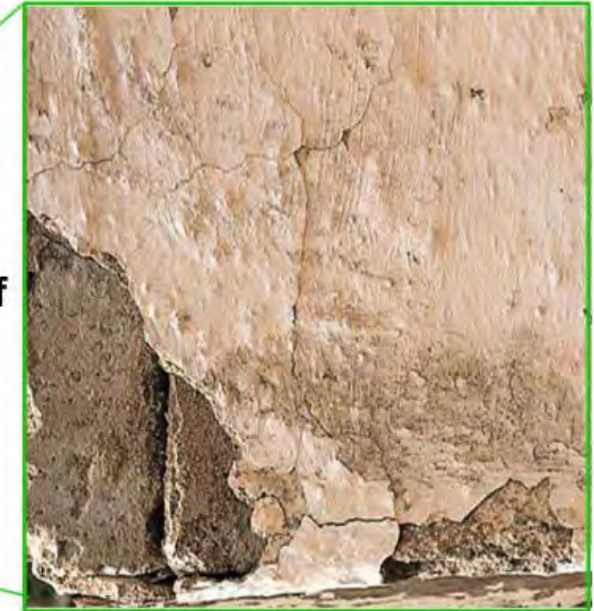


Used by Capcom – Resident Evil Remake

P145



area of
crop



Texture from RE Remake
constructed by cropping, and
rotating P145; and deleting brick.



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake



scenery was constructed by taking areas from P150 and combining as per color outlines. Window was cloned out with surrounding texture



Scenery in RE Remake

EXHIBIT "A"



**Partial
usage
(made
seamless**



Full usage

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake

RE Remake scenery



P158 used as wall in RE Remake.
Cropped area from P158 (in green)
was corrected with the perspective tool.



area of crop

P158



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake



EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC & RE

CAPCOM TEXTURE FROM RESIDENT EVIL



SURFACES TEXTURE FLIPPED HORIZONTALLY AND SUPERIMPOSED OVER CAPCOM TEXTURE AT 50% TRANSPARENCY



CAPCOM TEXTURE FROM DEVIL MAY CRY and DEVIL MAY CRY HD COLLECTION



SURFACES TEXTURE FLIPPED 180 AND SUPERIMPOSED OVER CAPCOM TEXTURE AT 50% TRANSPARENCY



THE TEXTURE AS IT APPEARS IN DEVIL MAY CRY FROM ONE OF SEVERAL ANGLES VISIBLE TO THE VIEWER



P163

EXHIBIT "A"

RESIDENT EVIL MOVING WALL CONSTRUCTION



note duplication of bottom of Resident Evil wall, and P163. (P163 is flipped horizontally)

SURFACES TEXTURE FLIPPED HORIZONTALLY AND SUPERIMPOSED OVER CAPCOM TEXTURE AT 50% TRANSPARENCY



P163

area of detail



THE TEXTURE AS IT APPEARS IN RESIDENT EVIL AS PART OF AN INTERACTIVE PUZZLE WHERE THE WALL MOVES SIDE TO SIDE, COMPRISING 3/4 OF THE SCREEN DEPENDING ON WHERE THE MODEL IS POSITIONED.

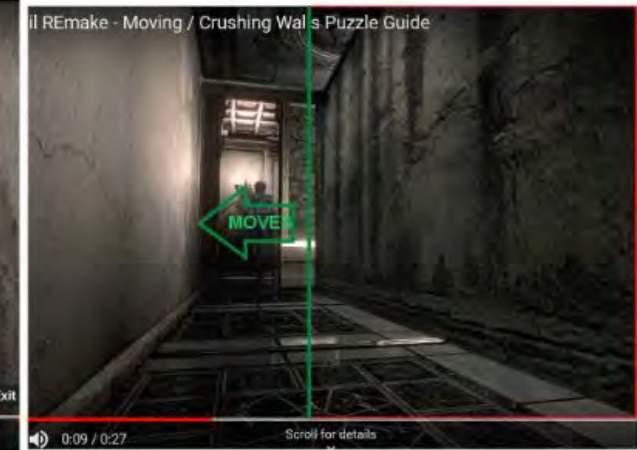


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake



Resident Evil remake

P167 cropped and manipulated as in early construction of wall.



P167

EXHIBIT "A"

Surfaces Original

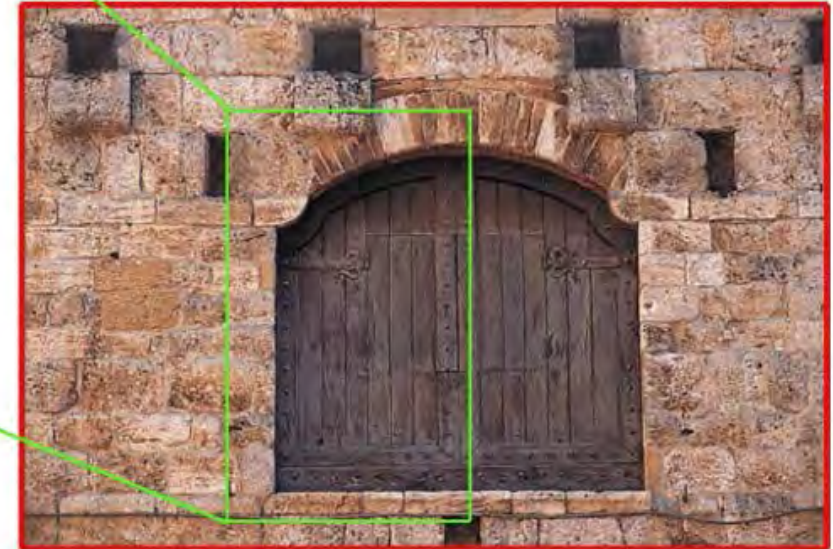


Used by Capcom – DMC1



area of crop

S122



Door in DMC1 constructed from S122

DMC1

EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC



EXHIBIT "A"

Surfaces Original

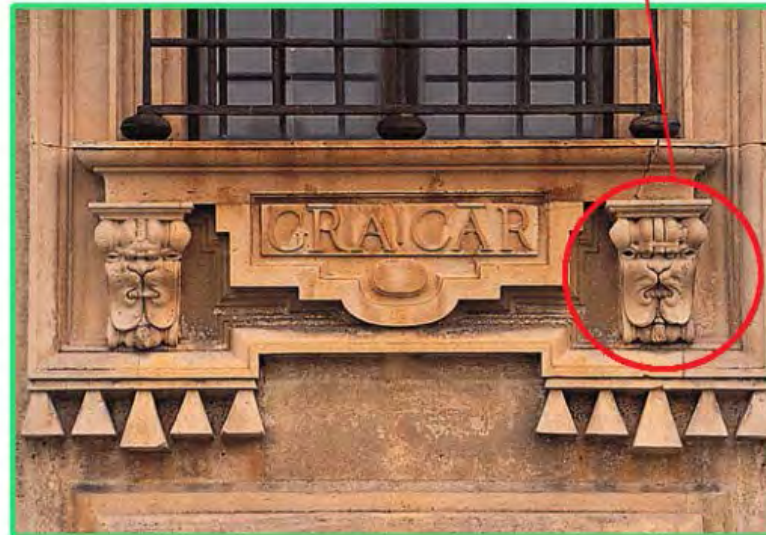


S144

Used by Capcom – Devil May Cry 1



Texture board
from Devil May Cry 1



S144

EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC1

DMC1



S148

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake

S154

section
A

Wall in RE Remake was built
by recombining sections
A & B from S154.



section
B

line of crop

RE Remake



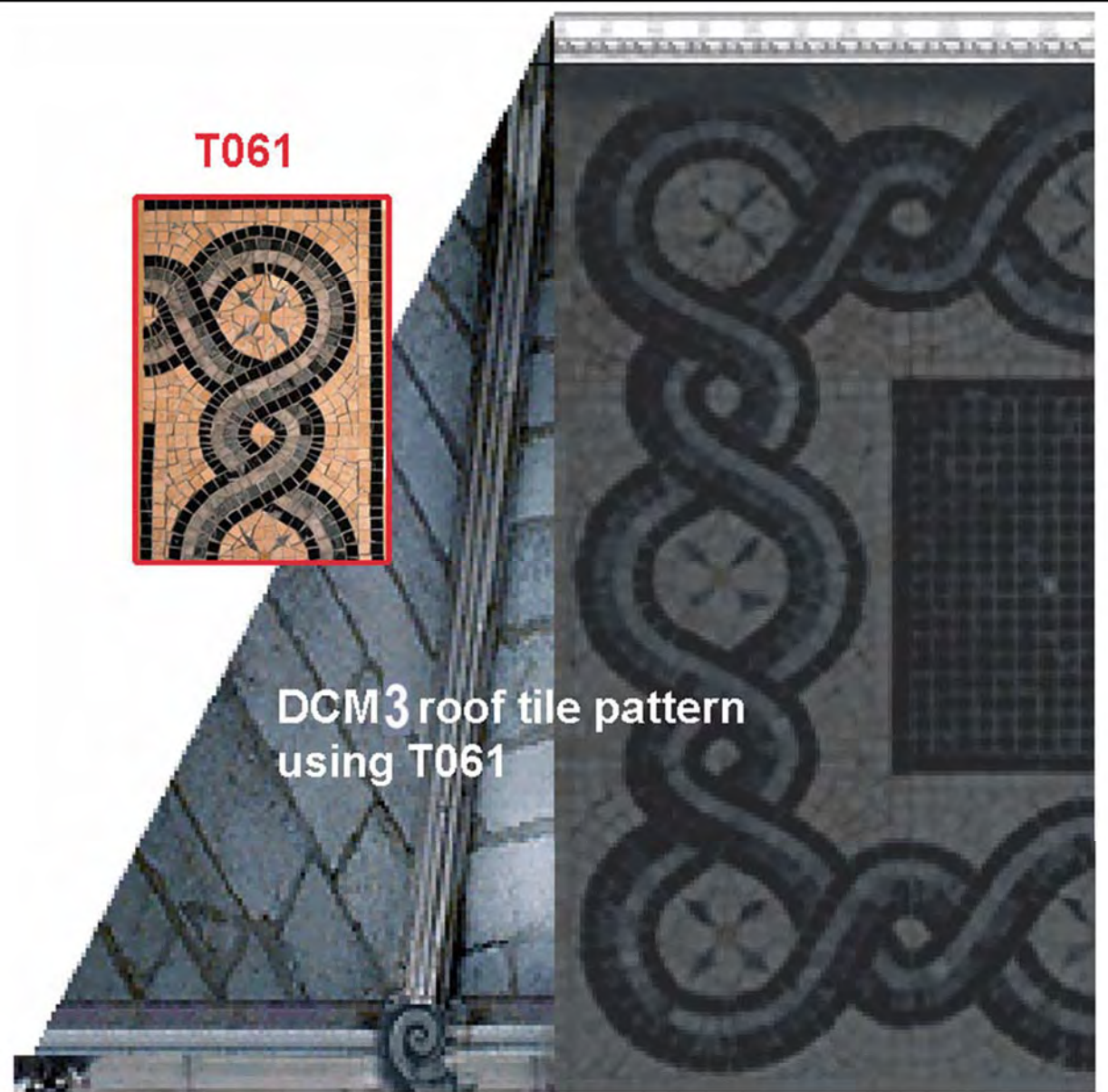
EXHIBIT "A"

Surfaces Original



T061

Used by Capcom – DMC3



T061

**DCM3 roof tile pattern
using T061**

EXHIBIT "A"

