

MGMT - When You Die : <https://youtu.be/tmozGmGoJuw?t=2m19s>



In multiple shots a single texture is chosen and then applied onto the meshes of the band members and other objects in the scene so that it becomes harder to distinguish between the different objects in the scene. It stays consistent with the moving camera, when things move it is because the texture has an animation applied. The lights seem to remain in a single spot within each scene.