

PASSAGES

storyboard

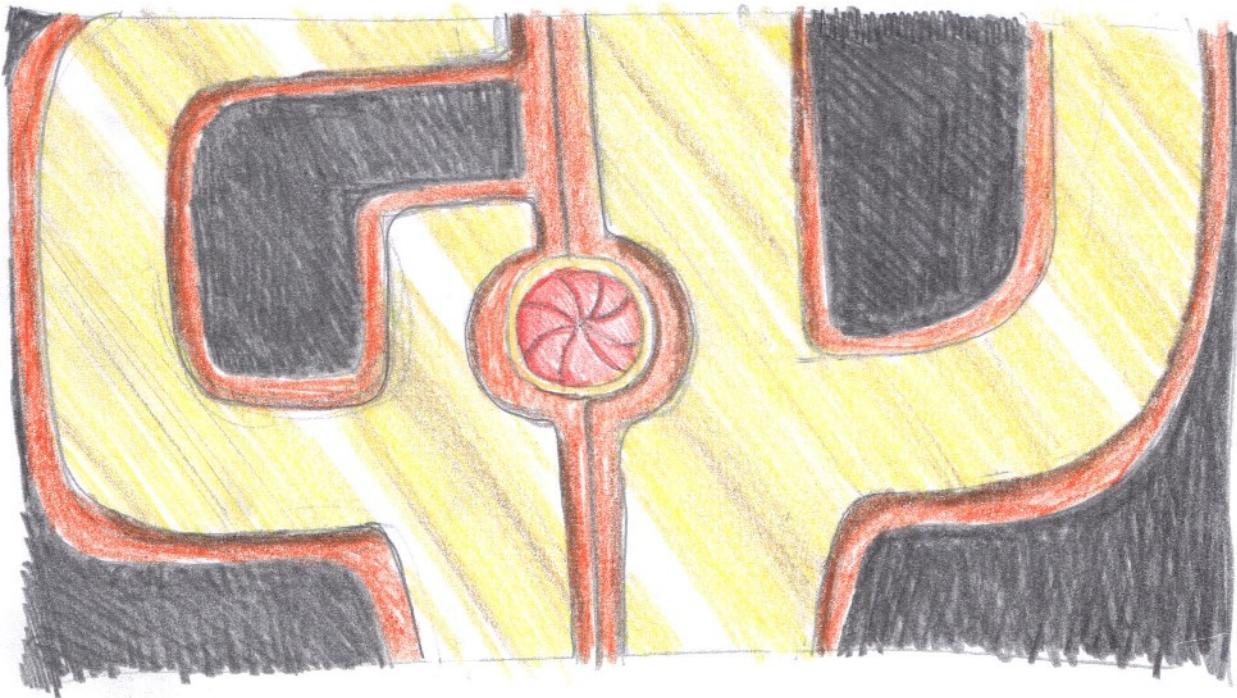
Hi! Here is the storyboard of the PC-windows demo « Passages ».
I don't know if that prod will exactly fellow that way, but it gives a global vision of the work.

Have a happy look on it!

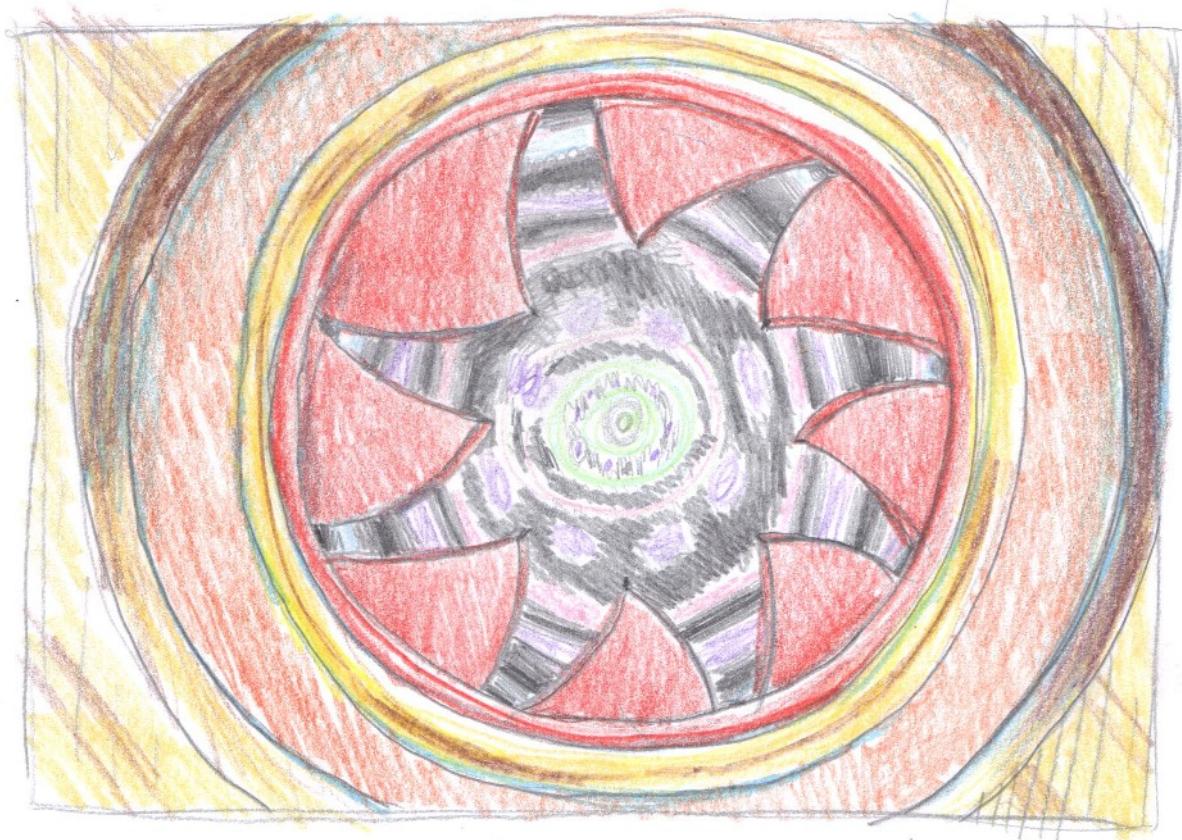
Erk.



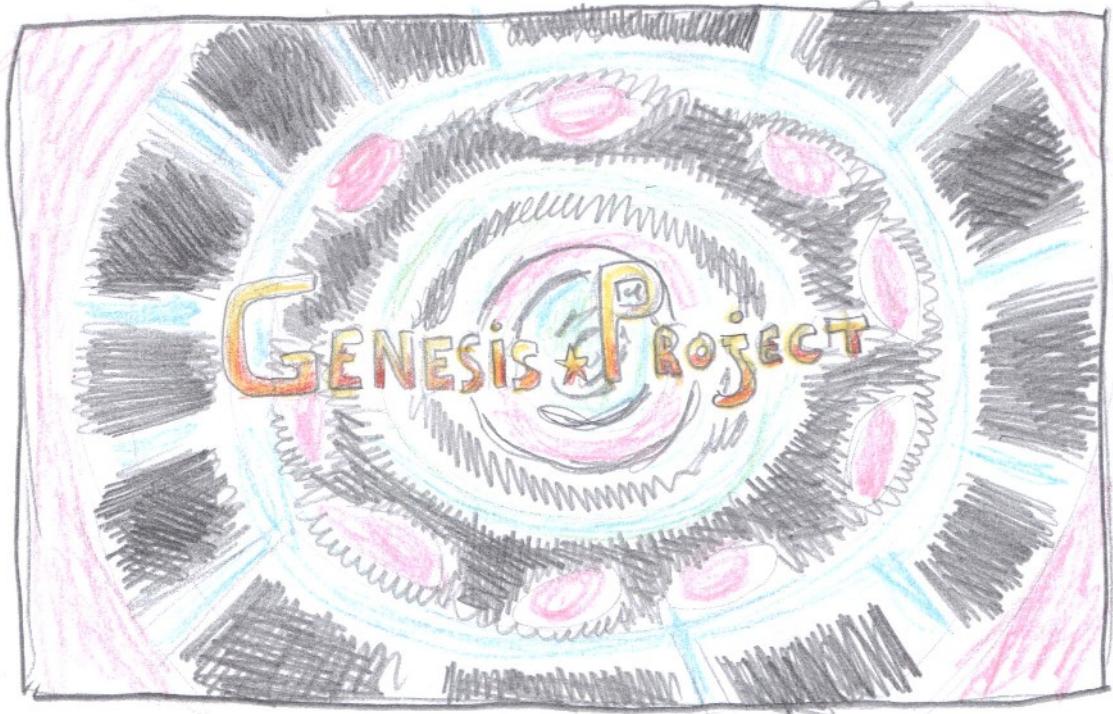
1 - GP logo appears fade in from black and approaching.



2 - ...approching...



3 - The diaphragm door opens on tunnel glows.