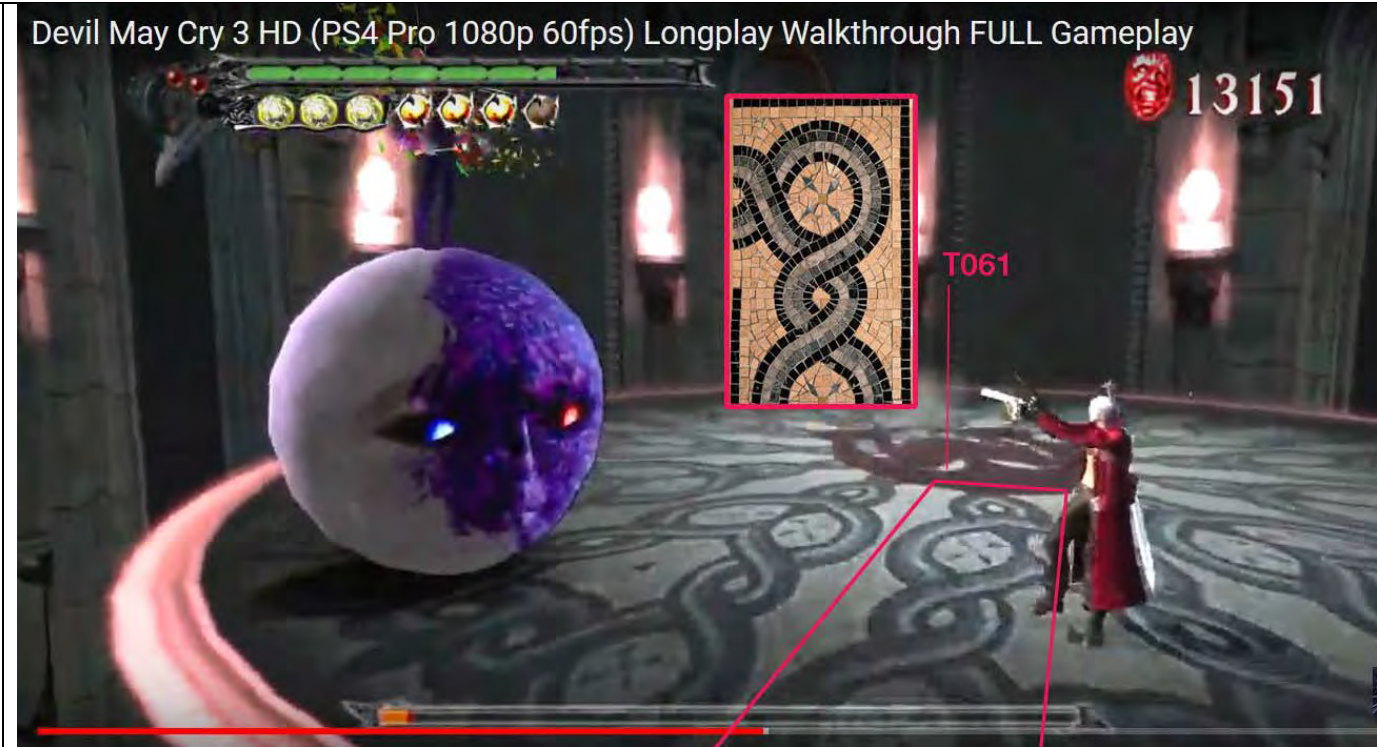


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil

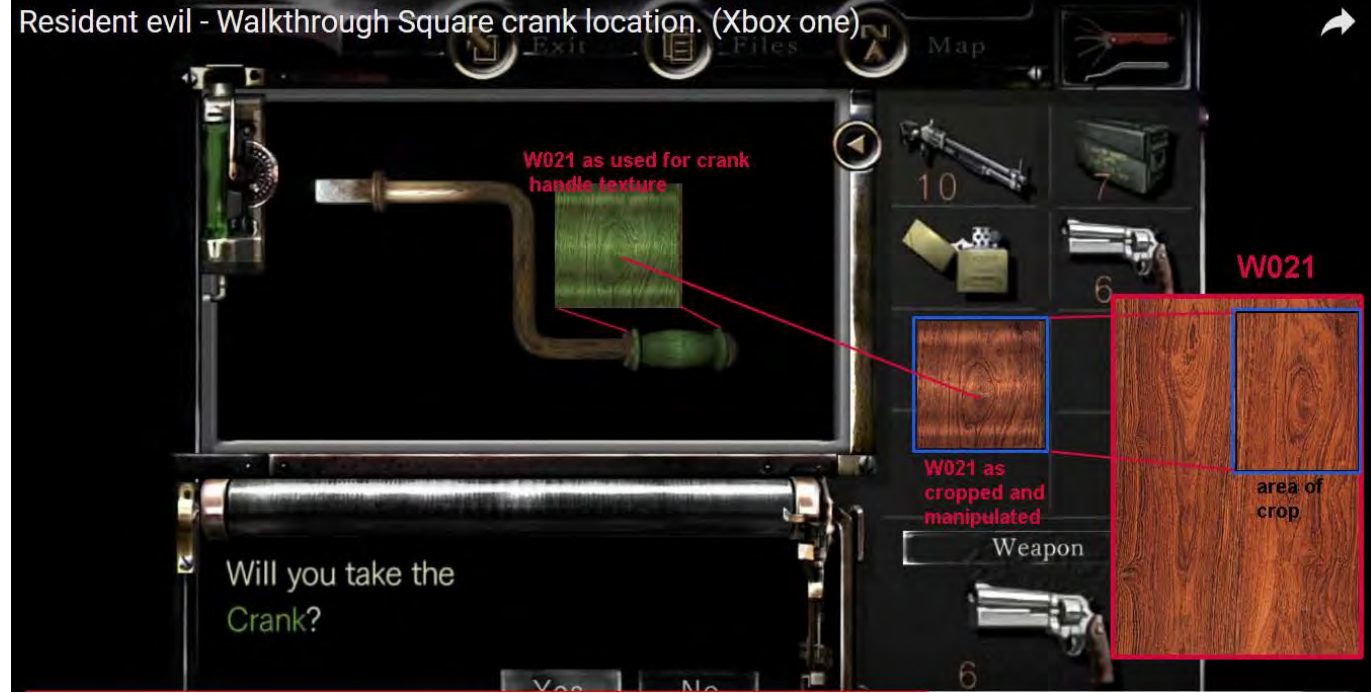
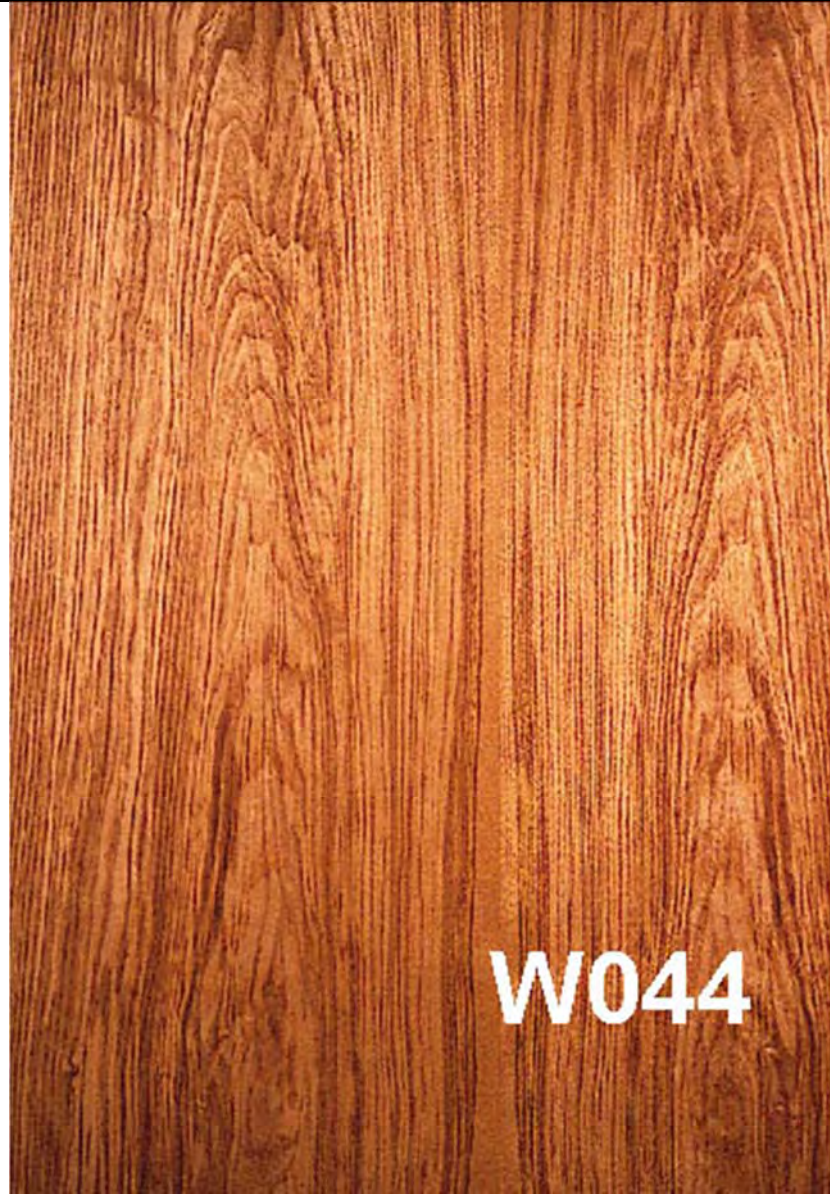


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil UC



Detail from REUC

using W044

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake



W058

EXHIBIT "A"

Surfaces Original

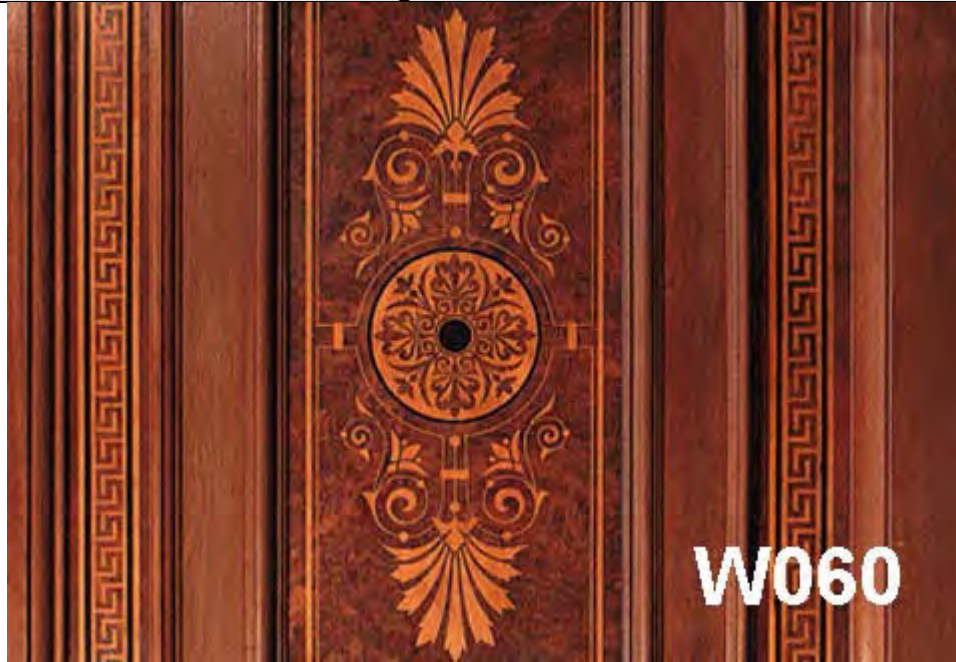


Used by Capcom – Resident Evil Remake



EXHIBIT "A"

