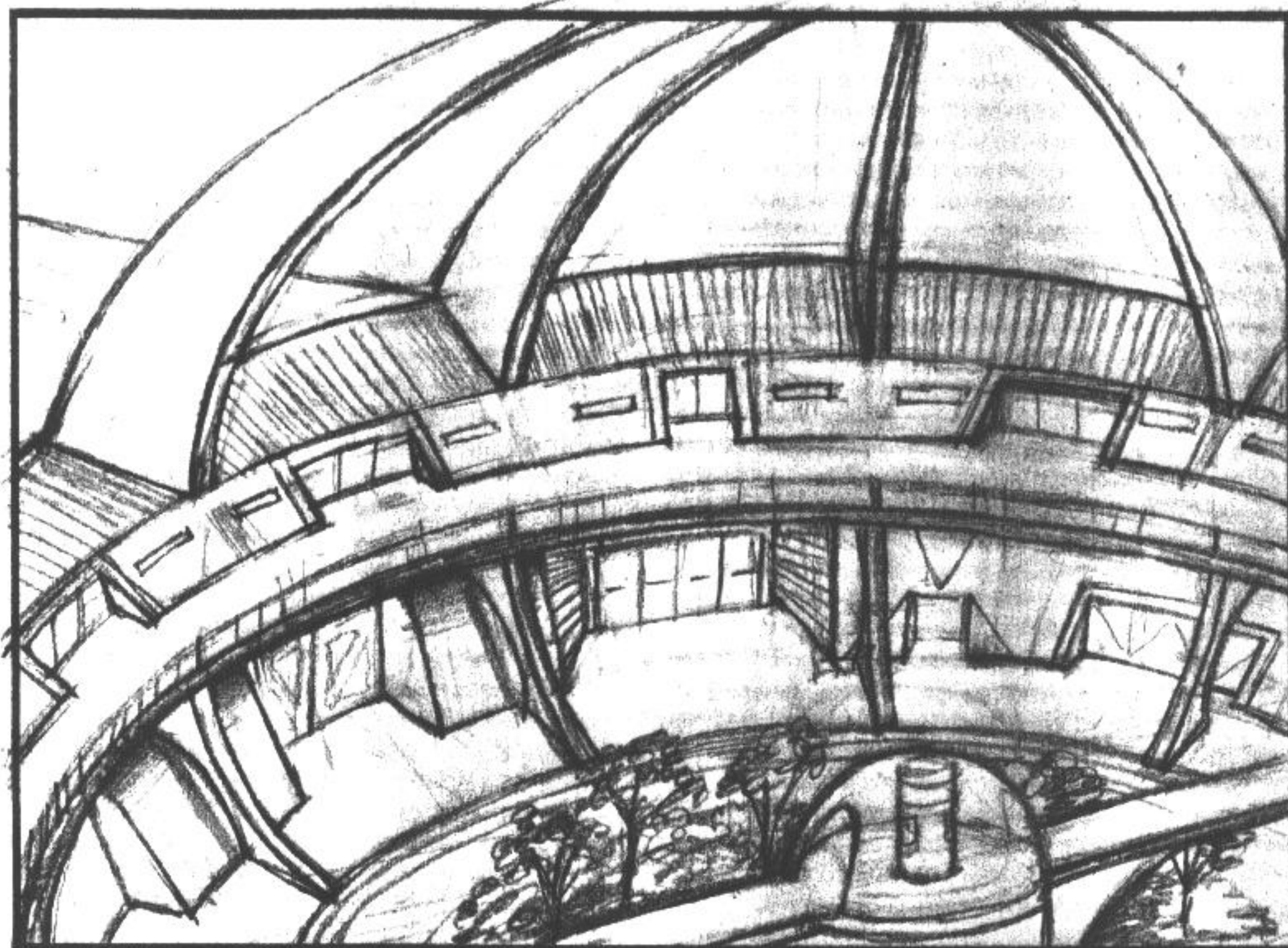


Project: _____

Screen: _____



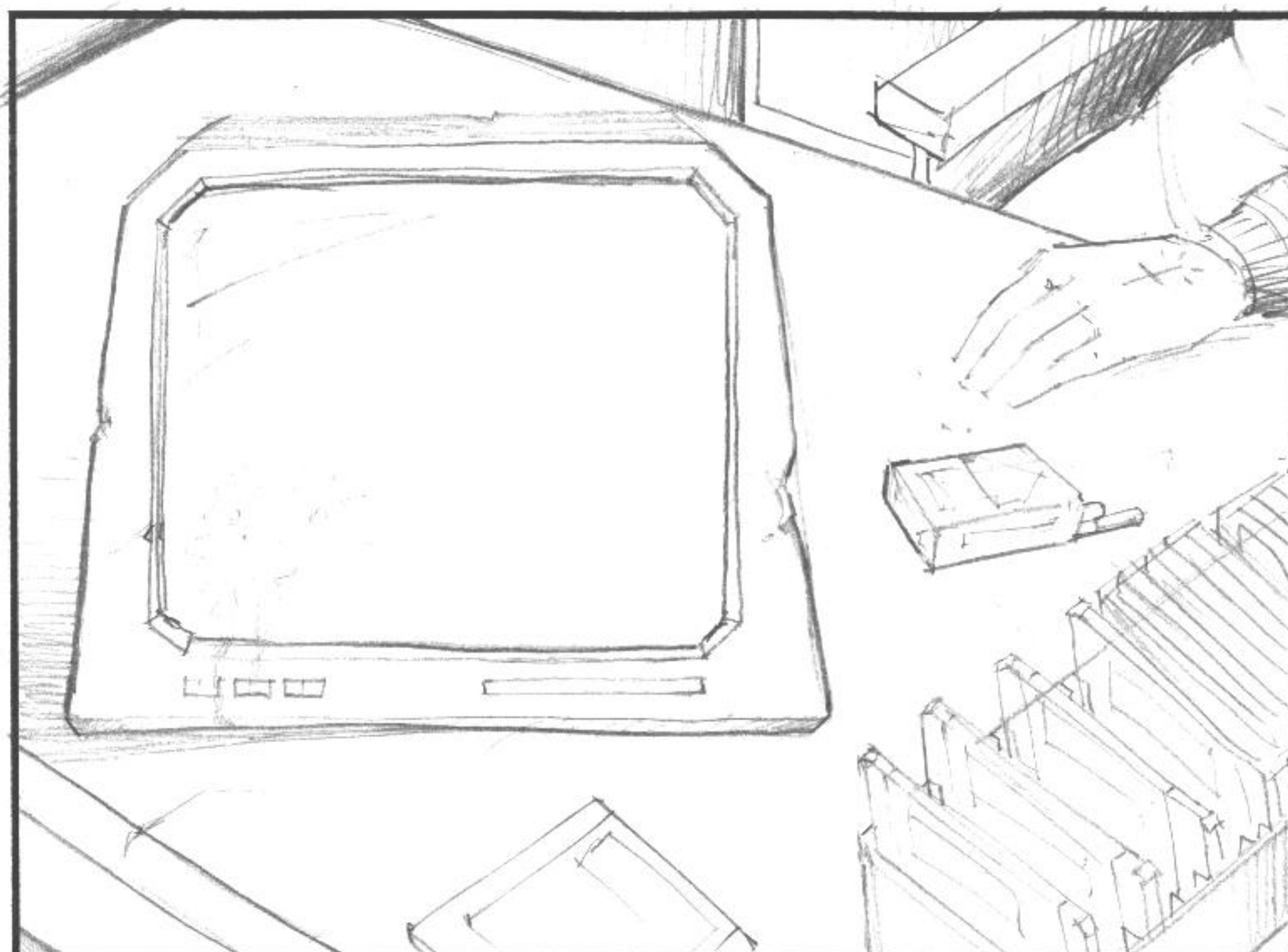
Action: _____