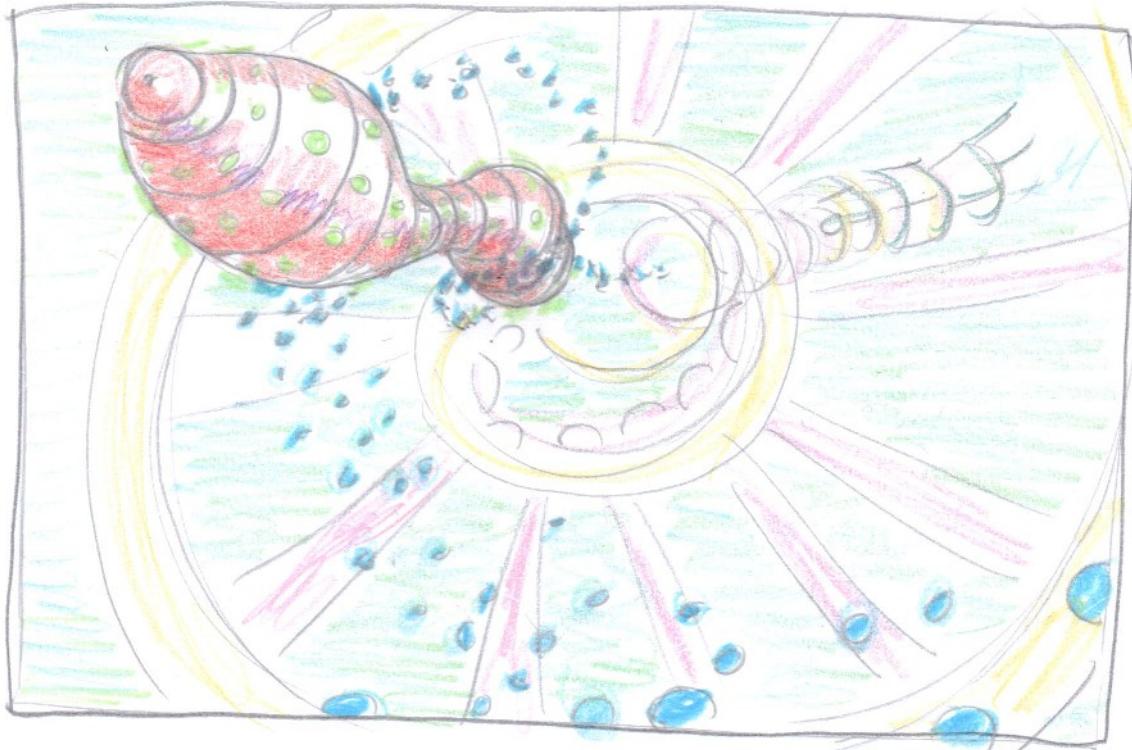


4 – Title, with beautiful Genesis*Project logo,

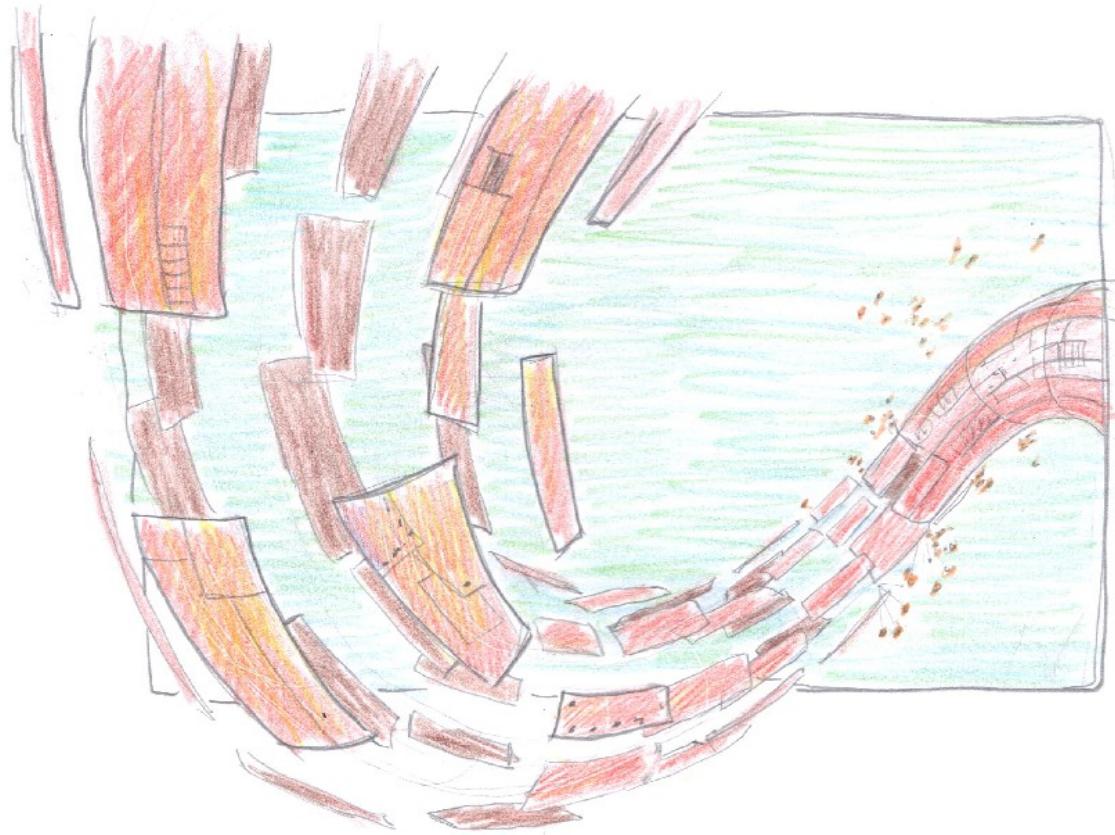
- presents,
- Passages (another logo)



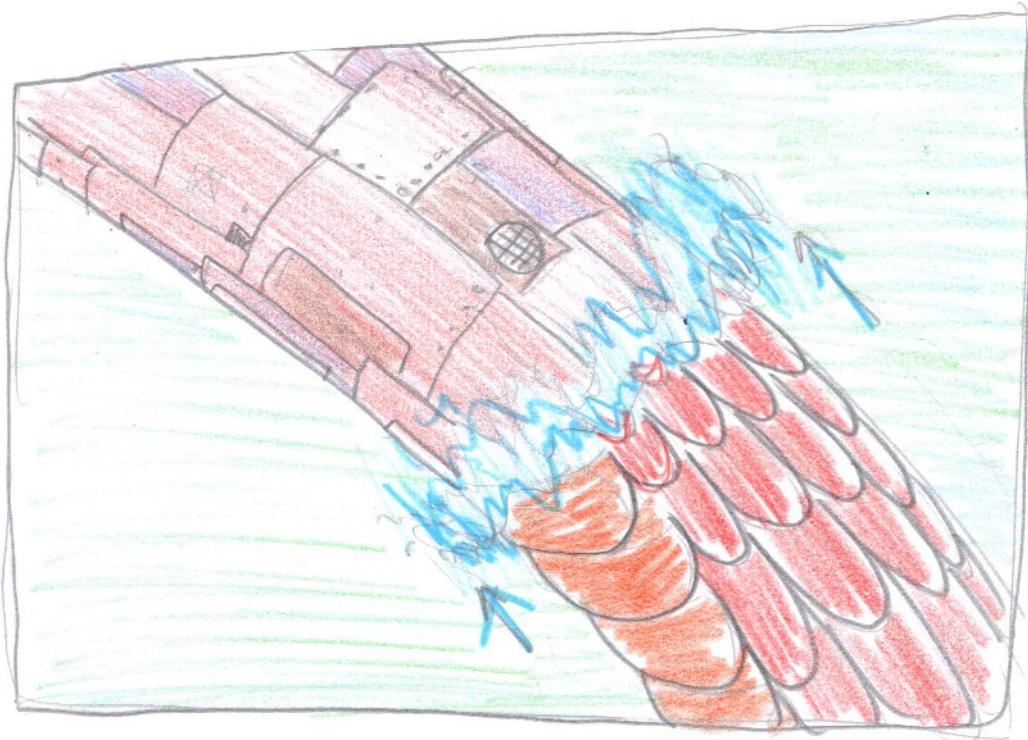
5 – The worm arrive, with texture blinking-glowes fx synchronized with music.



6 – Then, a particles field come around the worm.



7 – Snake formation: particles sparks + camera shaking when an element reach its right place.



8 – Snake's texture fading through lightning ring.

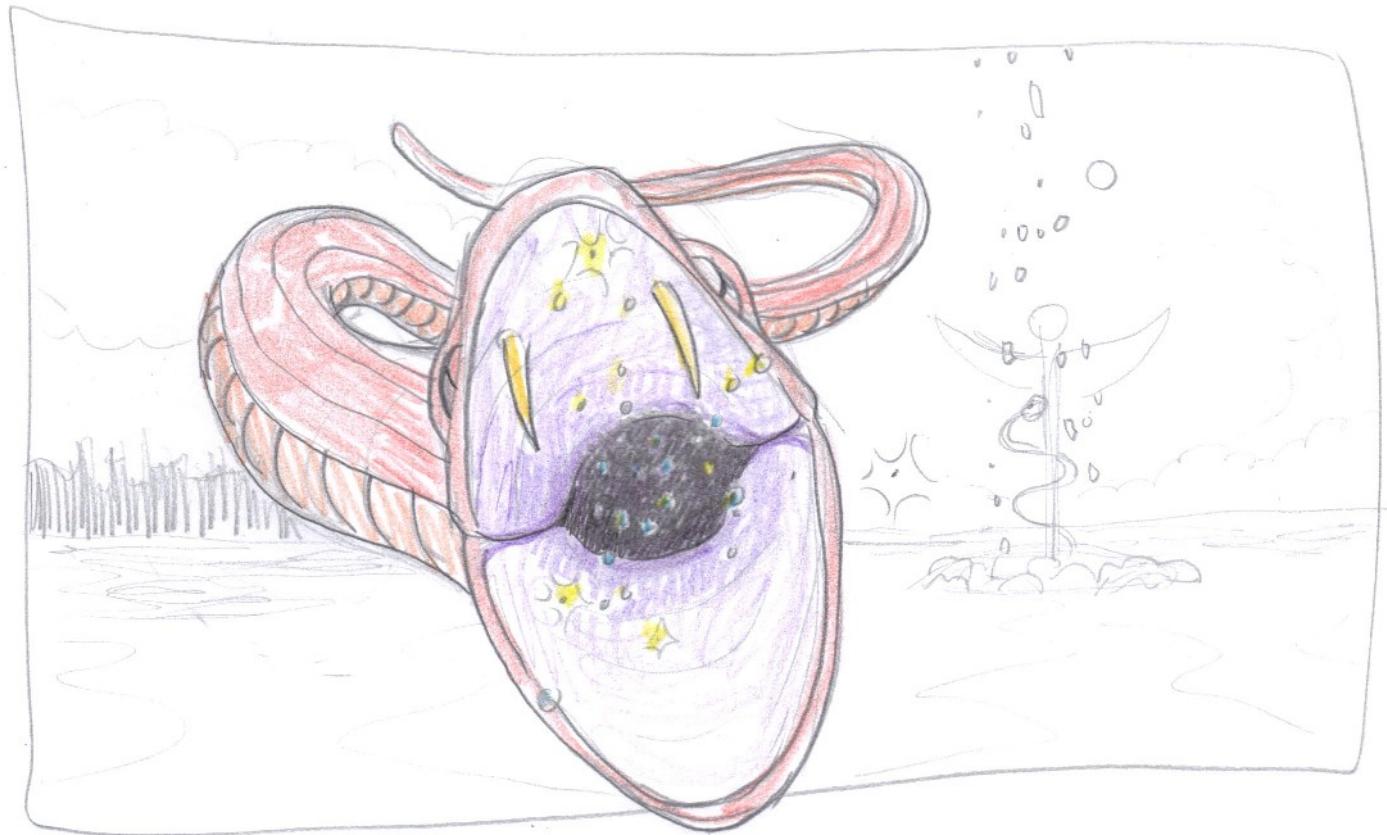


9 – Then, background skymap fading elegantly.