Surfaces Original



Used by Capcom – DMCHD

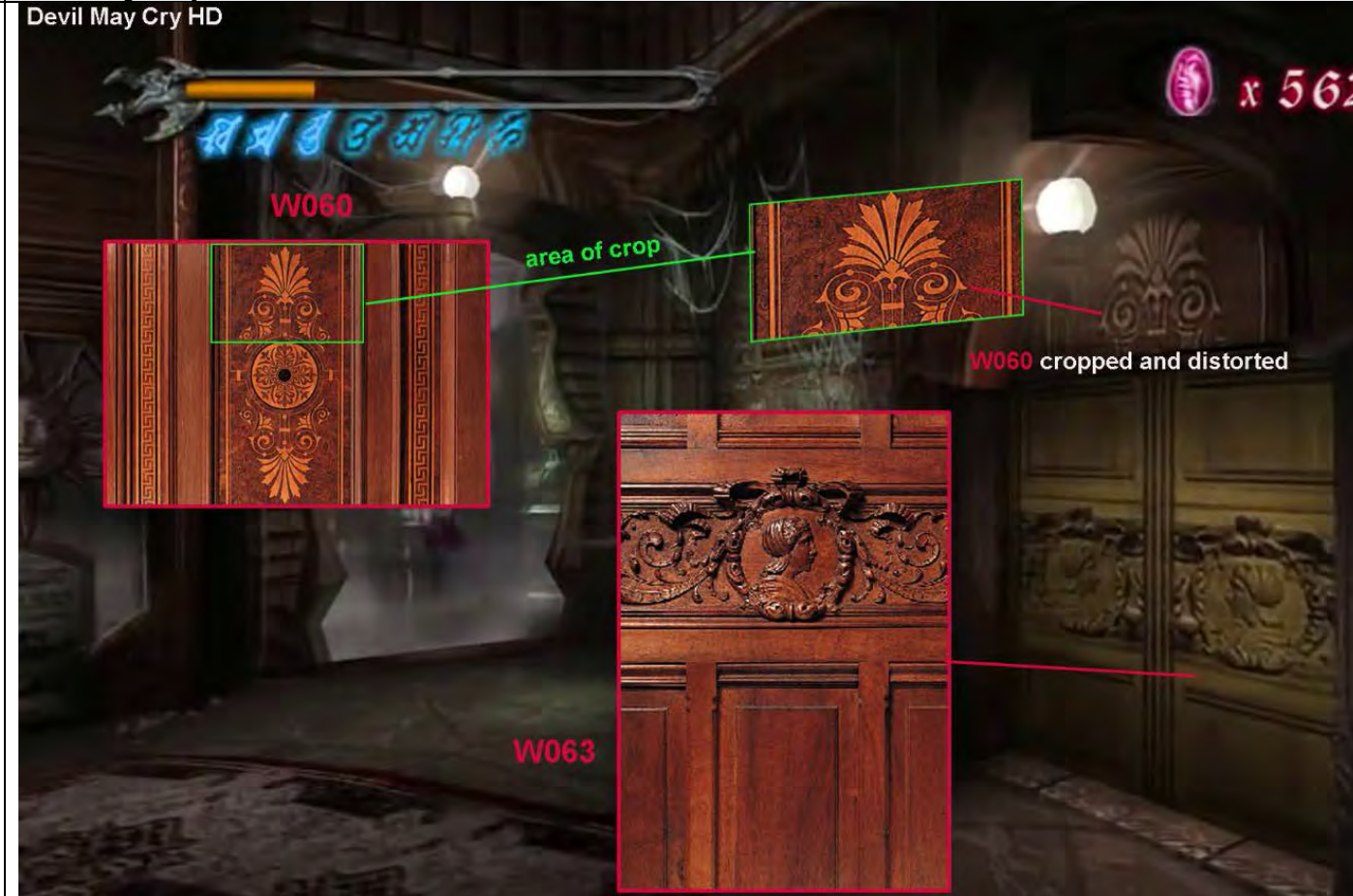
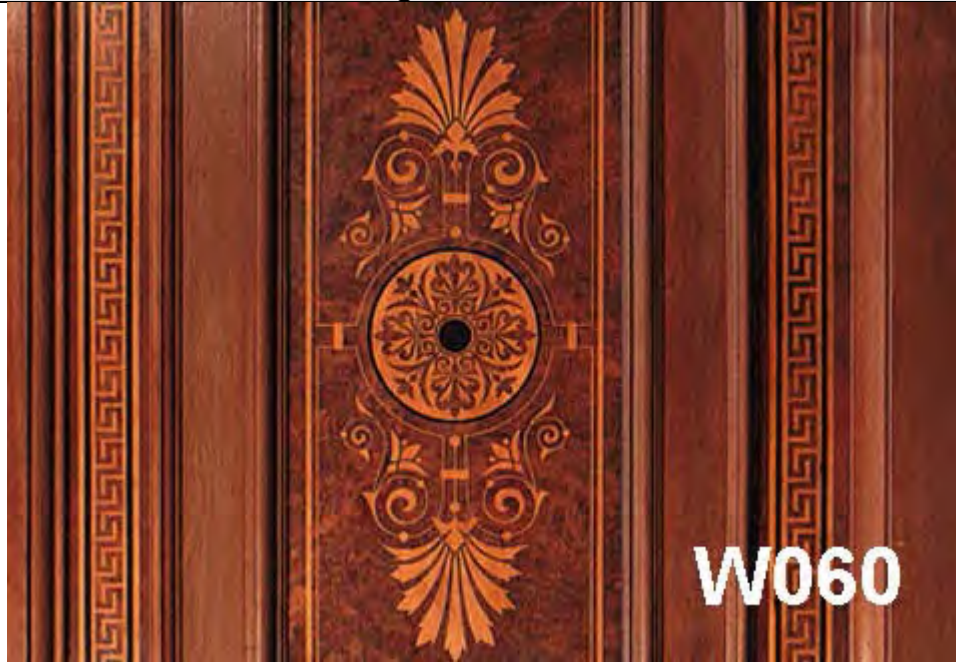


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil HD



EXHIBIT "A"

Surfaces Original



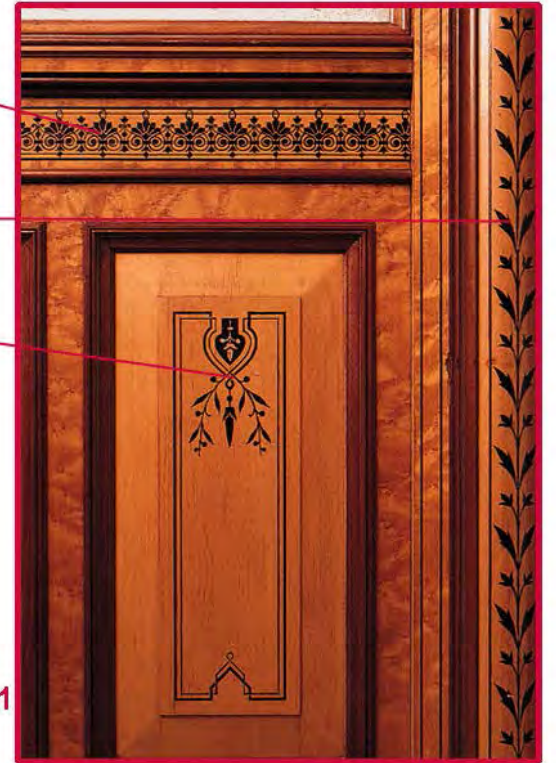
Used by Capcom – Resident Evil Remake



EXHIBIT "A"



Resident Evil 4 door and frame is a copy of W061 manipulated to fit game scenery



W061

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil OB, Remake, Umbrella Corps



EXHIBIT "A"



area of crop

Resident Evil library chairback
built from **W062**

W062



EXHIBIT "A"

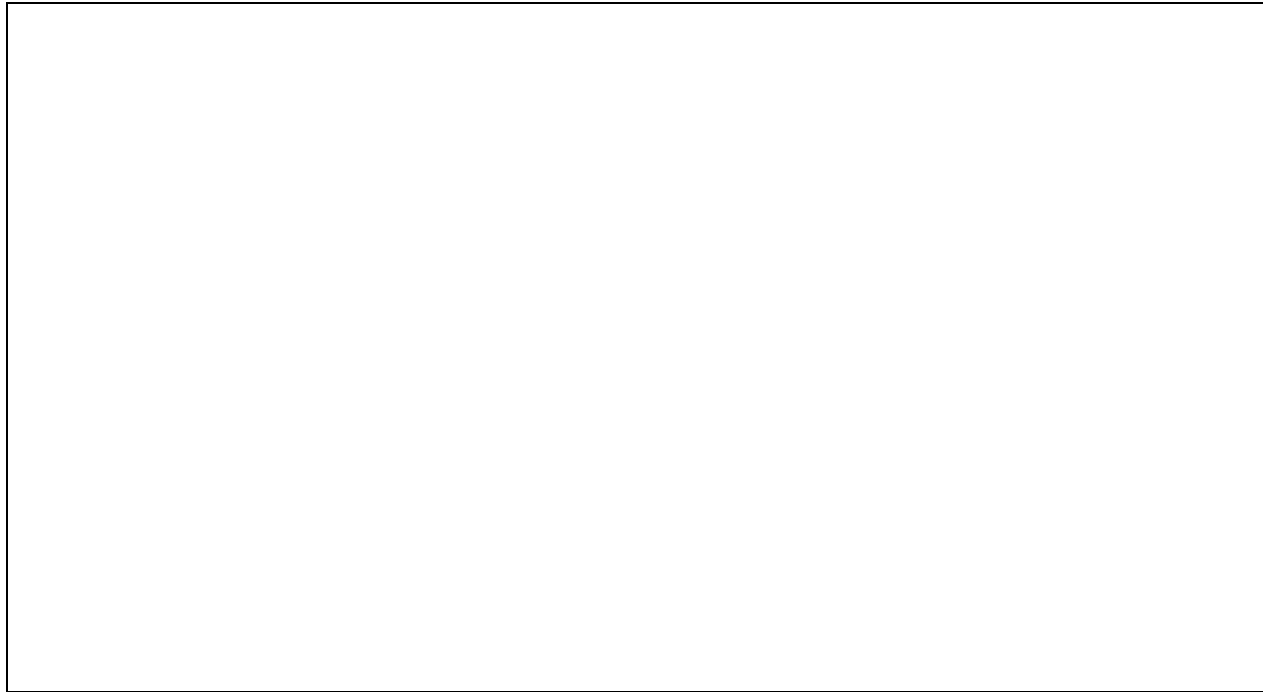


EXHIBIT "A"