Animation: _____

Hot Spots: _____

Project: _____

Screen: _____

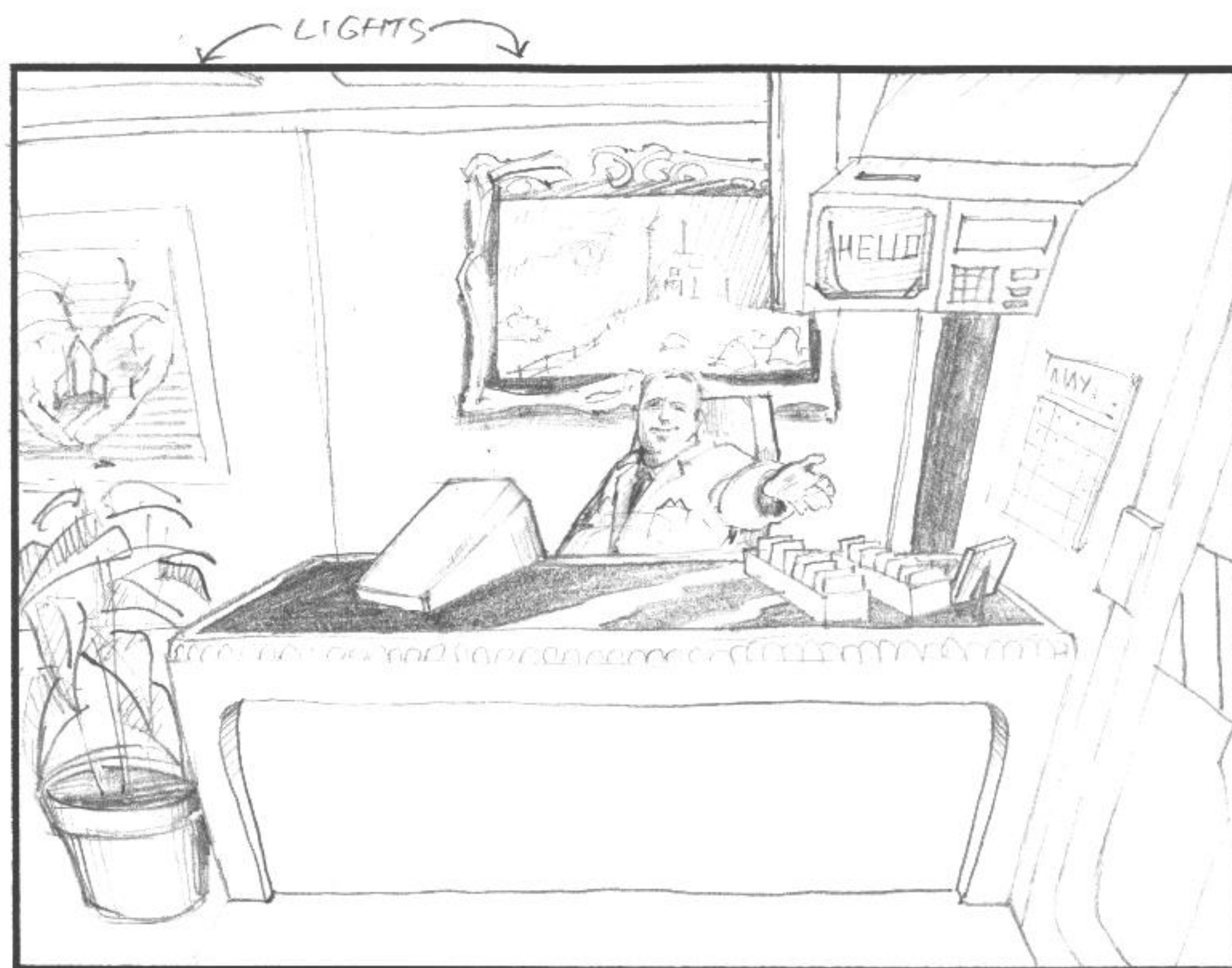


Action: _____

