Subject: RA: APB Introduction Video
Posted by Renx on Tue, 03 Jan 2006 20:42:44 GMT
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The opening introduction video that will be featured in the final(1.0) version of RA: APB is finally finished, and available for your viewing pleasure.

Everything seen in the video was modeled and animated in 3D Studio Max 7 by Aicraftkiller. The excellent audio was made by none other than Chicajo, who is still working vividly on new tracks for RA: APB.

Post comments and feedback here!

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Subject: Re: RA: APB Introduction Video
Posted by rm5248 on Wed, 04 Jan 2006 01:28:43 GMT
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That was... short.

I think that it needs to have more of the RA sound that you get whith the intro in RA.

Subject: Re: RA: APB Introduction Video
Posted by Dishman on Wed, 04 Jan 2006 01:42:58 GMT
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That was pretty bland, put in some shakes or rattles when the stuff hits, some more punching sounds, maybe some screen effects generally. I also would suggest going in a different direction for videos, instead of using just max. that part especially didn't need to be done with 3ds, since it's mostly 2d.

Subject: Re: RA: APB Introduction Video
Posted by Aircraftkiller on Wed, 04 Jan 2006 01:49:13 GMT
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I don't want camera shaking or rattling, and I didn't want more screen effects. Nothing there is 2D and I refuse to animate my 3DS Max artwork outside of 3DS Max when I can easily do it in 3DS Max.

Subject: Re: RA: APB Introduction Video
Posted by icedog90 on Wed, 04 Jan 2006 02:01:50 GMT
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rm5248 wrote on Tue, 03 January 2006 17:28That was... short.

I think that it needs to have more of the RA sound that you get whith the intro in RA.

I agree about the RA sounds.

Subject: Re: RA: APB Introduction Video
Posted by Chronojam on Wed, 04 Jan 2006 02:16:59 GMT
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I have this cool idea. Let's put green LEDs, some tv-static effects overlayed, maybe some tiberium crystals, some ms-painted on red "rust"...

Oh wait, we're talking about OUR mod? Nah. Let's keep it close to RA then.

Subject: Re: RA: APB Introduction Video
Posted by Freak on Wed, 04 Jan 2006 02:23:17 GMT
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erm you kinda completely changed the sounds...could you explain to me how thats staying close to RA?

and btw im pretty sure that that yellow stuff was made in kidpix, make it like some kind of tesla electricity or something

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Subject: Re: RA: APB Introduction Video
Posted by Aircraftkiller on Wed, 04 Jan 2006 04:05:07 GMT
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It was made in 3DS Max like I said before. It's lightning, not "kidpix" (whatever that is), which has a large video post glow around it.

The sounds were changed because nobody has the exact same sounds from the original video, and I'm definitely not going to have Chicajo waste his musical talents on stretching the audio (Which has inferior sound quality, by the way) to fit this video.

Subject: Re: RA: APB Introduction Video

Posted by genetix on Wed, 04 Jan 2006 20:51:39 GMT

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Its to "soft", reminds me of handing something to a little child or something where you want them to be careful.

I thought this was a FPS... Watching the video reminded me of a baby playing with little toy blocks.

Suggestion, add more umph. The sound was good but needed to be toned up a bit. My subwoofer was barely moving.

The artwork was good but I don't think the animation is there yet. I agree it looks better when the cammera is still and not shaking. It still needs some way of showing the letters slamming back.

Subject: Re: RA: APB Introduction Video
Posted by TheGunrun on Wed, 04 Jan 2006 21:31:44 GMT

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Renx wrote on Tue, 03 January 2006 15:42the final(1.0) version of RA: APB is finally finished, and available
Reword this stuff...

That was the only part of the text I read...

Subject: Re: RA: APB Introduction Video
Posted by YSLMuffins on Thu, 05 Jan 2006 00:51:14 GMT

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I think it looks crisp, clean and distinctive. I like the sounds because it says it's Red Alert, but with a new flair. However, I think the glowing effect before "A Path Beyond" appears looks a little corny. Perhaps the lightning could be much more brief, flash out from the sides and then have the name slowing reveal itself out from the center, as if they are scorch marks that quickly mold into the gold that it currently is. That would be just dreamy.

Subject: Re: RA: APB Introduction Video
Posted by Renx on Thu, 05 Jan 2006 04:27:32 GMT

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TheGunrun wrote on Wed, 04 January 2006 17:31Renx wrote on Tue, 03 January 2006 15:42the final(1.0) version of RA: APB is finally finished, and available
Reword this stuff...

That was the only part of the text I read...

Well then now you know why you're supposed to start reading at the beginning of a sentance