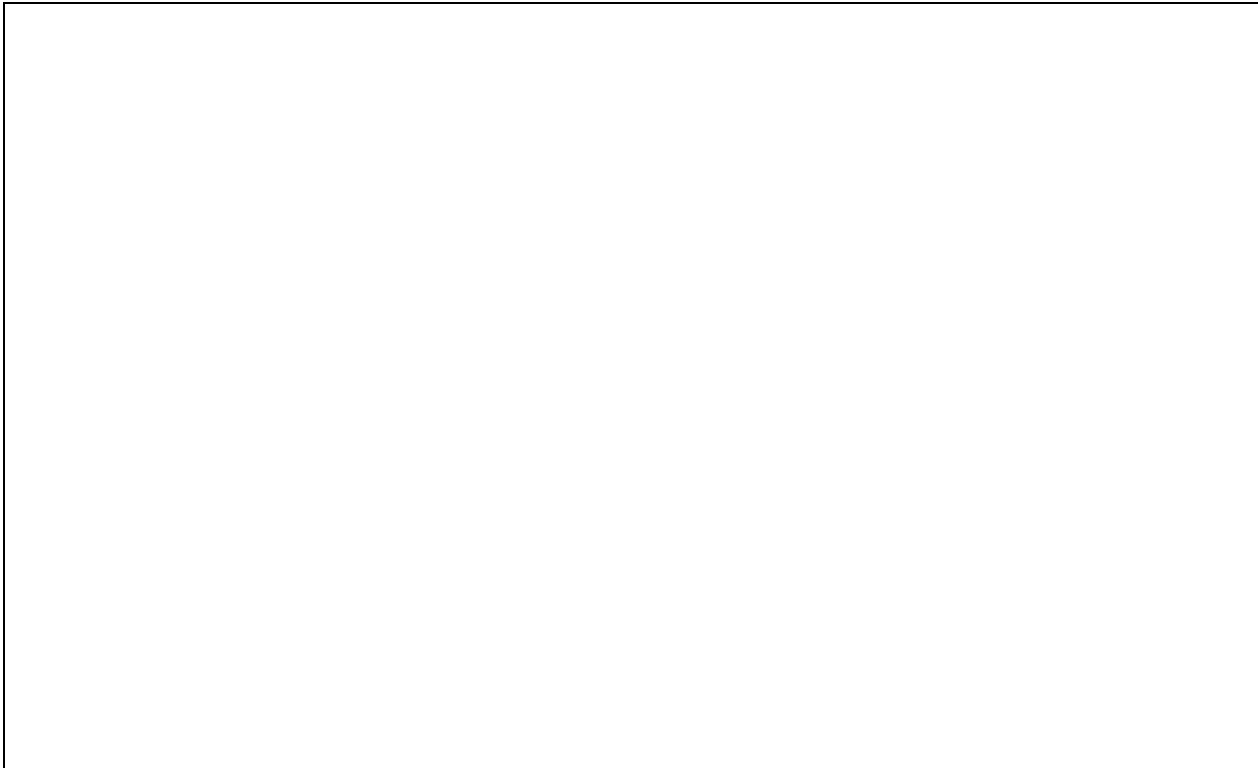


EXHIBIT "A"

Surfaces Original



Used by Capcom – DMC1; DMCHD; OB1 and OB1a



EXHIBIT "A"



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4

Resident Evil 4 texture used by Capcom

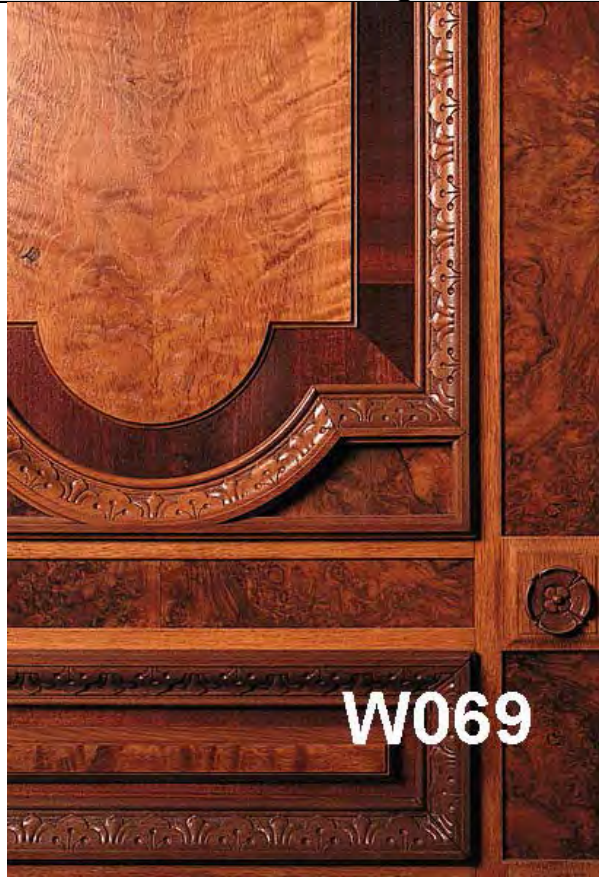


Surfaces texture scaled down and superimposed over Capcom texture at 50% transparency



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake X-Box

digital construction from W069:

- W069 was flipped vertically and horizontally.
- those images were merged to construct door, and color was adjusted
- note that highlights and shadows on all sides of the moulding are identical to W069.

Resident Evil Remaster Xbox One Part 22 - Piano Room Puzzle (Gold Emblem)

close-up shot during game.

W069

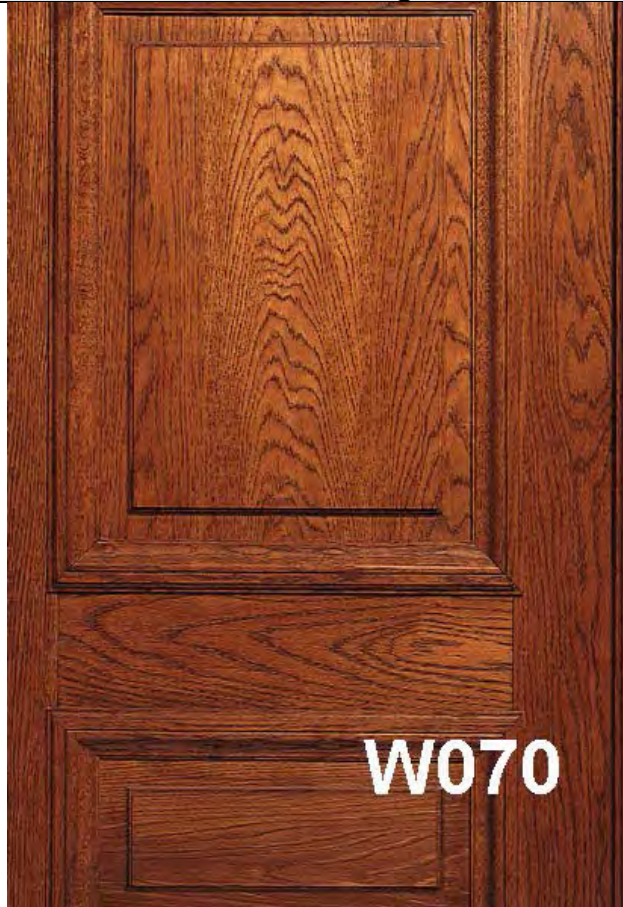
door detail

- note wood grain on panel,
- highlights on moulding

A screenshot from the game Resident Evil Remake showing a dark, ornate door in a dimly lit room. A red-bordered inset labeled "W069" shows the original wood panel texture. Green lines connect this inset to the corresponding parts of the door in the game. A green-bordered box highlights a close-up of the door's lower section, with red lines pointing to the wood grain and moulding details. Text annotations describe the digital construction process and specific visual features like highlights and shadows.

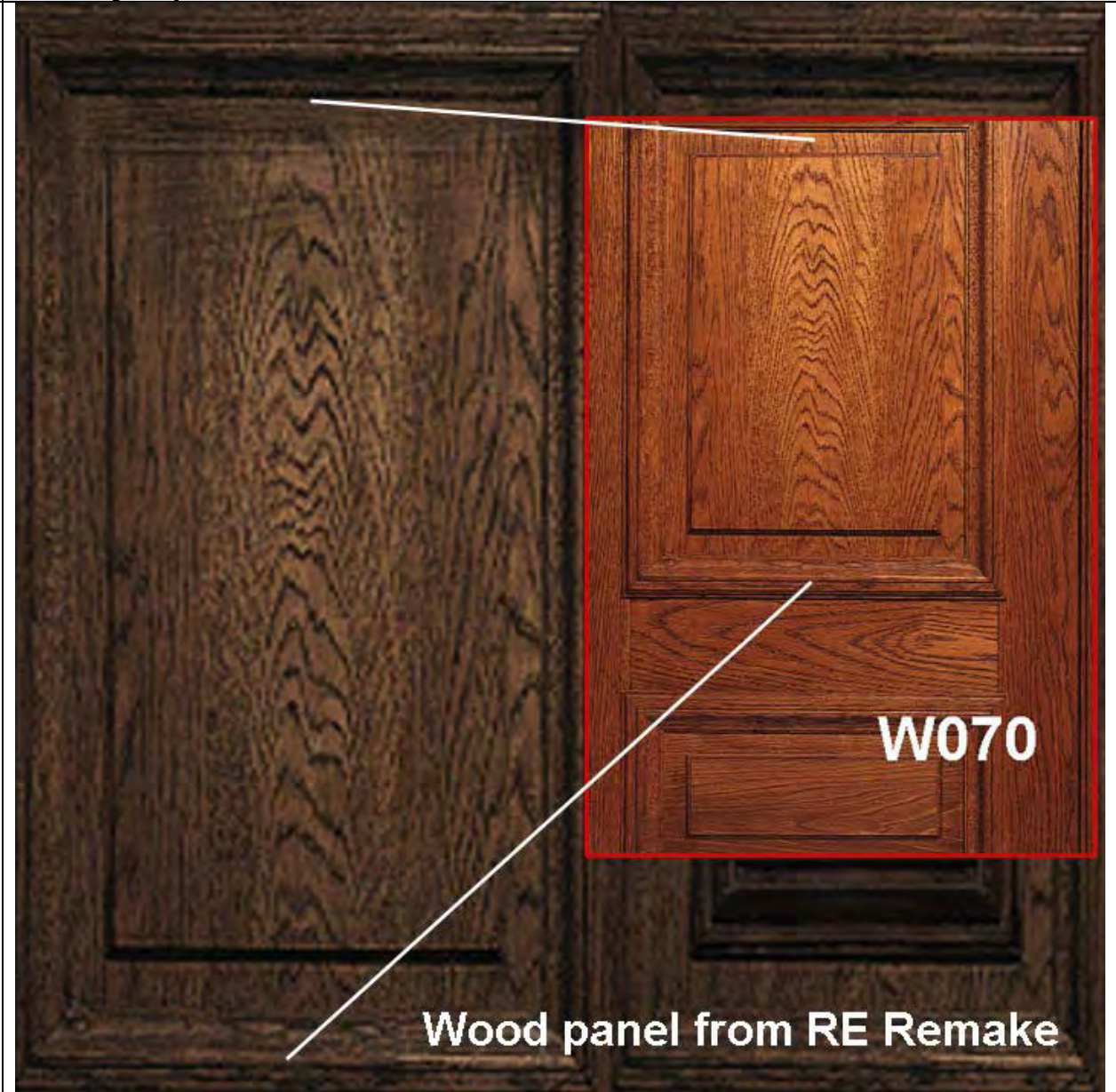
EXHIBIT "A"