Animation: _____

Hot Spots: _____

Project: _____ Screen: _____

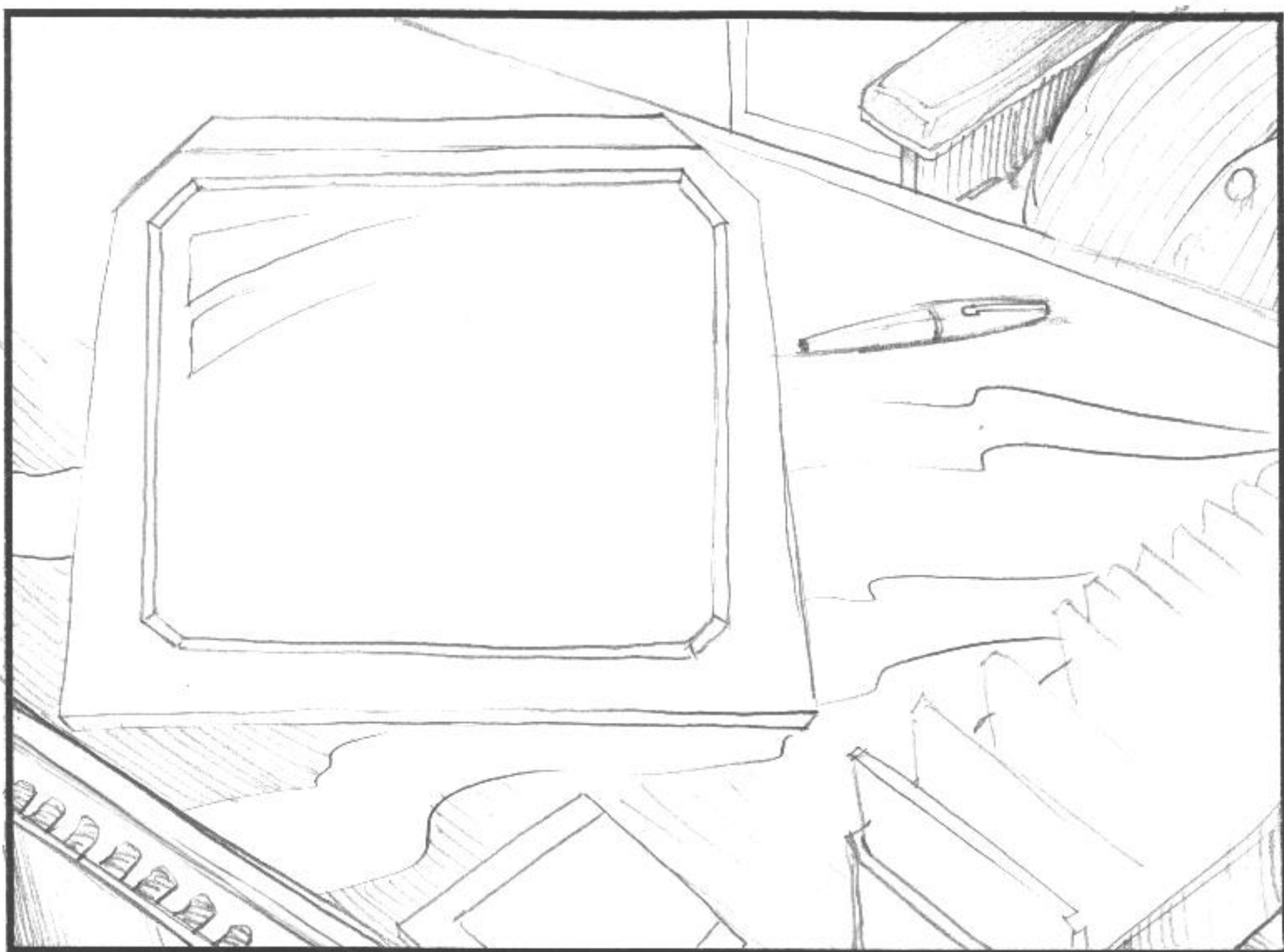


Action: _____

