Free Range Creative Taps Industry Veteran Scott Gagain To Lead Its Growing Performance Capture Business and Operations

Based in Marina del Rey, CA, Free Range Creative is also now open to the broader entertainment industry for events, creative collaborations, and more.



For more than two decades, Gagain has worked at the intersection of performance capture, animation, and storytelling in key creative development, production, and business strategy roles.

MARINA DEL REY, CA, UNITED STATES, September 9, 2026 /EINPresswire.com/ -- Free Range Creative (FRC), a world-class performance capture studio based in Marina Del Rey, CA, today announced the hiring of industry veteran Scott Bailey Gagain as Executive Producer and Head of Operations. Gagain has been tapped to expand the Company's performance capture business, but he is also focused on showcasing how the studio is an innovative hub for commercial, entertainment, and technical projects in the broader creative community.

Gagain joins FRC alongside a deeply experienced production and technical team led by Creative Director Jeff Swenty, whose credits include Mocap Direction on multiple titles of Call of Duty, Tony Hawk Pro Skater and Guitar Hero, and Technical Director Marc Morisseau, whose work includes Avatar & Deadpool. The core team also includes Wendy Nguyen (Avatar) and Audio Director Nakia Harris (Call of Duty). Together, the team brings decades of experience across feature films, AAA games, television, animation, audio, and emerging forms of entertainment.

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>
> *Scott Gagain*

"We're extremely proud of the team and the processes we've built at FRC. At the same time though, we always

want to push the boundaries on what a performance capture studio can be," said Technical Director Marc Morisseau. "Scott shares this vision and together, we can't wait to collaborate with other talented developers and creators."

For more than two decades, Gagain has worked at the intersection of performance capture, animation, and storytelling in key creative development, production, and business strategy roles. He's collaborated with creators and production teams to bring some of the most ambitious projects to life, earning a reputation as someone clients can trust to deliver the right technical and creative teams, to solve complex challenges, and to help projects succeed overall. His career includes leadership roles with Epic Games, Vicon House of Moves, and Motion Analysis Studios, where he worked with FRC's Jeff Swenty.

"Scott has a lifetime of experience in and around motion capture from pre to postproduction," said Swenty. "His extensive experience also goes into the creative side of mocap and its uses. At FRC, we want to explore what is creative and interesting, and Scott definitely is a person who can help us push what is possible."

FRC's performance capture facility combines a large-scale performance stage with a full production environment, designed to support projects from capture through final animation. The studio features a 40' x 60' capture volume with 16' ceiling height, OptiTrack cameras, Head Mounted Cameras (HMC's), Stretch Sense gloves, real-time Unreal Engine integration, and a sound recording studio and VO booth. It also features a viewing loft, private production office, full kitchen, locker room with shower, two loading bays, and reserved parking.

Attracting the Broader Creative Community

While performance capture remains at the core of the company's offerings, FRC is now opening its facility and production expertise to the broader creative community, supporting commercial and film shoots, events, prototype development, creative collaborations, and other emerging forms of storytelling and interactive entertainment.

"We're in an unprecedented time creatively where AAA video games and feature films sit alongside YouTube, microdramas, live experiences, and entirely new forms of content," said Gagain. "What makes this opportunity exciting is that FRC already has an incredible team, a world-class facility, and decades of production experience. My goal is to help bring that combination to even more projects, commercial shoots, and collaborations."

For more information on Free Range Creative, visit: https://www.freerange-creative.com/

About Free Range Creative
Free Range Creative is a performance capture and creative production facility based in Marina del Rey, California. Built by a team of experienced artists, technicians, and production professionals, the studio provides performance capture, audio, real-time production, and

creative services for entertainment and emerging forms of storytelling. In 2026, Free Range Creative began opening its facility and capabilities to the broader creative community, supporting productions, events, collaborations, and new approaches to content creation.

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