Surfaces Original



W070

Used by Capcom – Resident Evil Remake

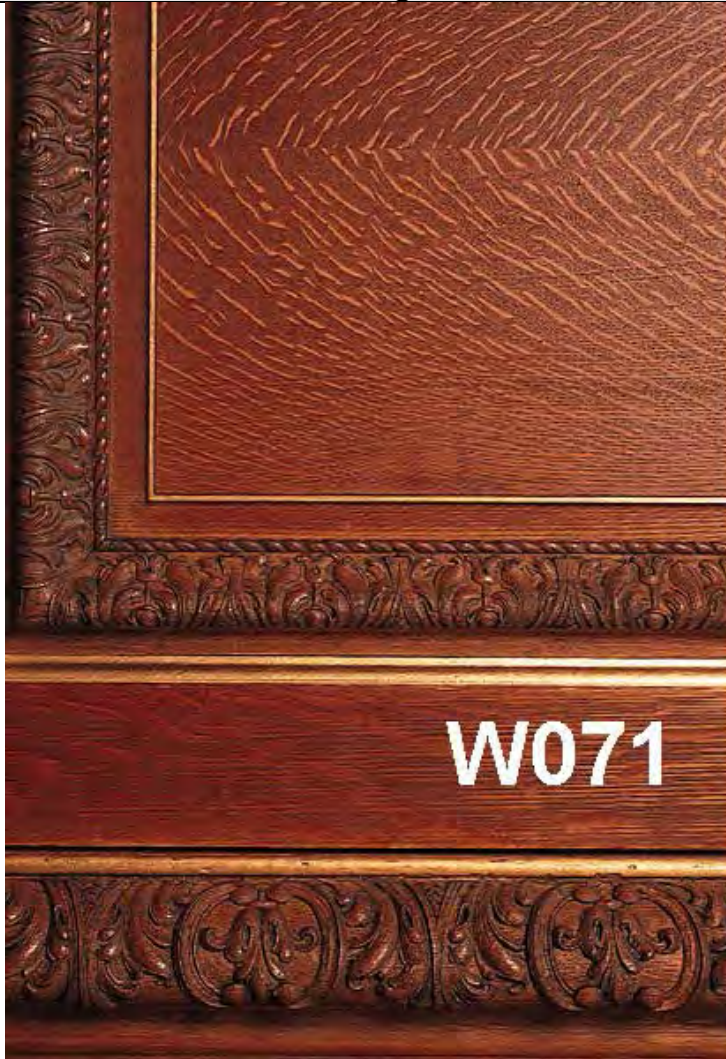


W070

Wood panel from RE Remake

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake, OB, HD, UC

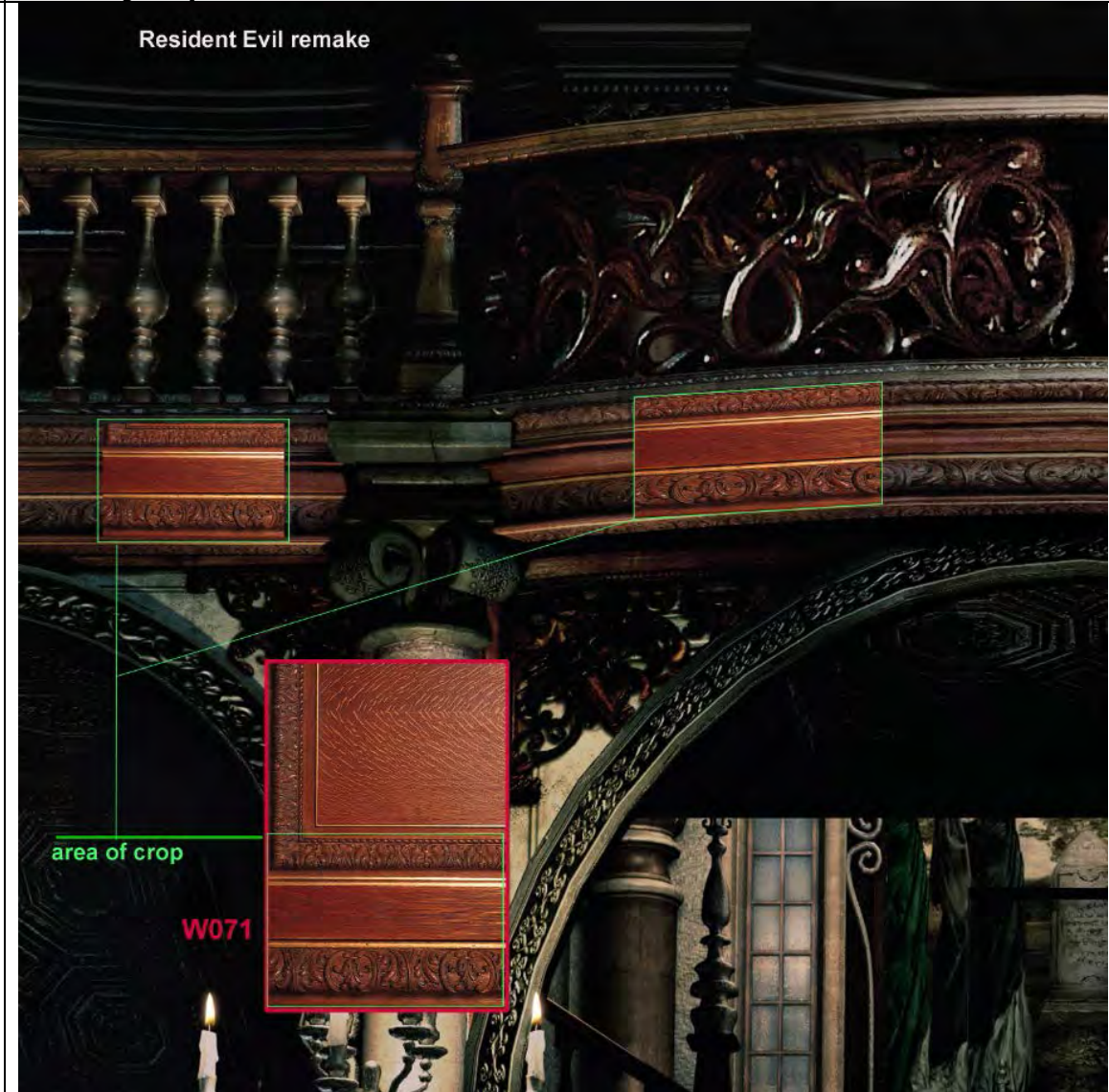
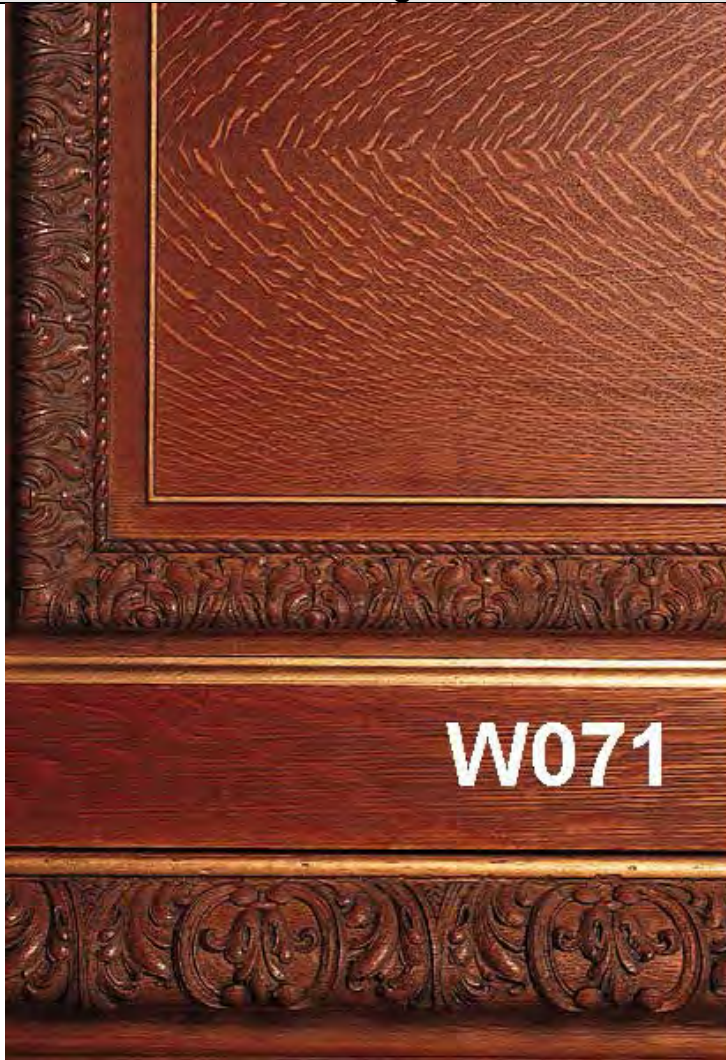


EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake, OB, HD, UC



EXHIBIT "A"

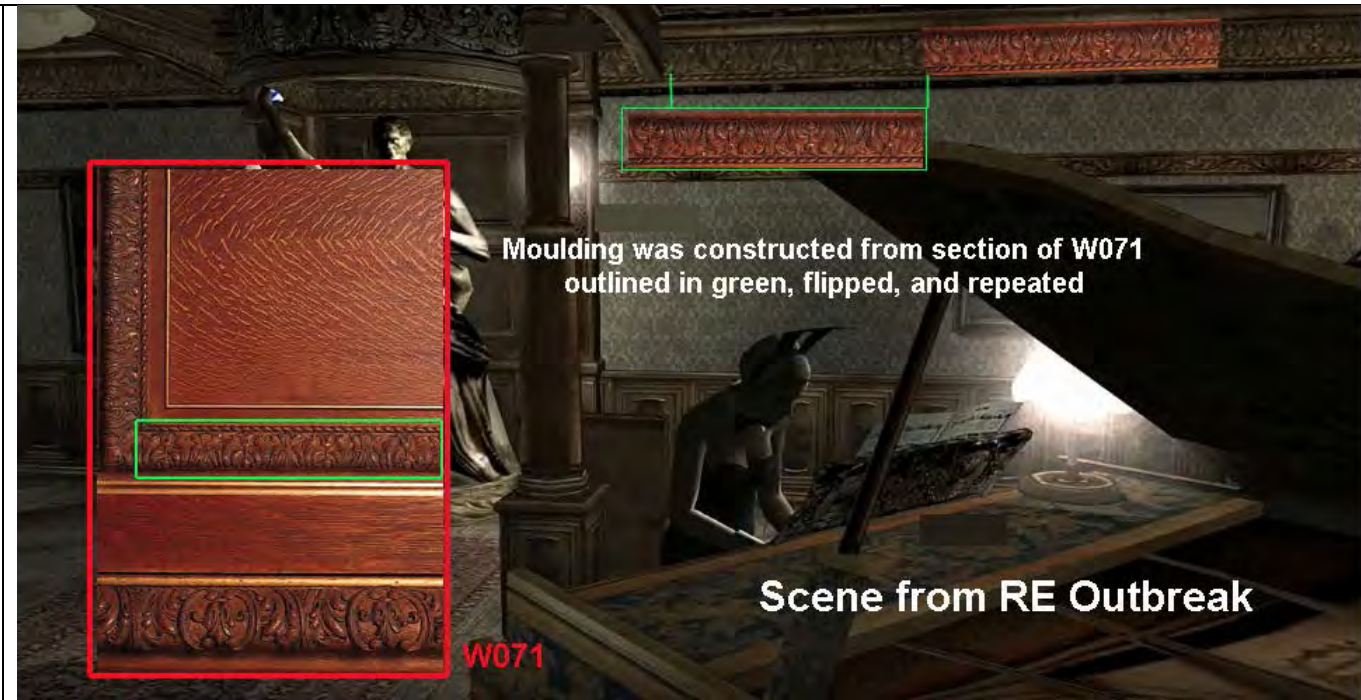
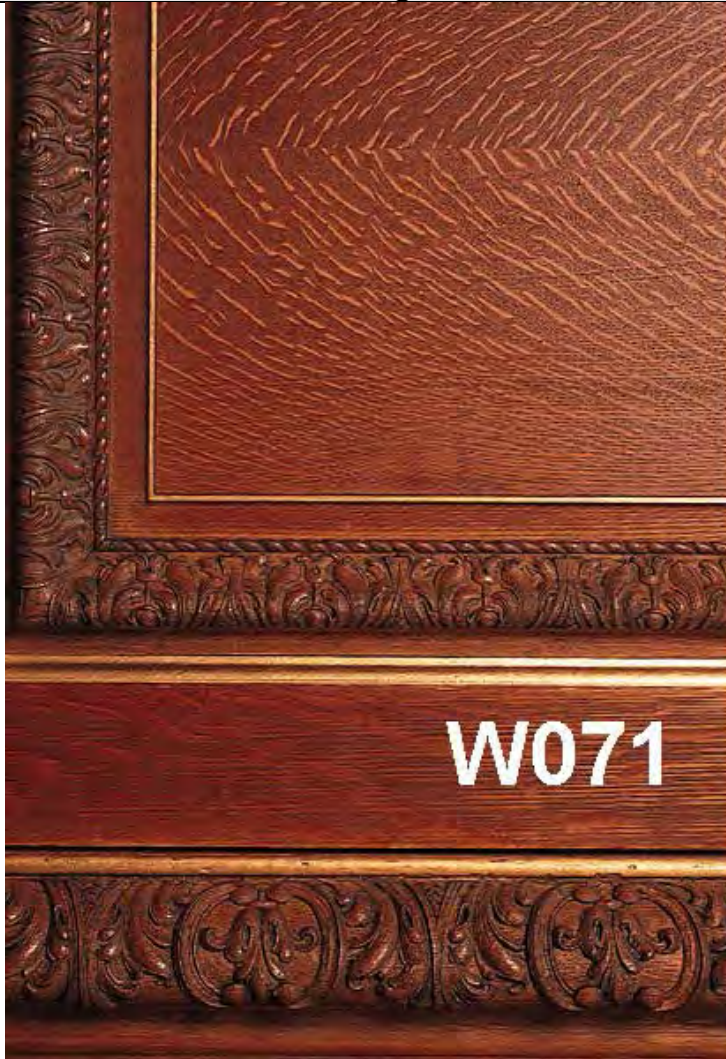


