Games Animation WINNER

UNLEASH THE FURY

ACT3ANIMATION

The brief for the 'Sizzle Trailer' for Auran's Unleash the Fury was for a very sexy female character to deal violently with a male adversary in the style of Asian martial arts movies.

Director Cameron Chrichton, with the Auran creative team, devised the piece which was then storyboarded. Proxy models were built and the final layouts roughed in and timed for approval by Auran.

Male and female martial arts performers were auditioned. Sets were uprezed from game assets and proxy character models along with the required areas of sets were loaded into Motion Builder for realtime shot feedback in the Studio. Cameron Chrichton directed the motion capture completed at the Melbourne Act3animation/Deakin Motion Lab.

The Asian style martial arts sequences featured characters doing impossible things, for instance jumping huge distances which could not readily be duplicated in the studio by performer. It was decided that the performers would perform the basic actions, while keyframing would be overlayed to create the impossible motion.

The fights were shot with only one character at a time, so that follow-through and blow strength would not be 'pulled' as they must be when both performers are performing together.

While the motion was being animated, the high resolution character models were created, textured and shaders built in Vray. The final frames were rendered 720p (30f) at 48-bit and composited in After Effects.

Software: 3DS Max, Motion Builder, Vray, Fume FX, After Effects