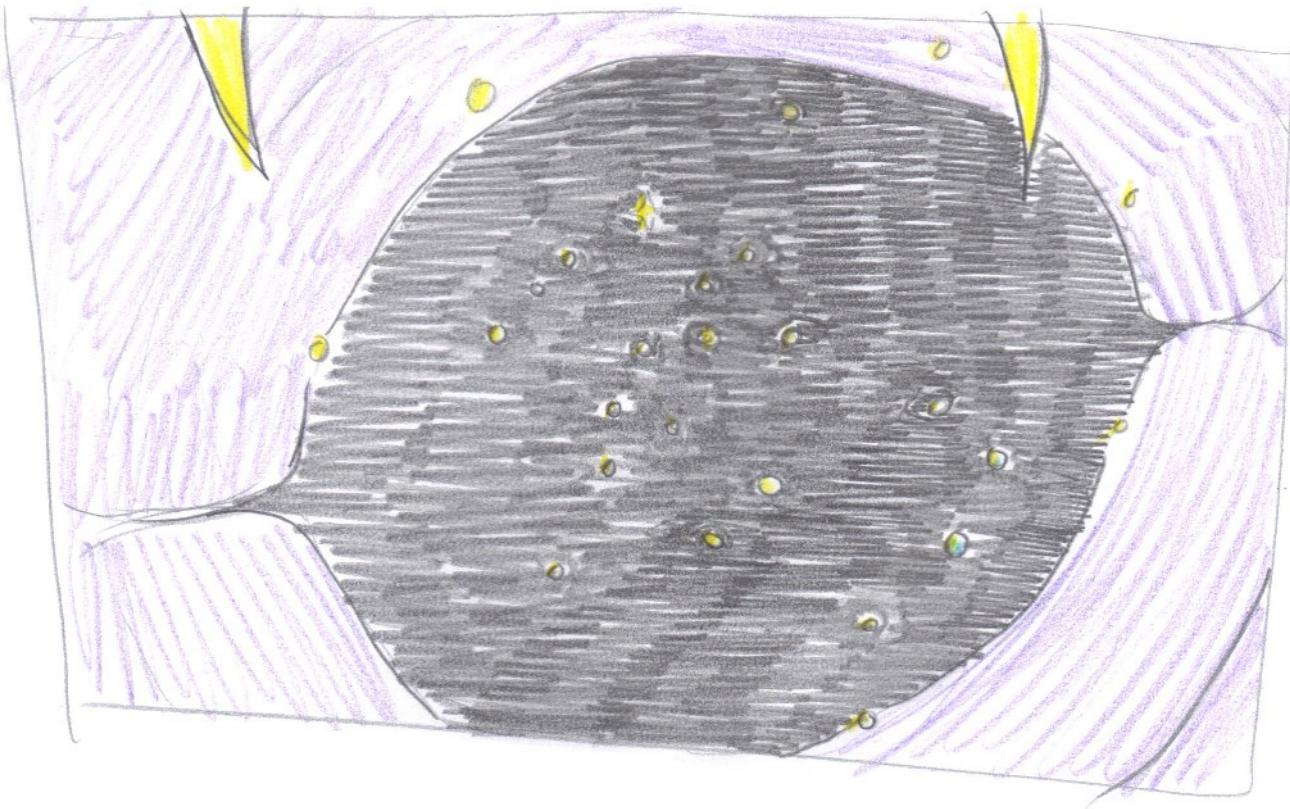


10 – Travelling, with flying rocks (texture fx on rocks?), shadows, waterwaves reflexions and snake animation.

(*): Snakes's eyes moving with Perlin noise.



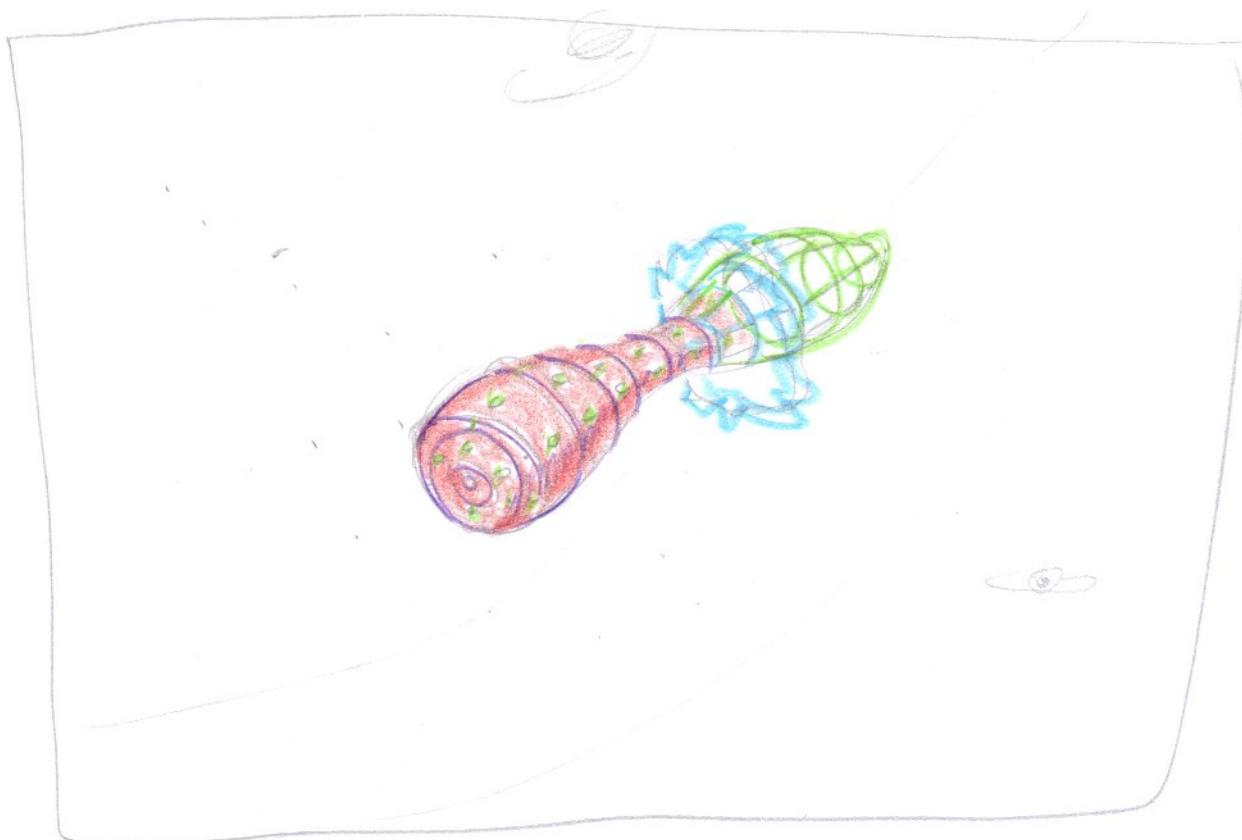
11 – The snake comes to eat the camera. Stars begins to appear from its throat.



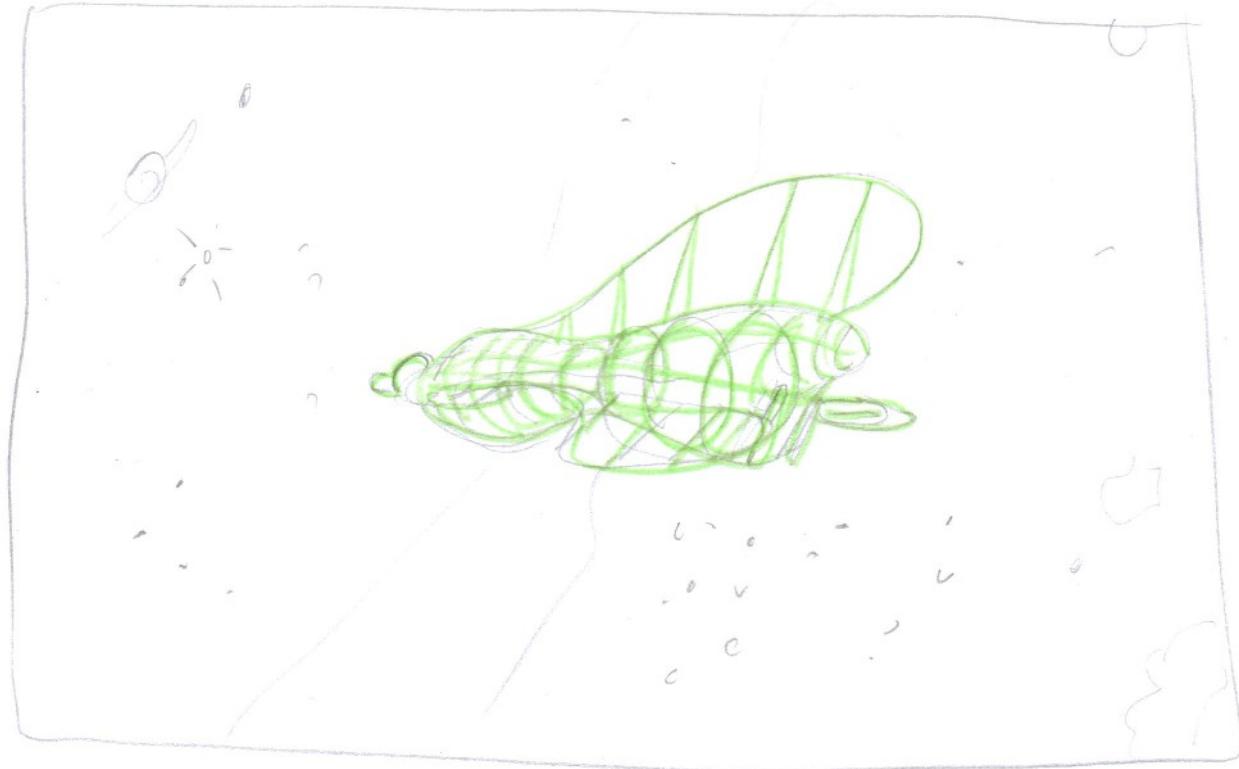
12 – The starfield is in the snake...



13 – The worm is in space, undulating slowly.