Animation: _____

Hot Spots: _____

Project: _____ Screen: _____



Action: see other sketches

Animation: _____

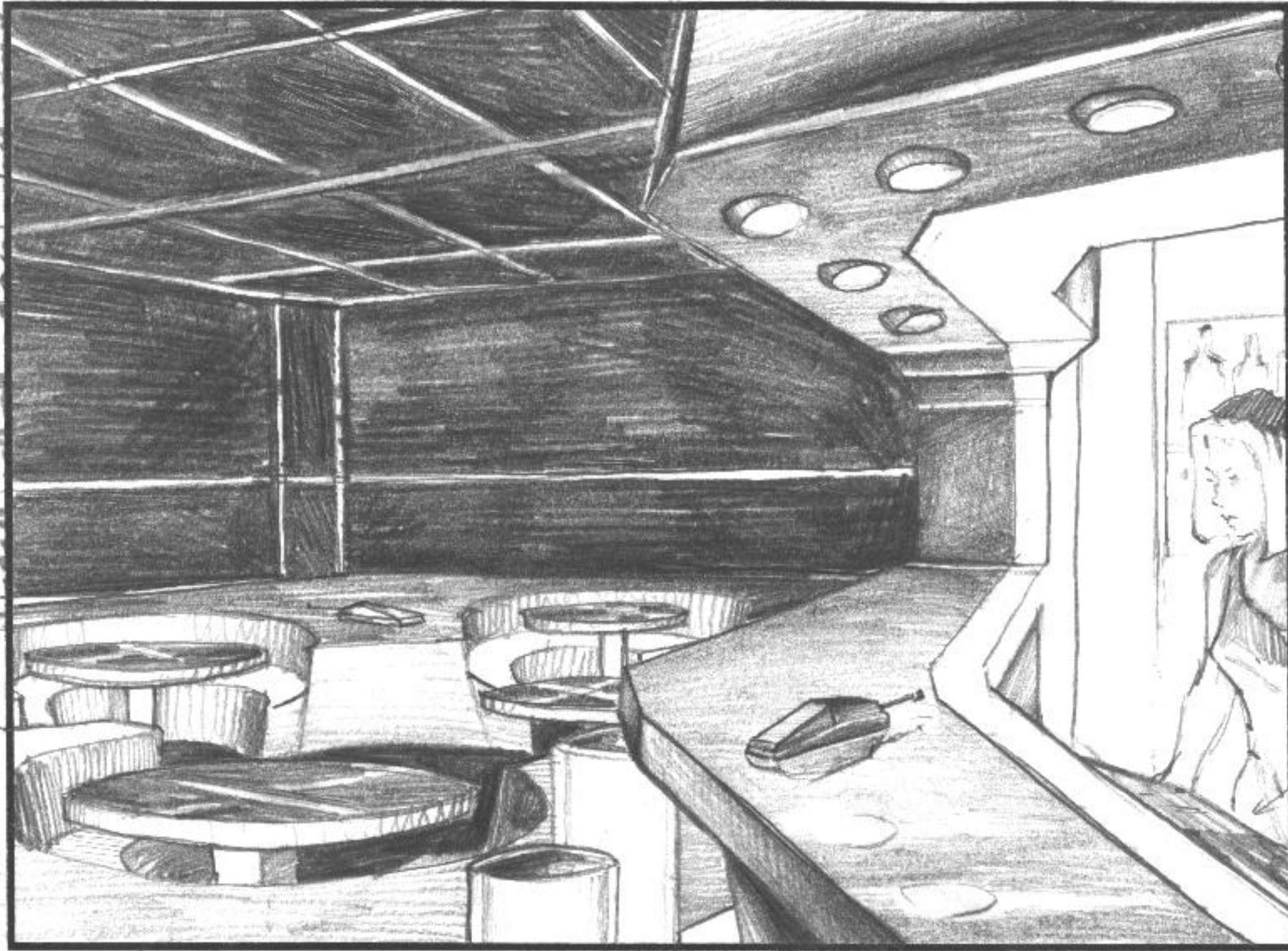
Hot Spots: _____

NEON
GRID LIGHTING

Project: _____

Screen: _____

NEON



BAR CONSOLE
(BLINKING LIGHTS)