EXHIBIT "A"

Surfaces Original

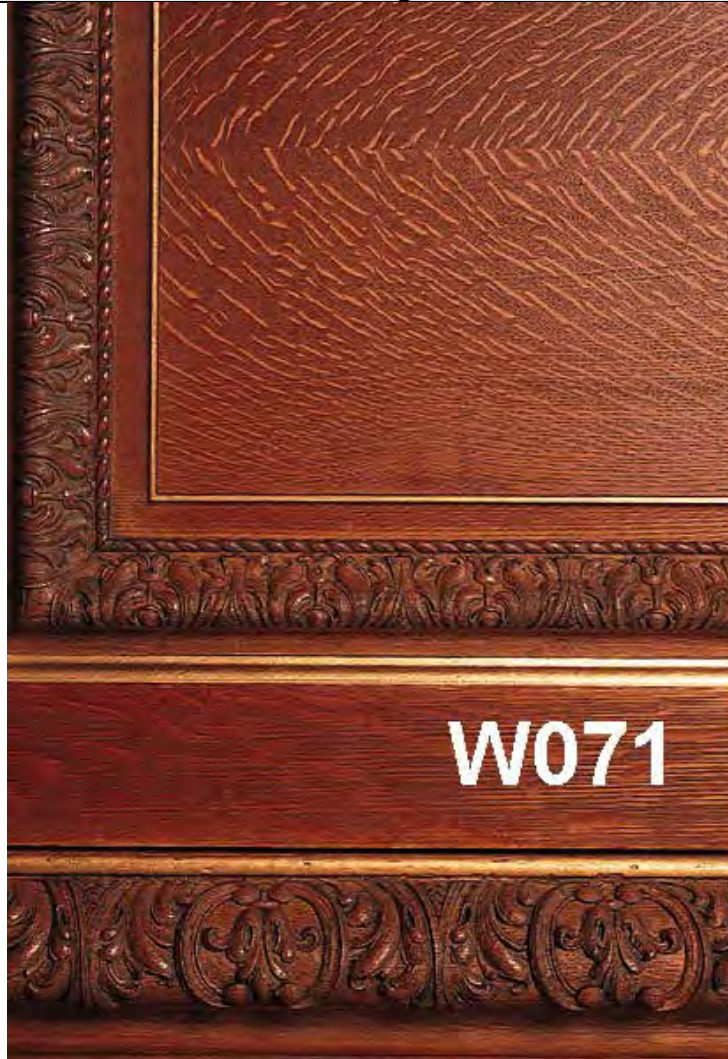


Used by Capcom – Resident Evil Remake, OB, HD, UC



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil UC



EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil HD

RE or REHD library woodwork
as built from W073



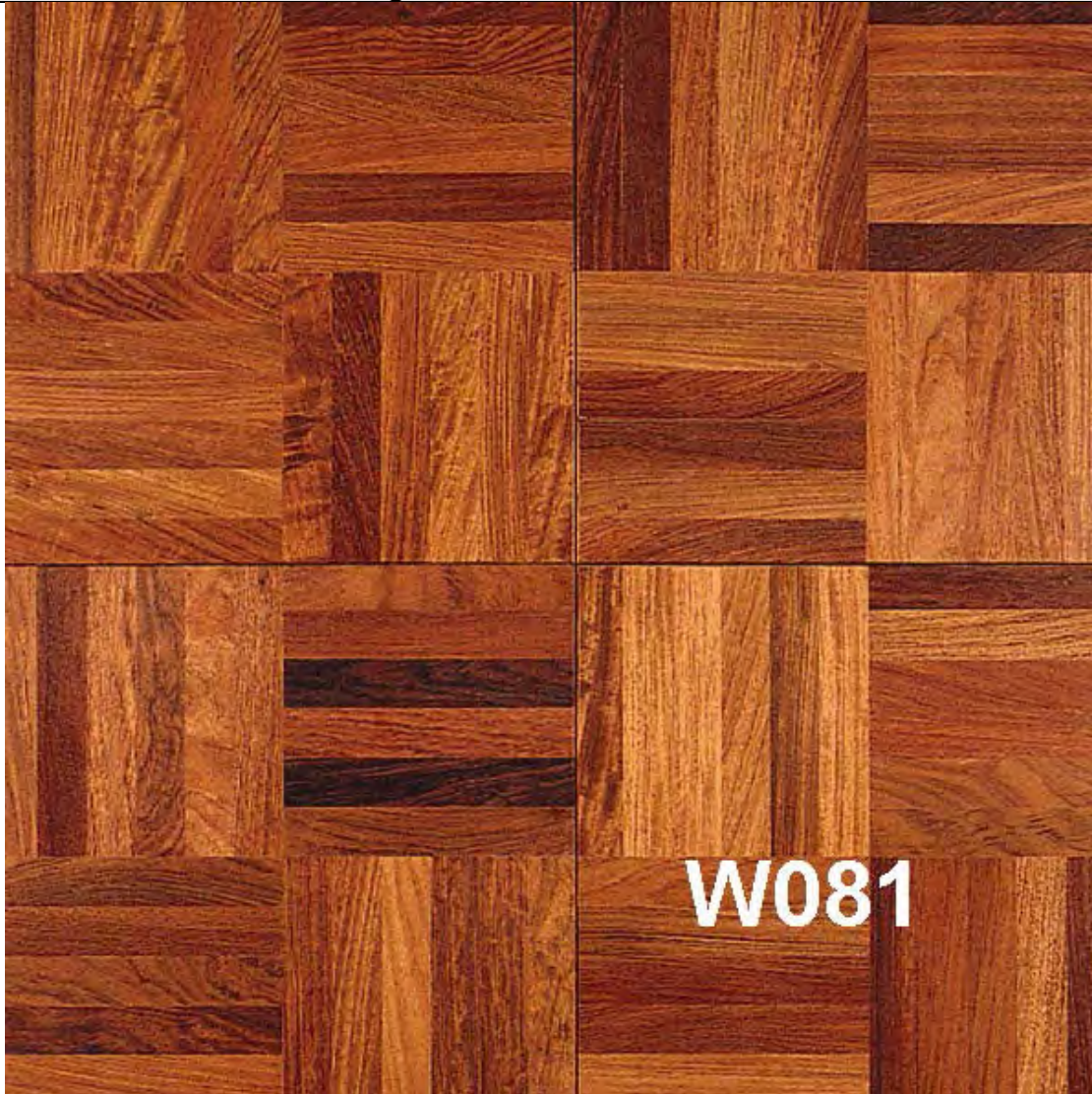
area of crop



W073

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake

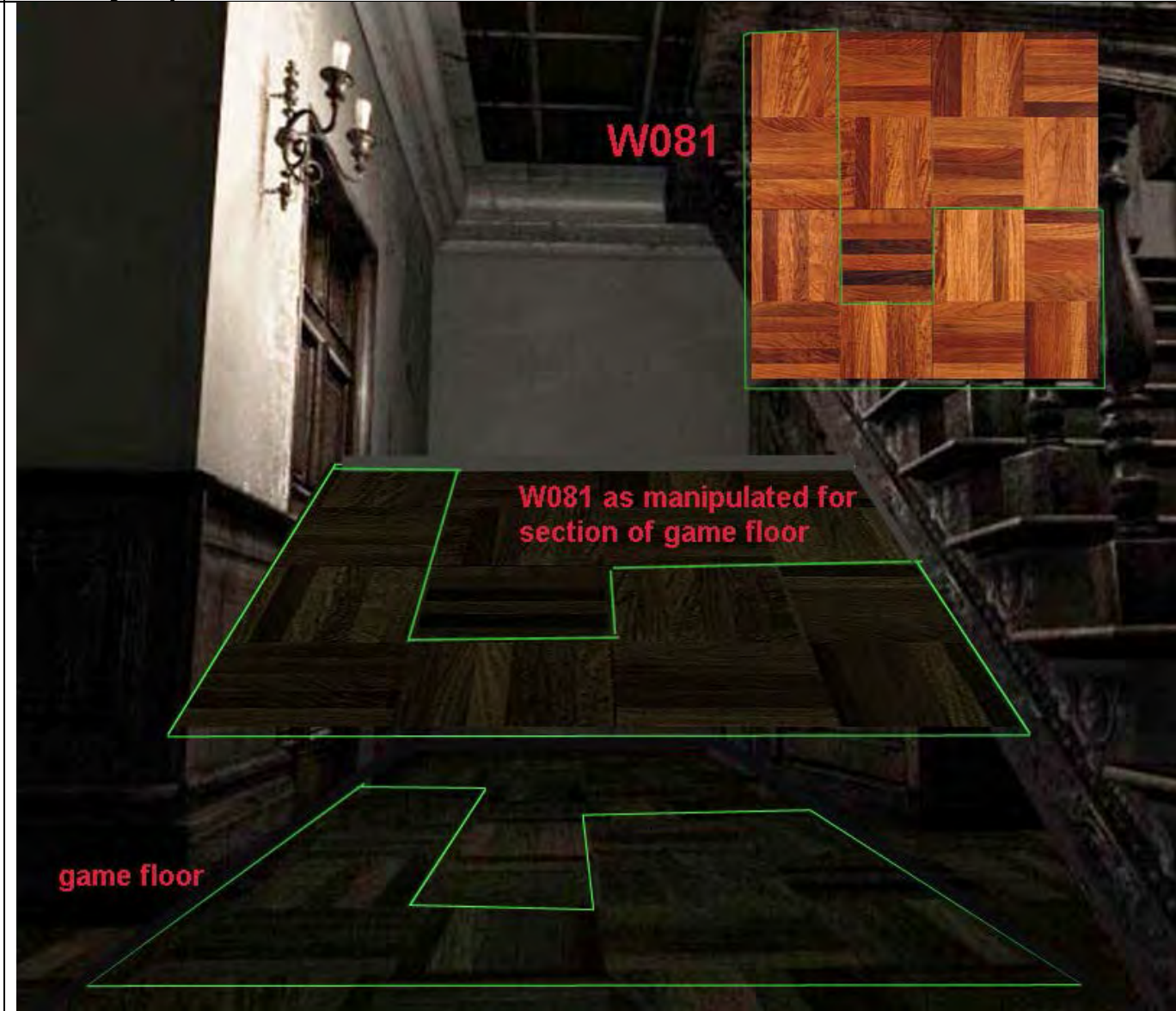


EXHIBIT "A"