14 – Transformation begins: a- the worm in wire (lighting ring again...)



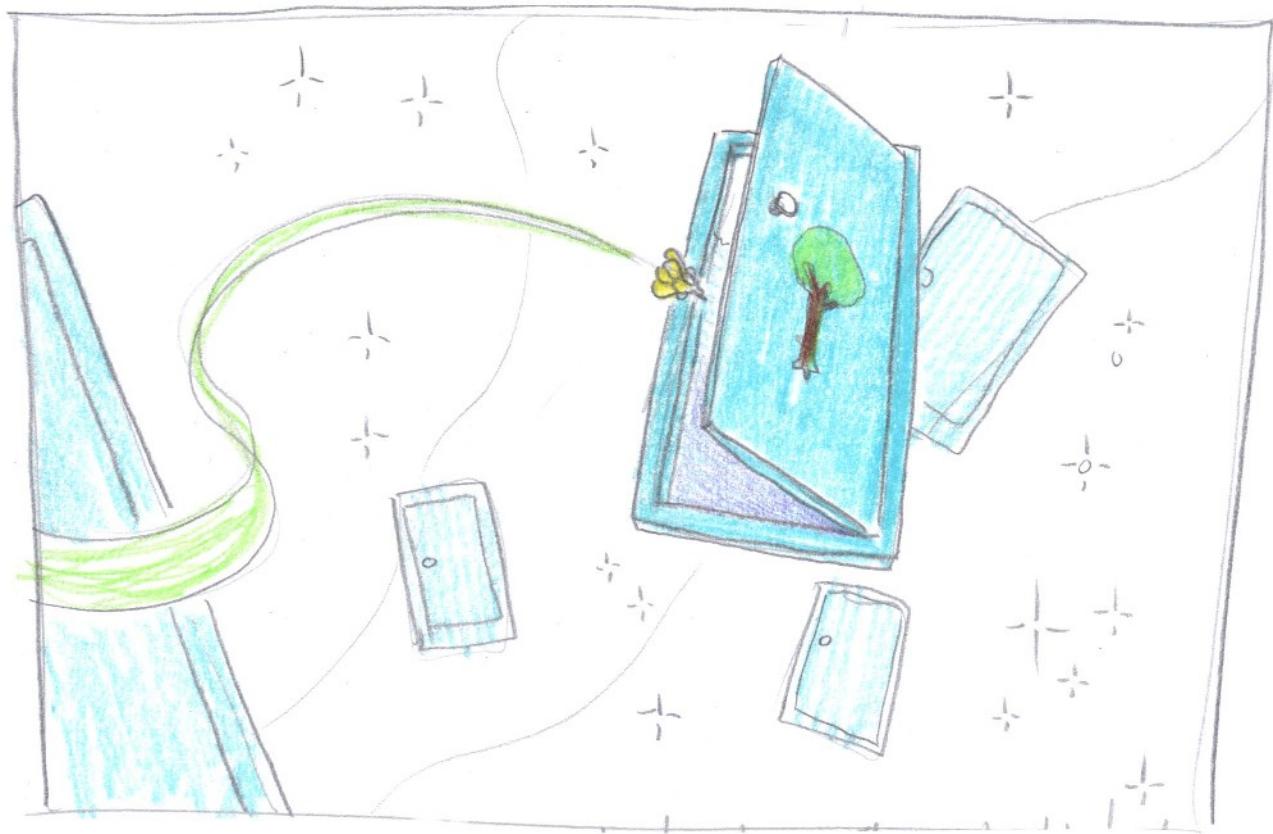
15 – b- Wire morphing to starship shape



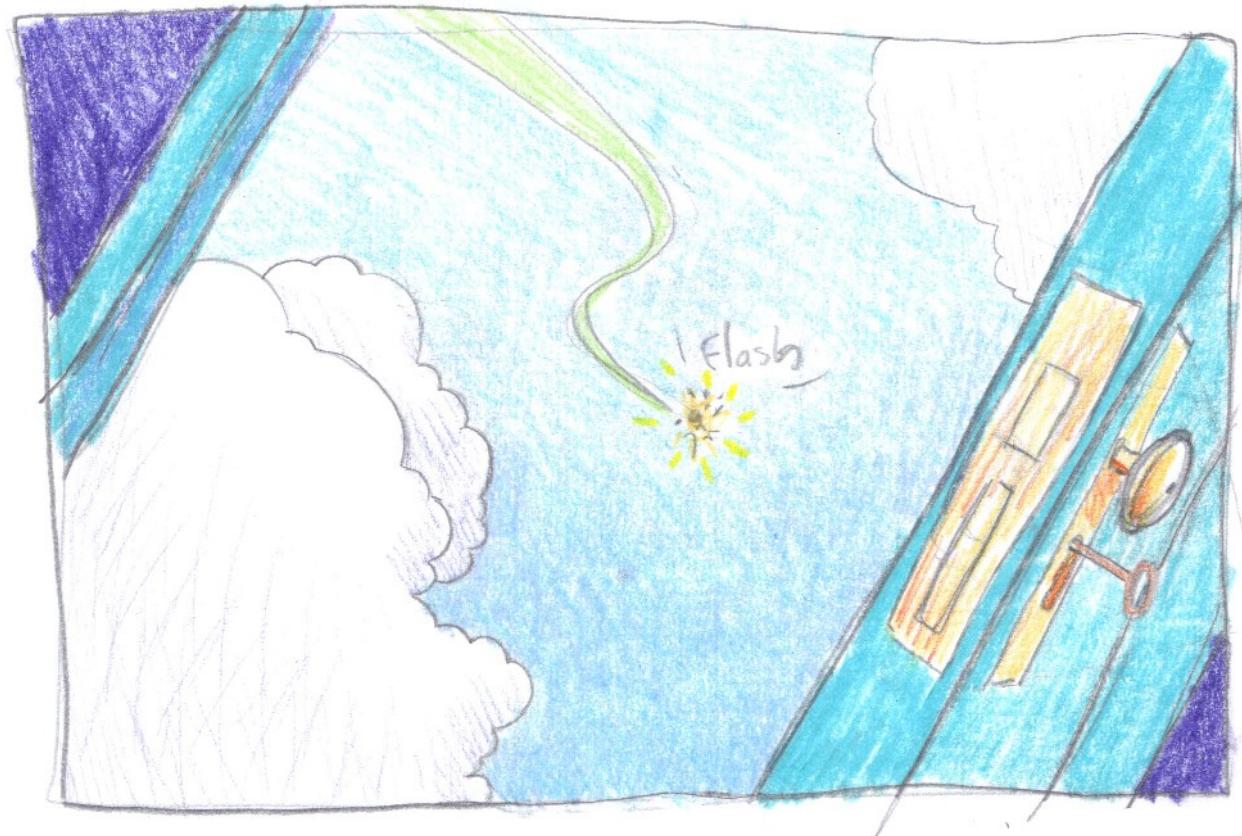
16 – c – Finally, starship texturing through the famous lighting ring.



17 – Doors appears, and the starfield become a doors-field :)



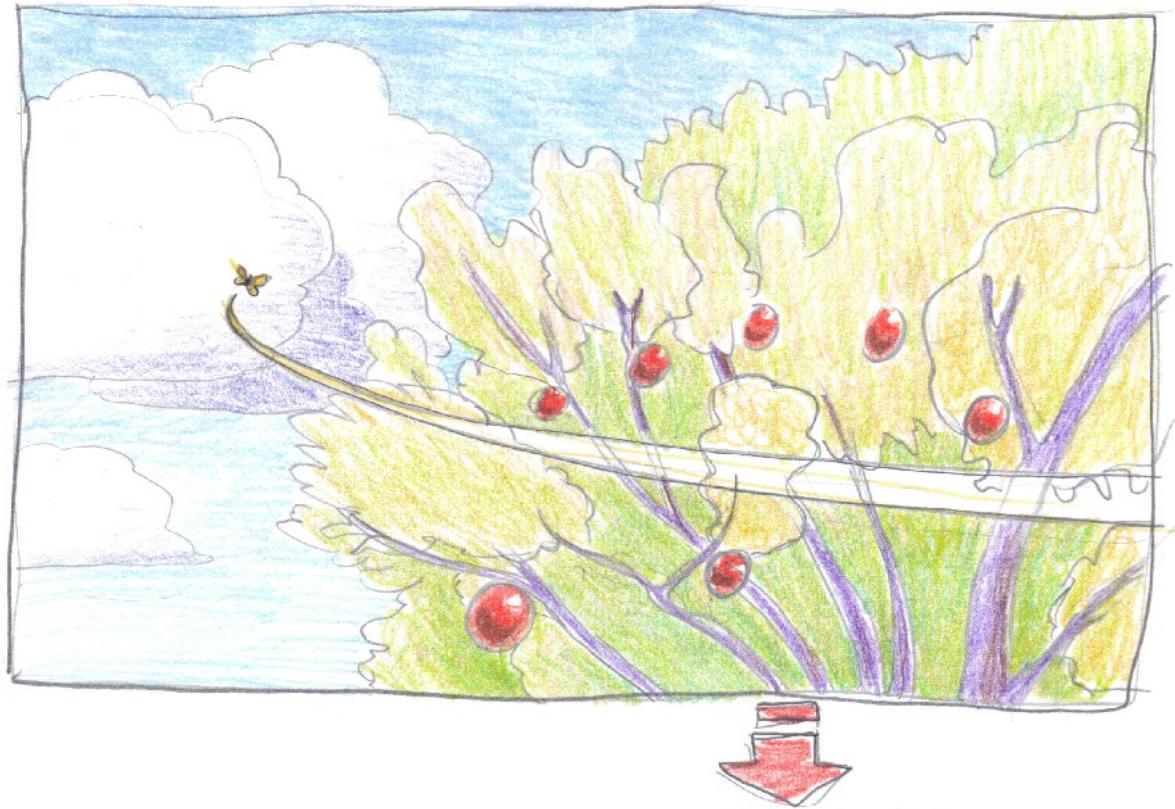
18 – One of the doors opens and the ship fly into it !



19 – We enter in a great summer sky. But look, something is happening to the ship !

