



NEW PENCIL

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DEMO ACCOMPLISHMENTS

1.1. DEMO ACCOMPLISHMENTS

- **Combat Tree – Rewards Button Skill vs. Button Mashing**

The combat tree is an organized collection of combat moves. A skilled player can select moves that a “button masher” could never access. In addition, the combat tree helps our animations create seamless transitions between combat moves.

- **Spell System**

We created a custom spell system.

- **Built a Custom Melee Combat System**

Unreal comes standard with ranged/projectile combat. We created a custom Melee Combat system.

- **Collision Detection (Poke vs. Swing)**

When an NPC is hit, the direction of the hit and power of the hit is taken into account. The NPC will fall in the correct direction and travel the correct distance based on the power of the hit.

- **Versatile Melee**

The melee system supports Punches, Kicks, Single and Double Handed weapons.

- **Mob AI**

We created custom Enemy AI logic. Enemy’s will circle the player, waiting for an opportunity to attack.

- **Custom Camera System**

We added an intelligent, 3rd person view of the player/character.

- **Light Maps**

Accurate lighting adds realism to a 3D environment. To get accurate lighting we used Maya/Mental ray to generate light maps. The light maps were added to the Unreal environment with no computational cost.

- **Efficient Integration**

We created efficient ways to make the integration process between Maya and Unreal. For example, an excel sheet containing animation data drives our export process.

- **Art Pipeline**

We created a number of plugins to assist the animators and the export process. We created an export program that runs off our spreadsheet exporting in mass all files that have been flagged. The intention was to cut down on data entry and eliminate human error while exporting. In addition, tools were developed to cut up animation files in sequences that match the combat tree.

- **Feet Stick**

We added custom code that makes the player character's feet stick.

- **Physics – Hard work done in Maya, not Unreal**

To reduce computation penalties, we used Maya to process intensive physics calculations. This information was imported into Unreal as animation data adding no computational cost.