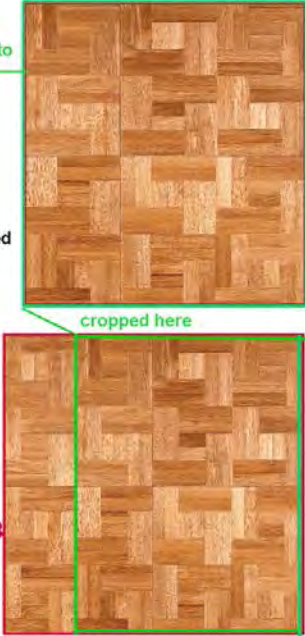
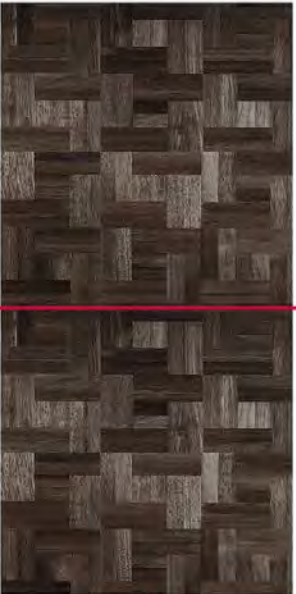
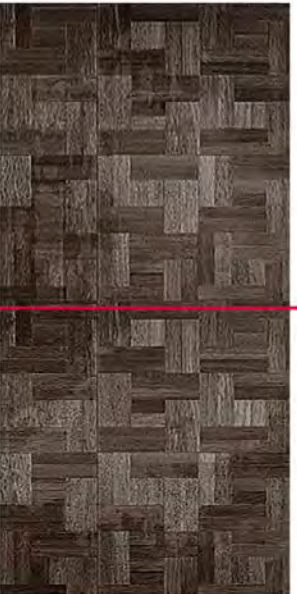
Surfaces Original	Used by Capcom – Resident Evil UC
 <p data-bbox="814 1182 1077 1263">W083</p>	<p data-bbox="1419 272 1526 313">stretched to here</p> <p data-bbox="1311 418 1526 565">Area of W083 was selected along lower green box, and stretched to upper green box. Stretched image was repeated to construct floor.</p> <p data-bbox="1588 540 1709 565">cropped here</p> <p data-bbox="1454 748 1521 773">W083</p>   <p data-bbox="1903 829 2153 870">manipulated W083 repeated with color adjusted</p>  <p data-bbox="2314 829 2413 846">REUC floor</p> <p data-bbox="2561 240 2682 305">Resident Evil Umbrella Chronicles</p> <p data-bbox="2561 521 2628 561">line of repeat</p>

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil 4, Remake, HD

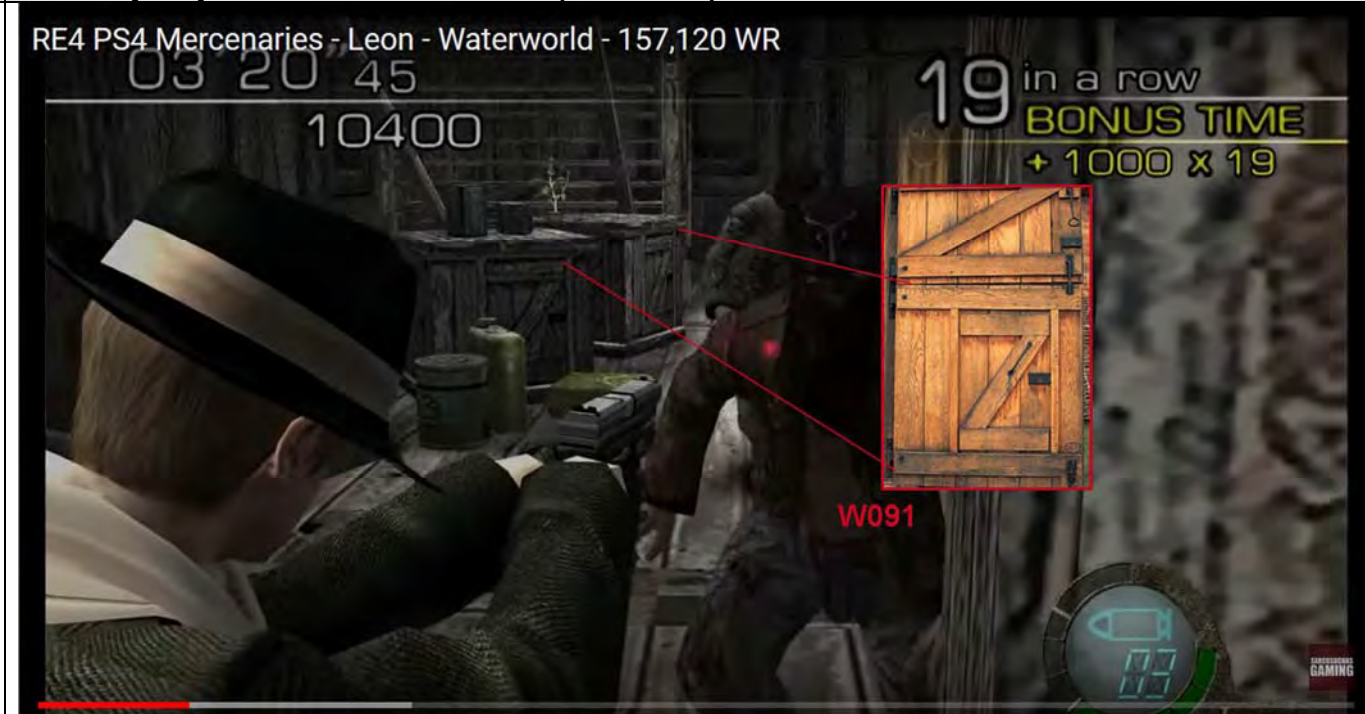


EXHIBIT "A"

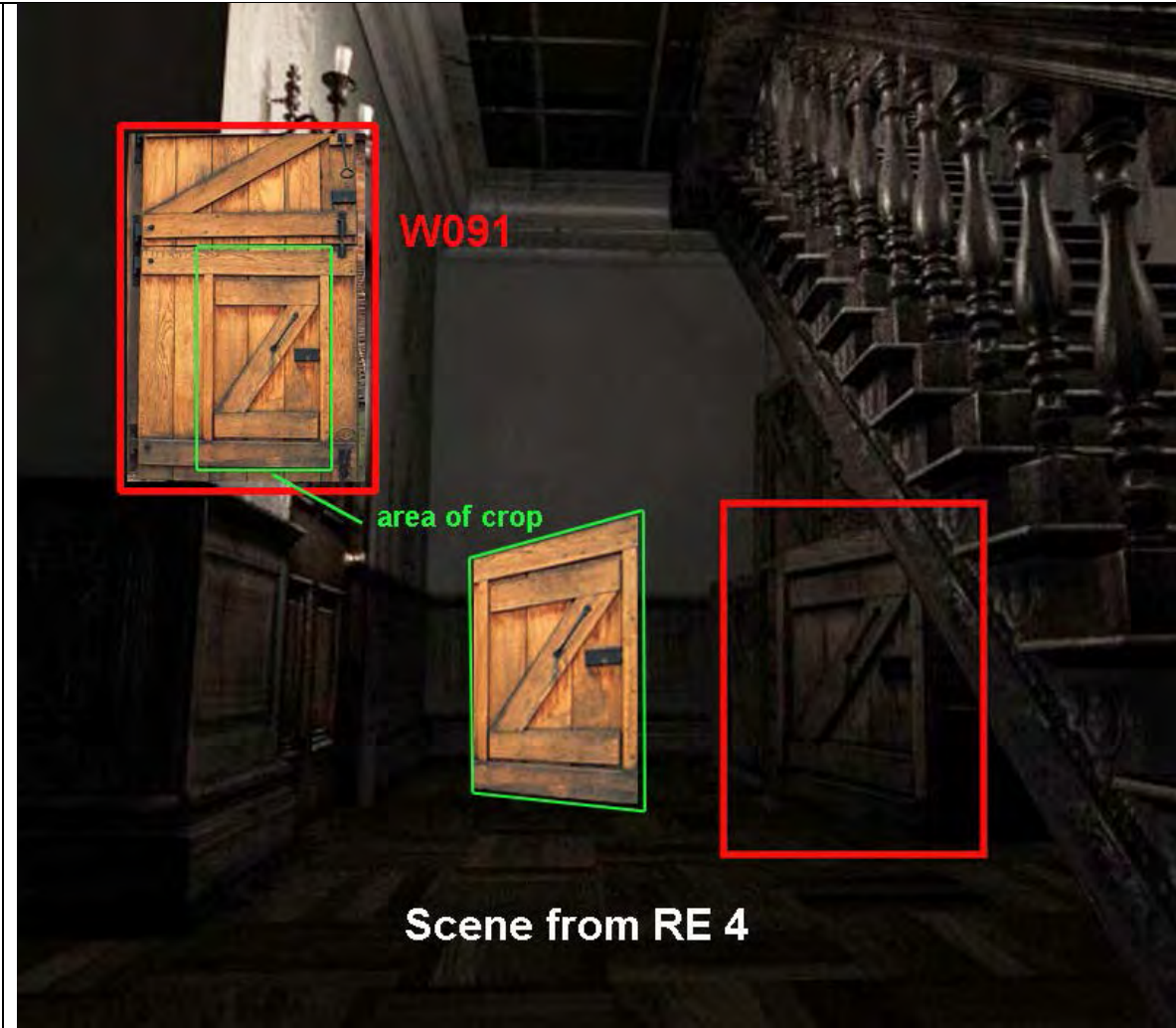
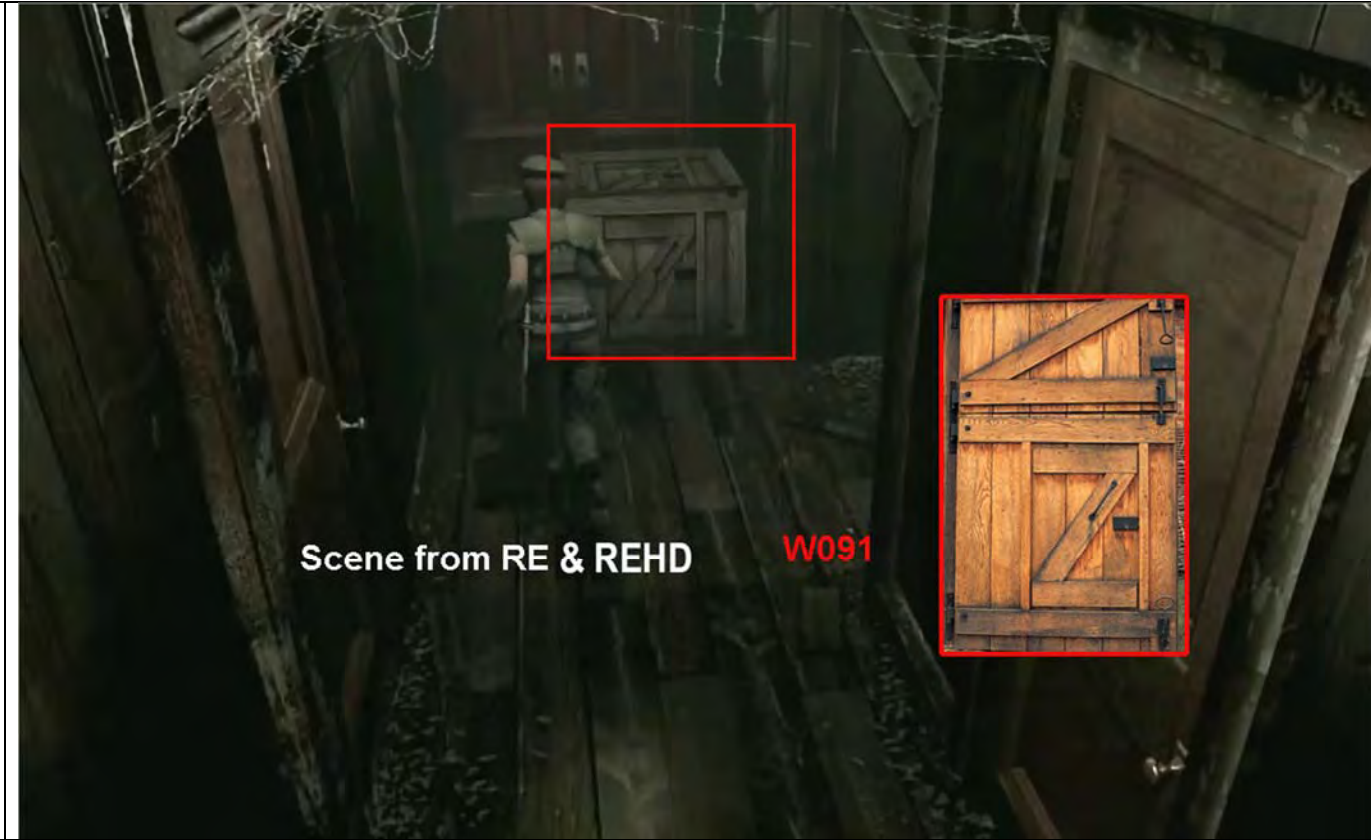
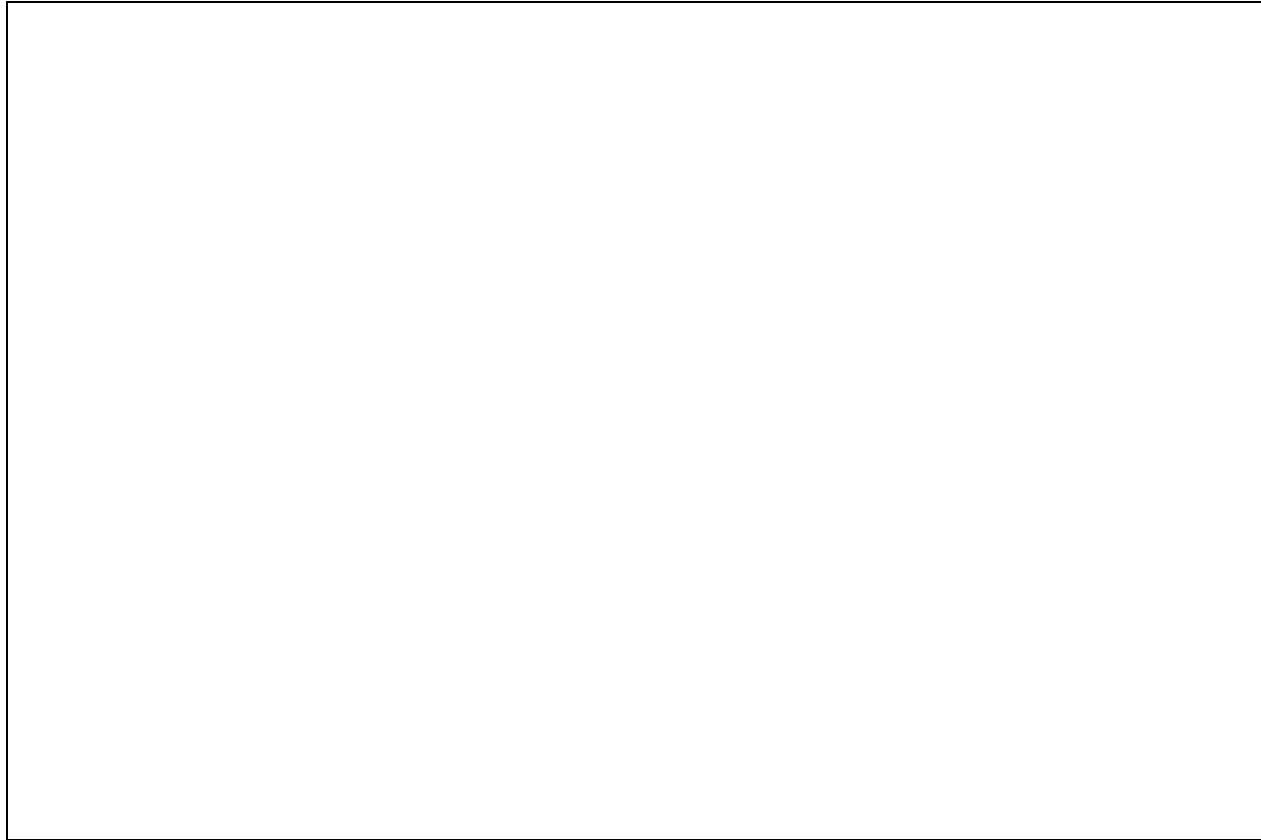