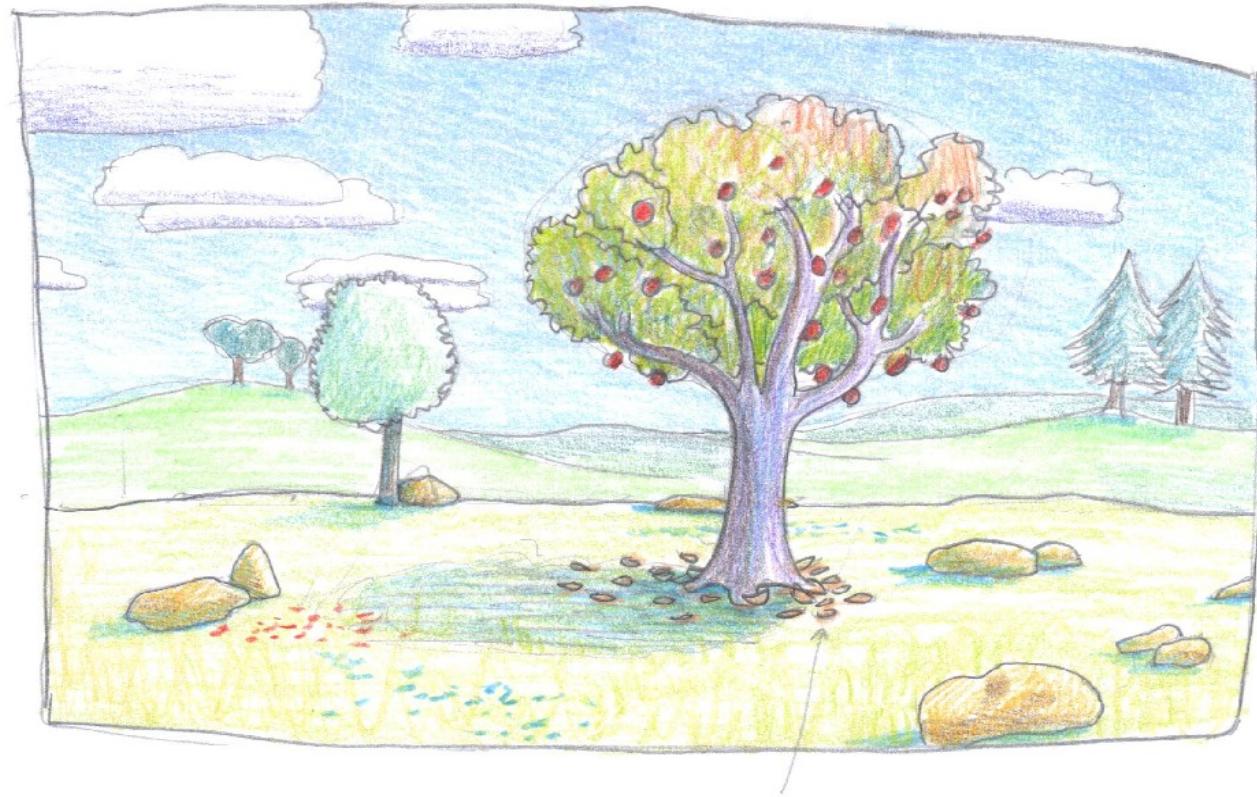


20 - ...The ship is now a cute butterfly.



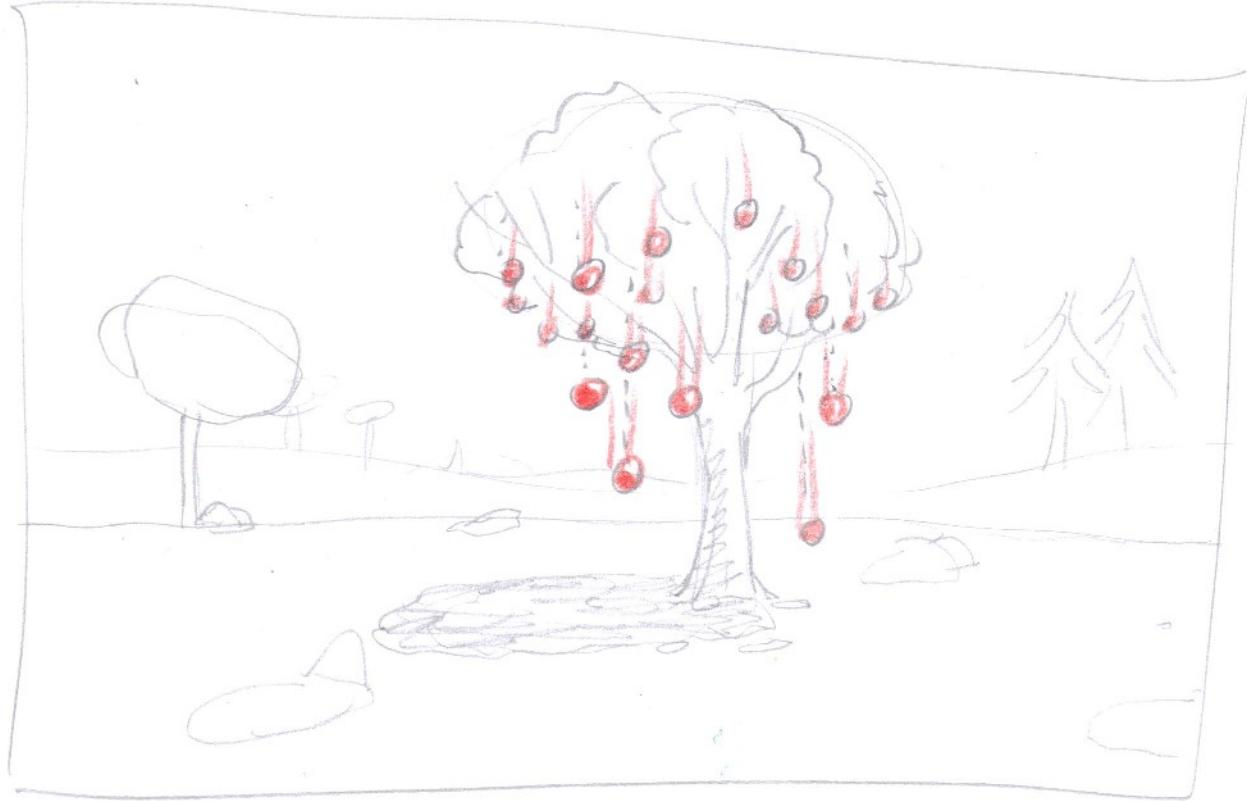
TRAVELLING

21 – A tree appears (how to make a beautiful tree with a minimum of polygons?)
Apples are single sprites.

