

CHASE

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COLLABORATORS

	<i>TITLE :</i> CHASE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

CHASE

1.1 <CHASE> Demonstration Animations

< C H A S E > Demonstration Animations
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Created by Simon Brewer

These animations are a small sample of my work for my Final Major Project at Harlow College. ↵

For this project I was allowed to make a short film and, being a sci-fi fan, I of course chose to make a sci-fi film! ↵

The film is called CHASE, and follows the attempts of some space pirates to grab a trader's valuable cargo. Obviously, not having access to expensive motion control cameras and models, I had find a way to come up with the effects myself. ↵

Being a dedicated Amiga devotee, I jumped at the chance to use LightWave and to hopefully show the Apple Mac-lovin' college students the power of the AMIGA! ↵

All the visual effects in CHASE have been created using LightWave, Imagine, Deluxe Paint and MainActor. There is 1.6 gigabytes of animated footage, and around 400,000 polygons worth of models for the film. Actors have been filmed using bluescreen techniques and then slotted into Virtual Sets in LightWave. The live-action and rendered footage was then be edited together on video with sound effects to create the final film. ↵

Hopefully it might inspire the Principle to dig deep and buy some A4000s and LightWave for the college! ↵

Running the Animations

These are BIG anims and are in HAM8 Hi-Res interlaced for best quality to video. ↵
They are set up to
load Viewtek from C: and run just by clicking on their icons.
Viewtek will run these from the CD-ROM if you don't have enough memory to load ↵
them in at once,
but you will have to experiment with the 'Buffer_Size' tool-type. Otherwise, you ↵
may need BigAnim
(On the GFX Sensations CD, or Aminet probably) to run them. Also, go to your ↵
Prefs/Icontrol and
make sure Mode Promotion is Off, as this will speed up the display. Try changing ↵
your screen mode to
2 colour low-res or something to free up as much chip ram as possible if you still ↵
have problems.

I hope that you can run them and enjoy them!

I would appreciate any comments about my work.

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