EXHIBIT "A"



Scene from RE & REHD

W091

EXHIBIT "A"

ME067

W091

Resident Evil library balcony guard rail as adapted from ME067

Surfaces image superimposed over Capcom texture at 50% transparency

Capcom texture

Resident Evil library detail from another angle

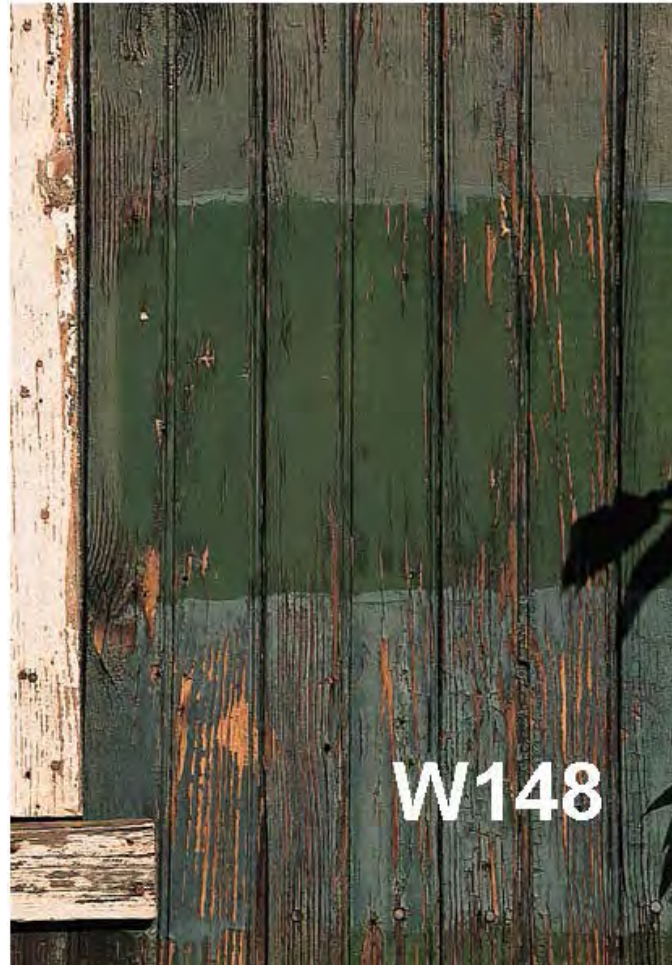
Resident Evil: The Umbrella Chronicles The Mansion Incident 1 Boss: Yawn (Part 4)
Chris
10025 4
Shotgun (Lv. 4)

ENEMY
15:37 / 17:08
Scroll for details

Resident Evil library and RE Umbrella Corps

EXHIBIT "A"

Surfaces Original

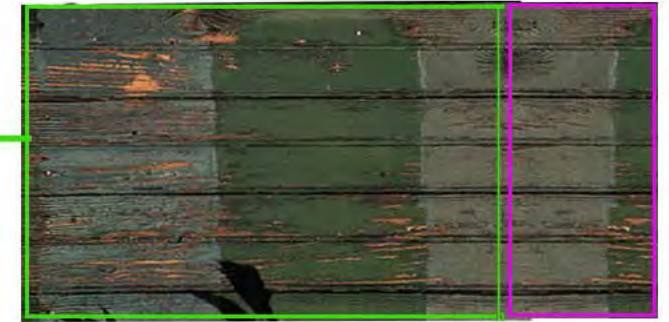


Used by Capcom – Resident Evil UC



W148

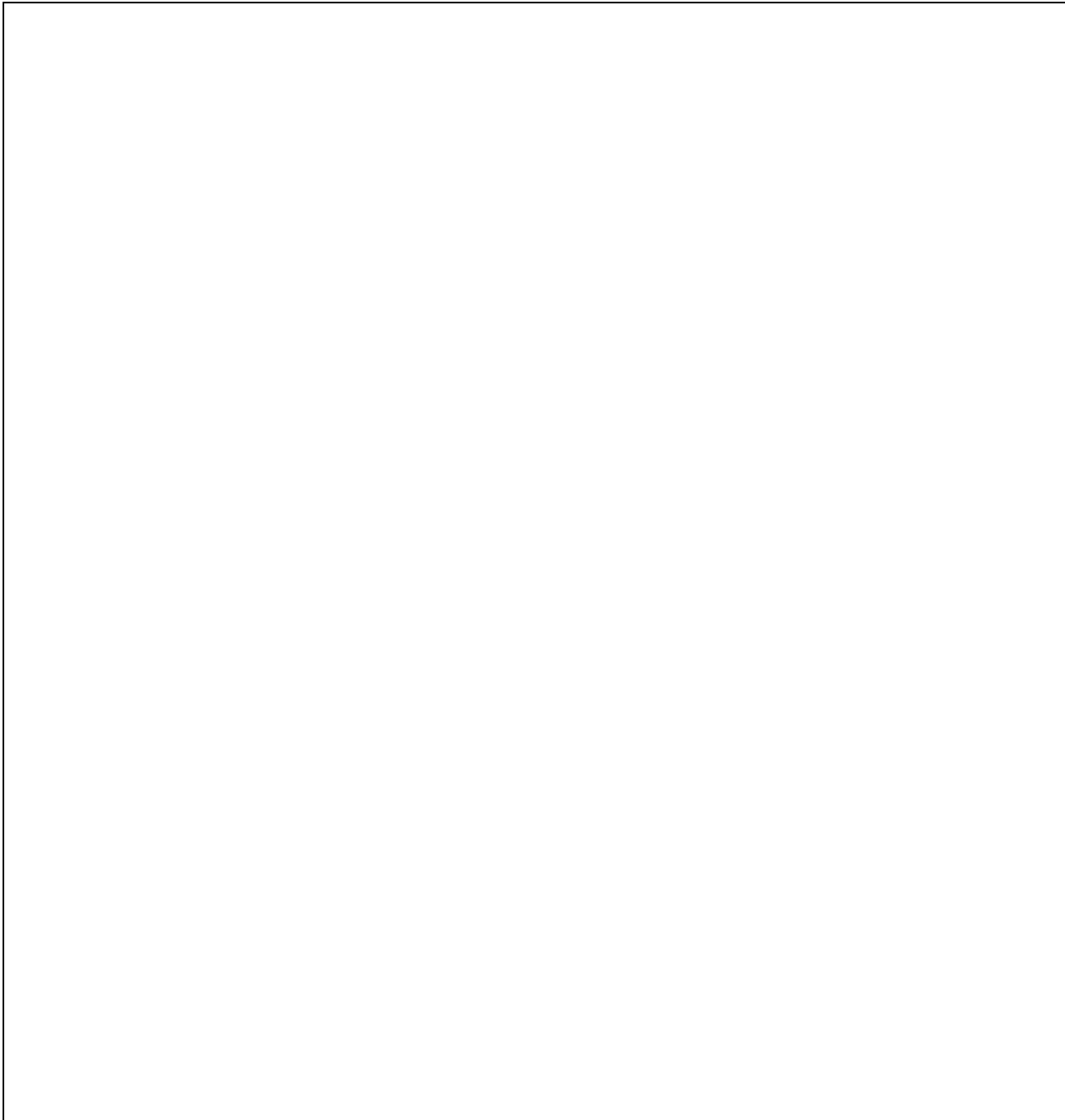
REUC box as constructed from W148



REUC



EXHIBIT "A"



REUC element constructed from W148 in game scene

EXHIBIT "A"

Surfaces Original



Used by Capcom – Resident Evil Remake, 4

RE Remake shutter was built by repeating cropped area of W149 twice, rotating cropped section for top section of RE4 shutter, and manipulating scale.

W149



area of crop



RE4