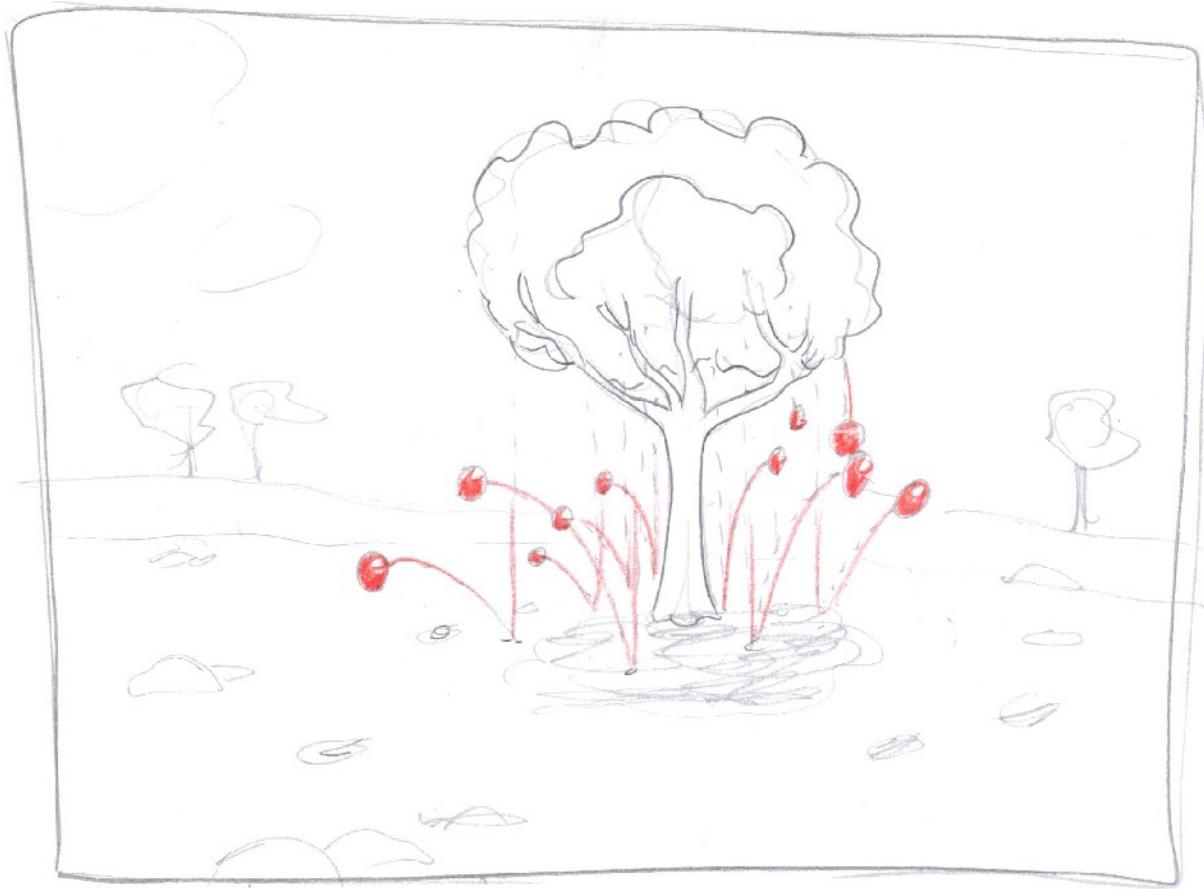


Leaves made of 2 or 3 polygons

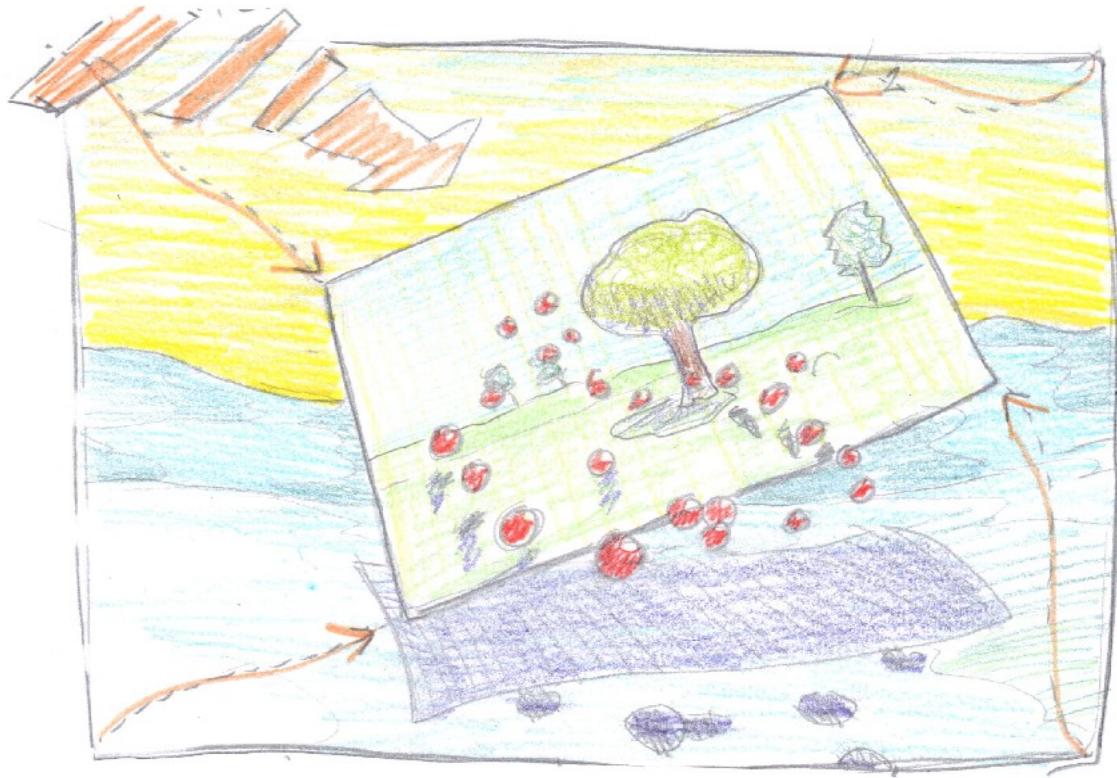
22 – Travelling – Camera moves around the tree.



23 – Apples falls of the tree and...



24 - ...Bounces! Camera travelling stops progressively.

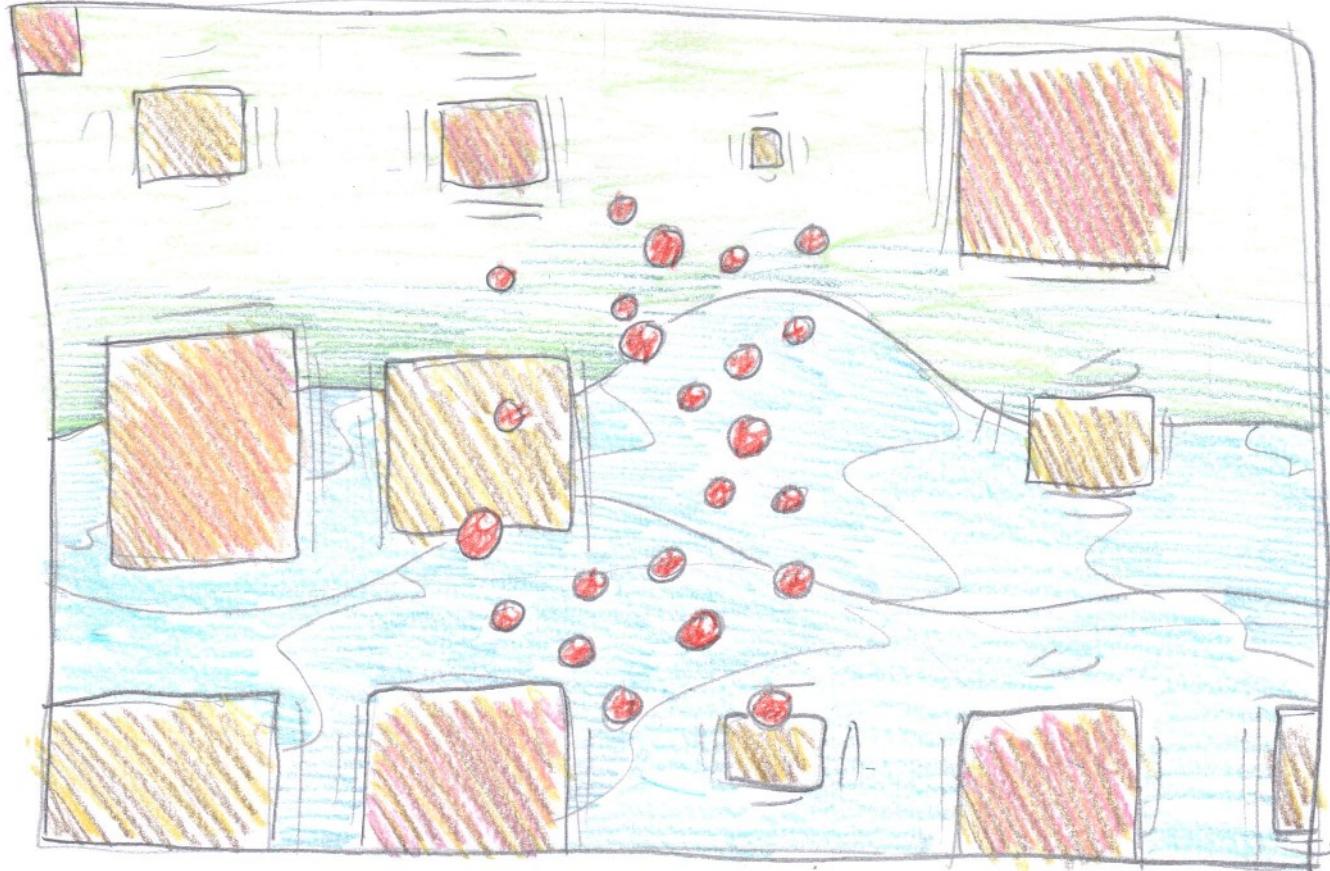


25 – Screen – to -texture and YUP! Another scene: Vectorballs dancing with shadows over a generated world map.

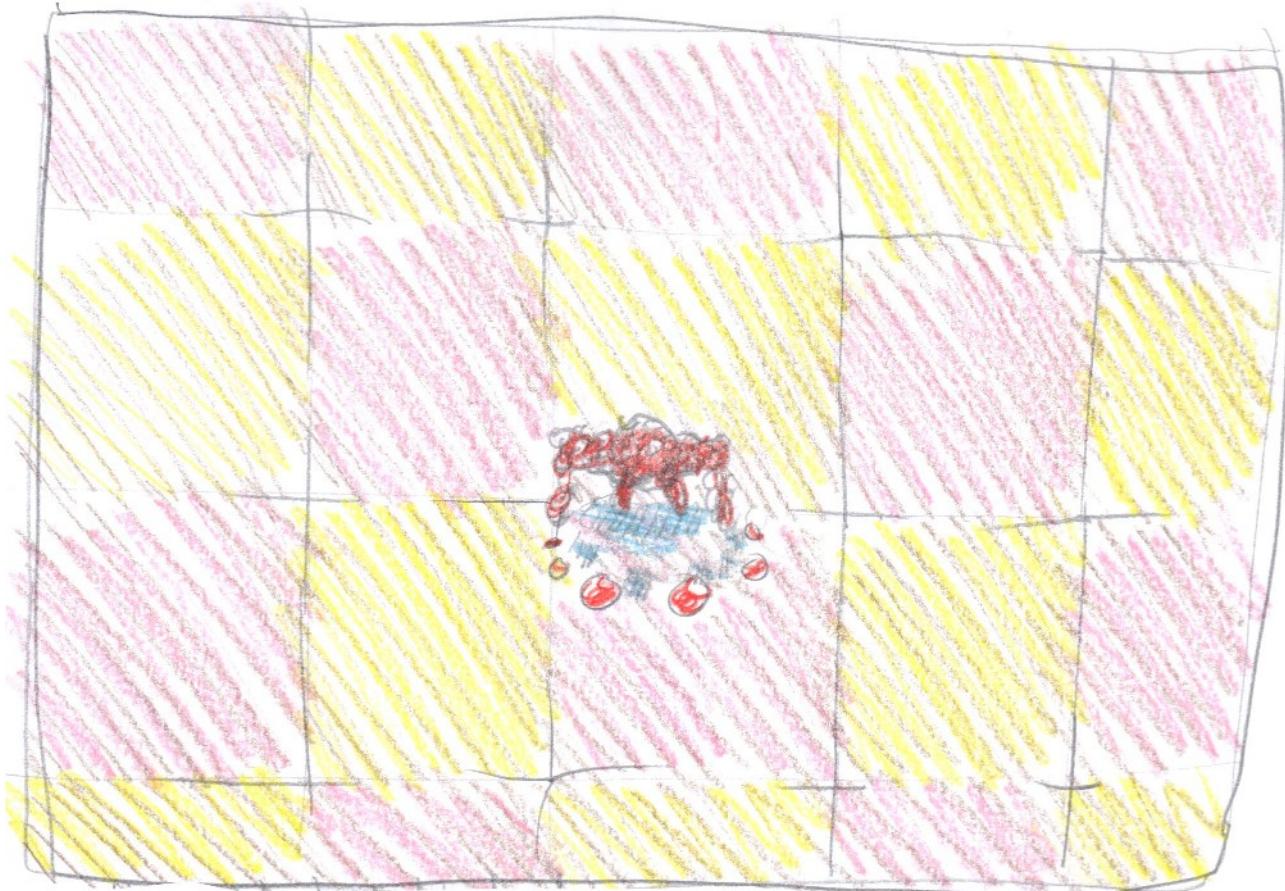


26 – GREETINGS -

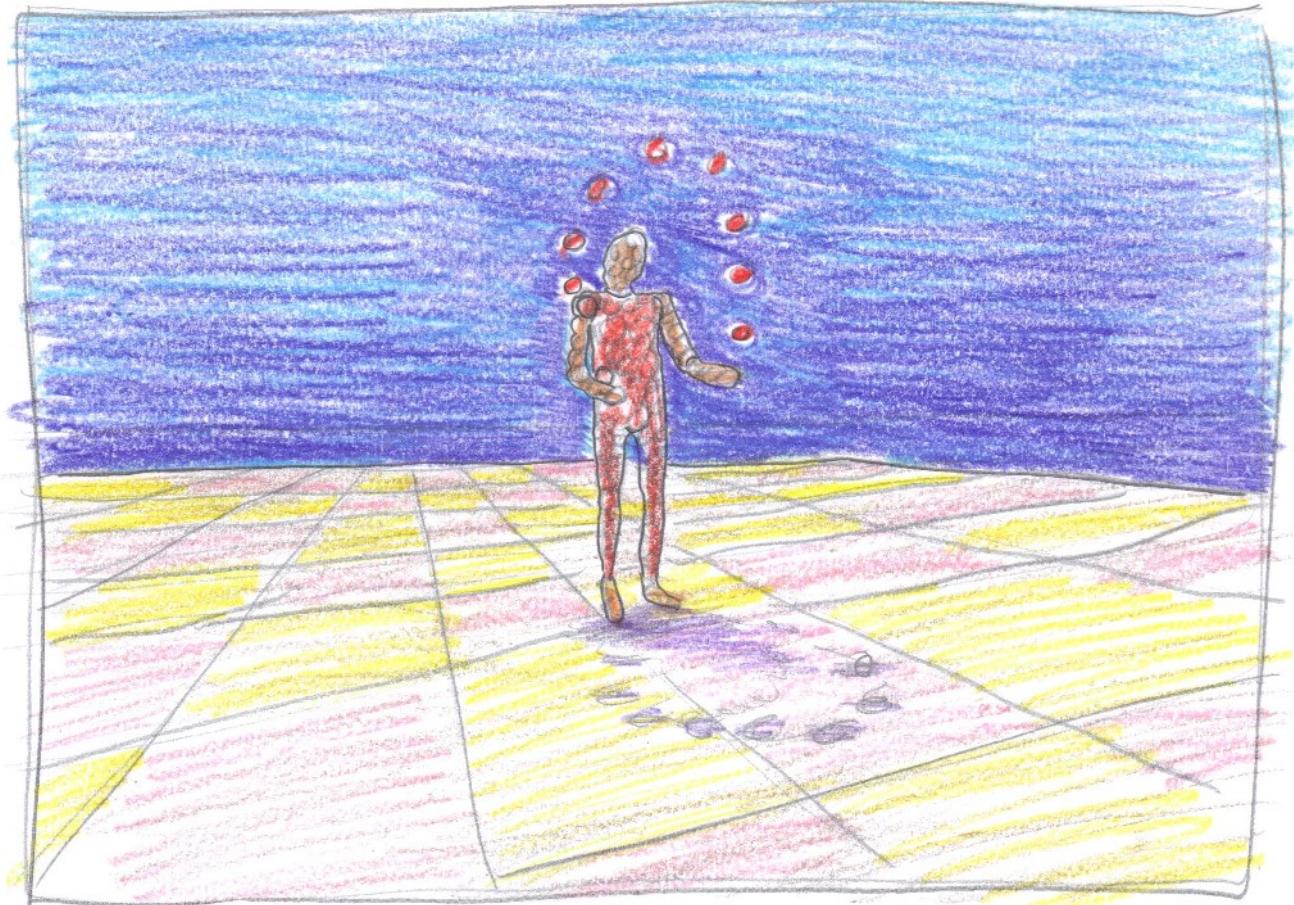
Names of the groups comes from the right, stays a second moving with the music, and exit the screen by the left.



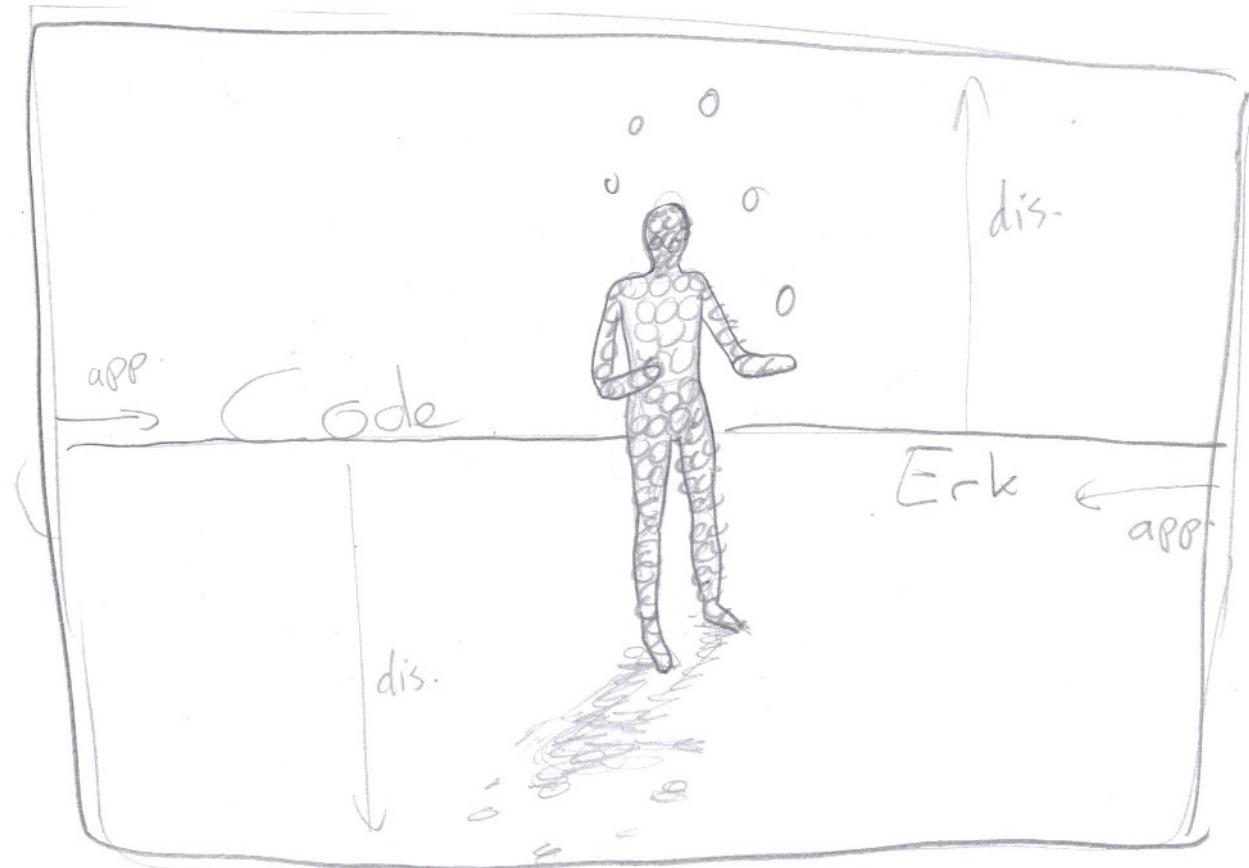
27 – Squares appears while vectorballs aggregates.



28 – Well... What is that strange shape moving on a 2d-grid?

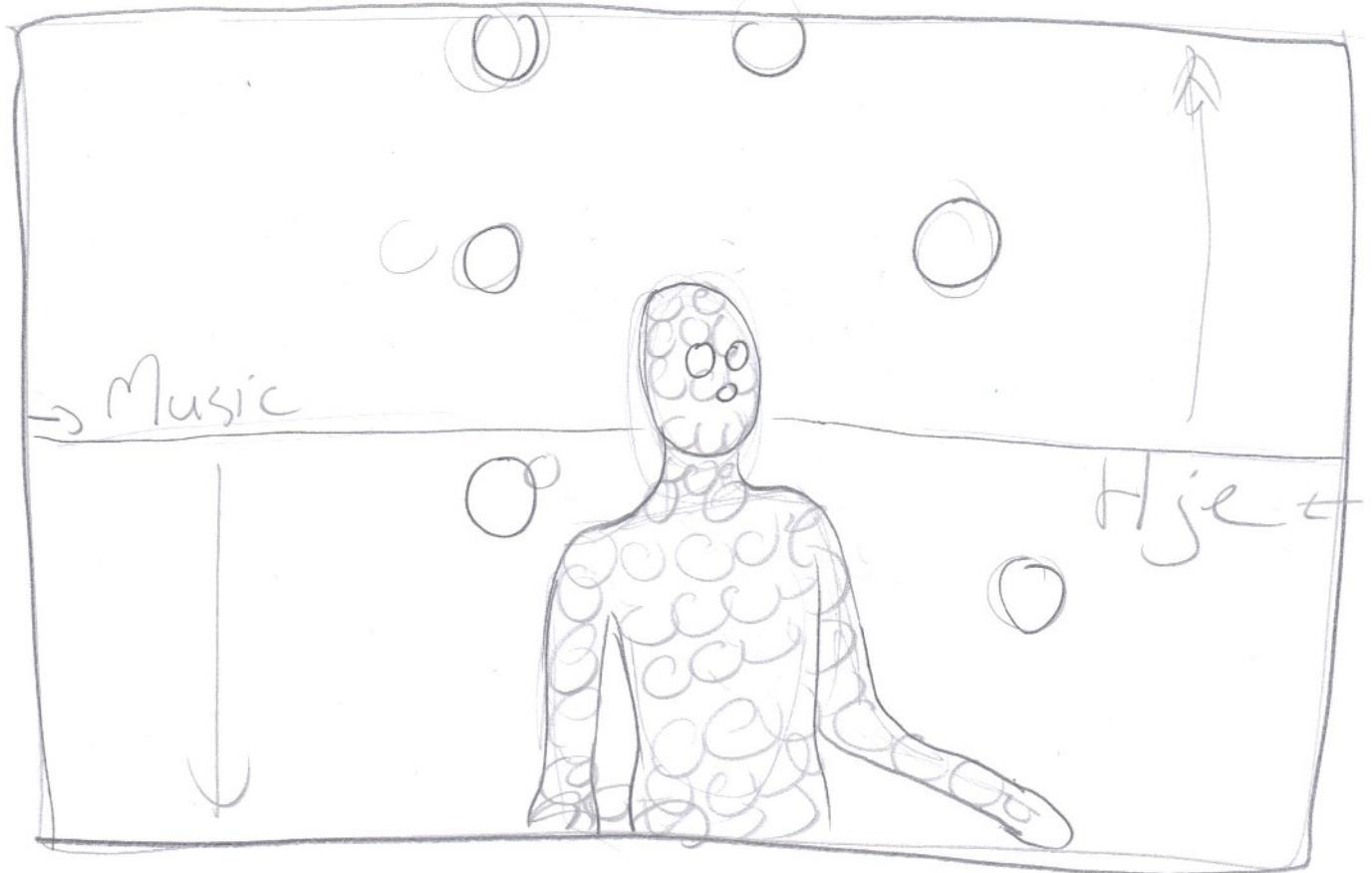


29 – Oh yeah! The jungler! (a bit improved...)

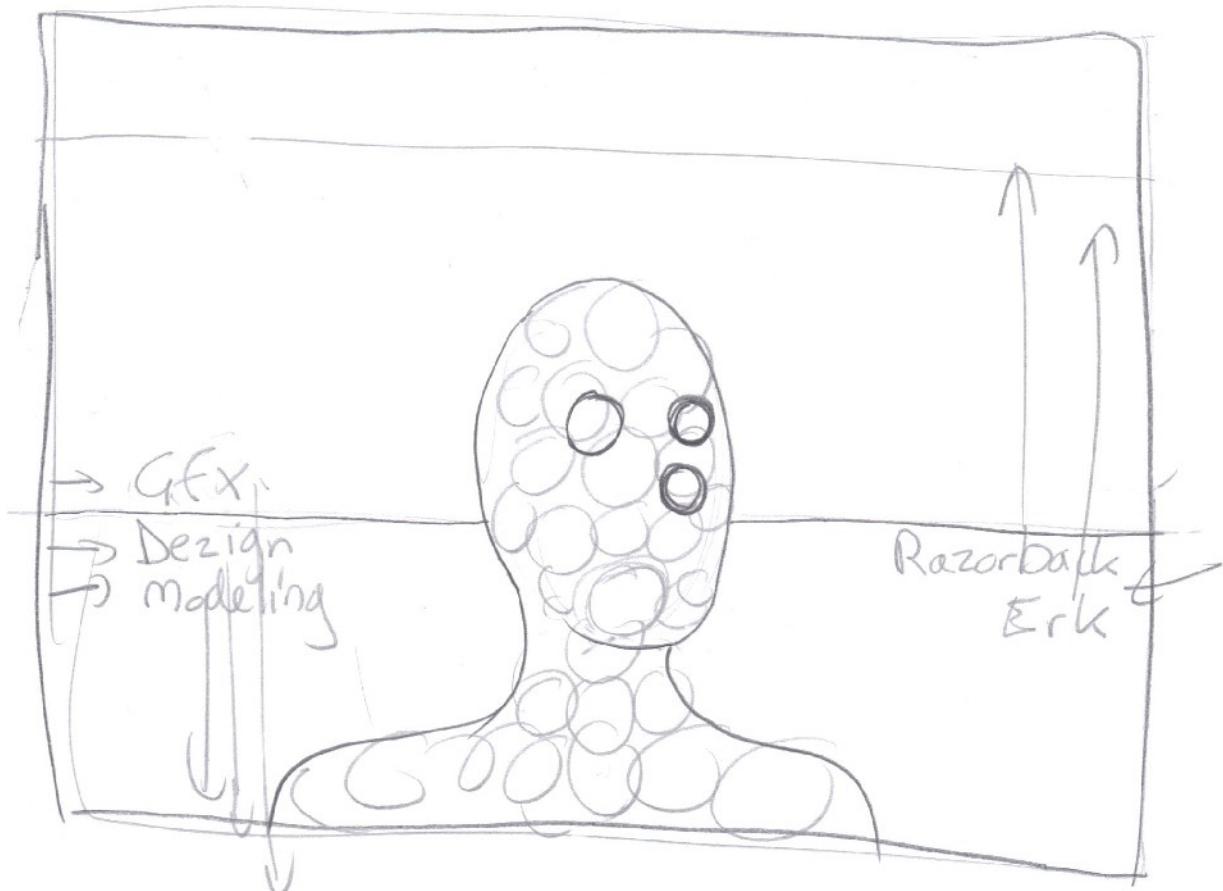


30 – CREDITS -

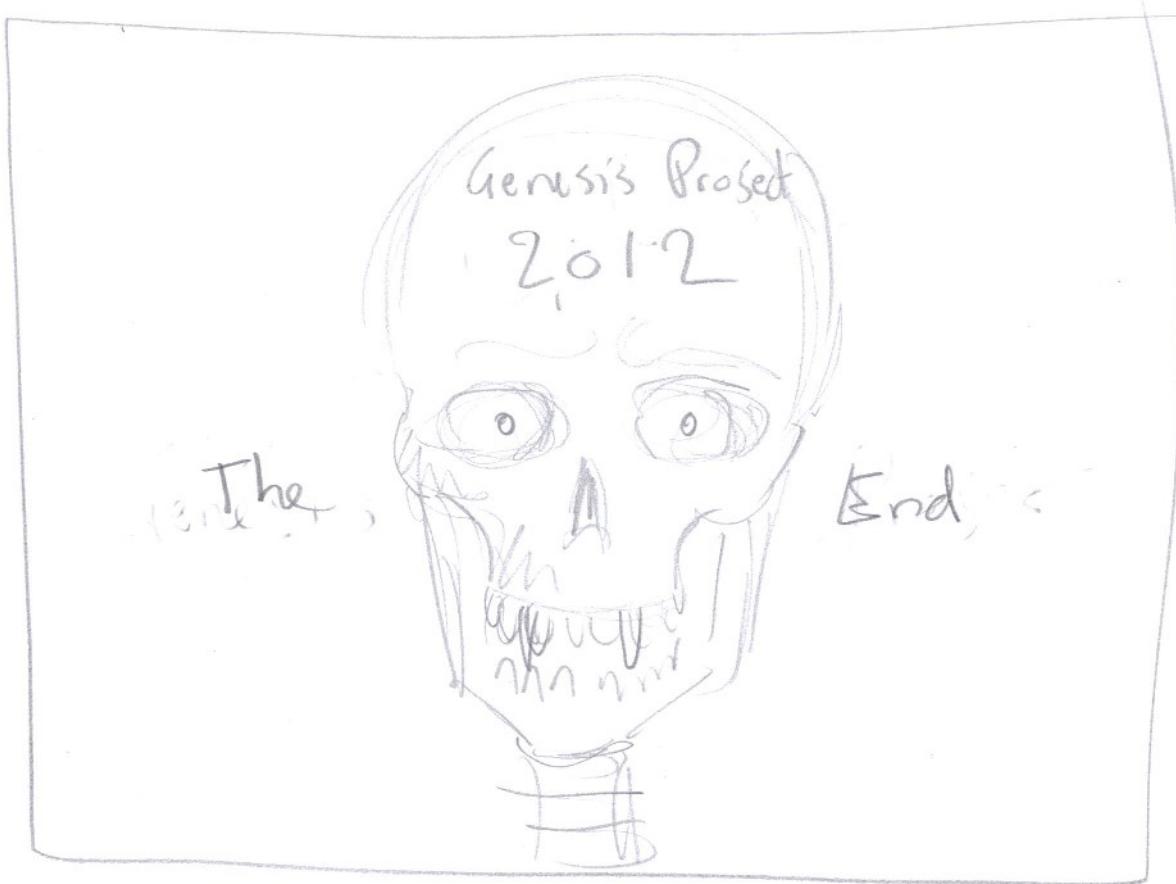
While credits are sliding, camera approaches to the jungler's face.



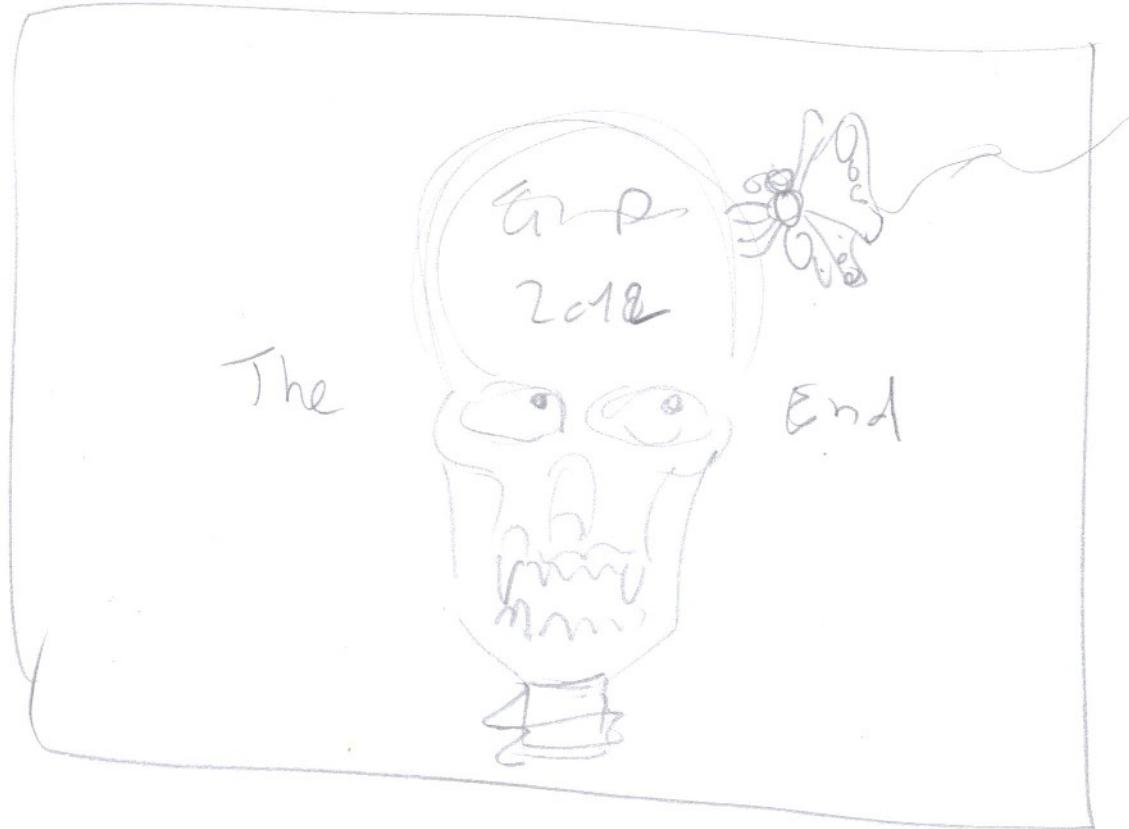
31 – CREDITS



32 – CREDITS....



33 – THE END! Perhaps an awesome RaZoRbAcK GFX here?



34 – Ahah! The butterfly's return!

That's all folks!