Action: _____

FLOOR LIGHT

Animation: _____

Hot Spots: _____

Project: _____ Screen: _____



Action: _____

Animation: _____

Hot Spots: _____

Project: _____ Screen: _____

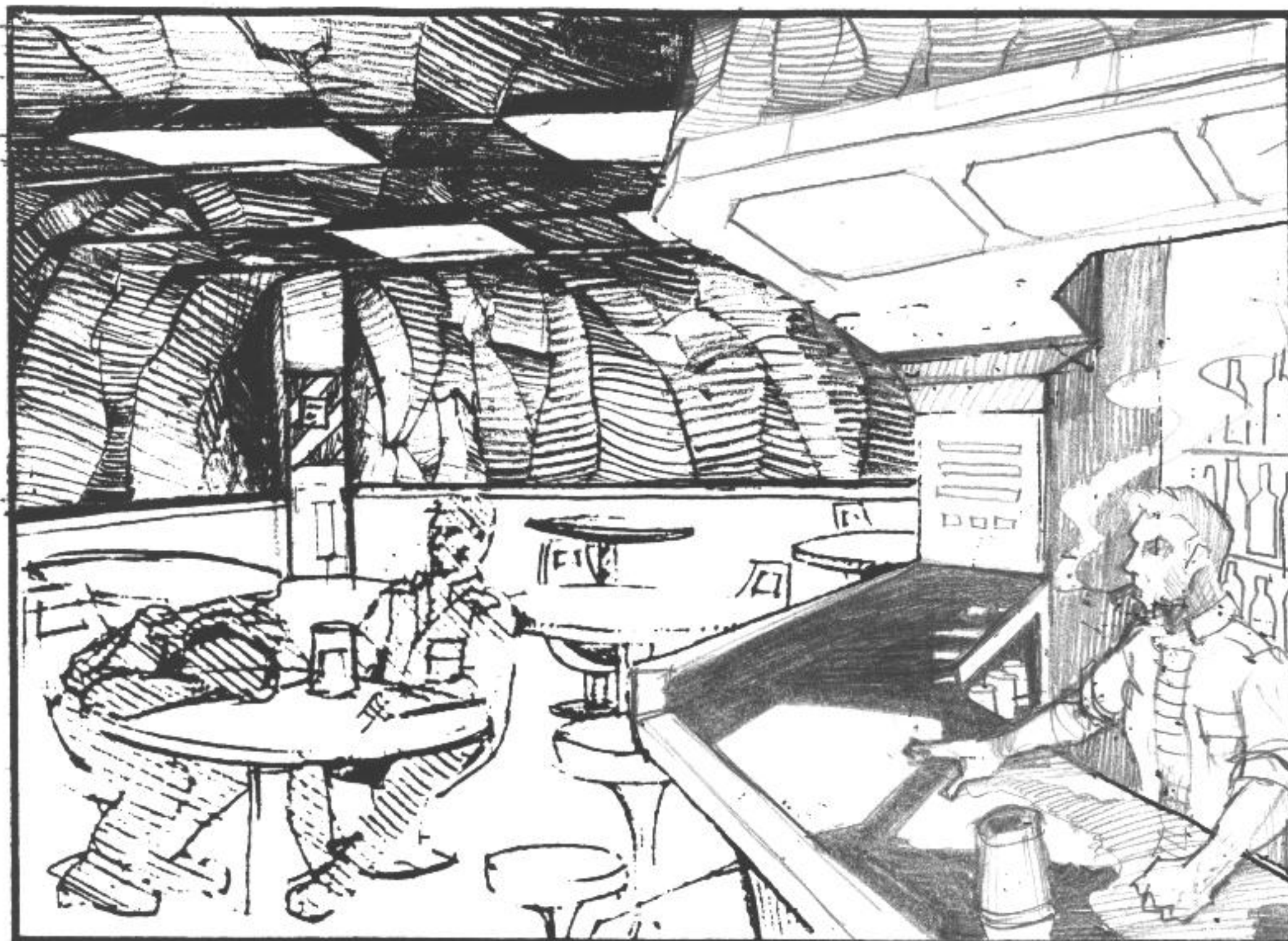


Action: _____

Animation: _____

Hot Spots: _____

Project: _____ Screen: _____



LIGHTS

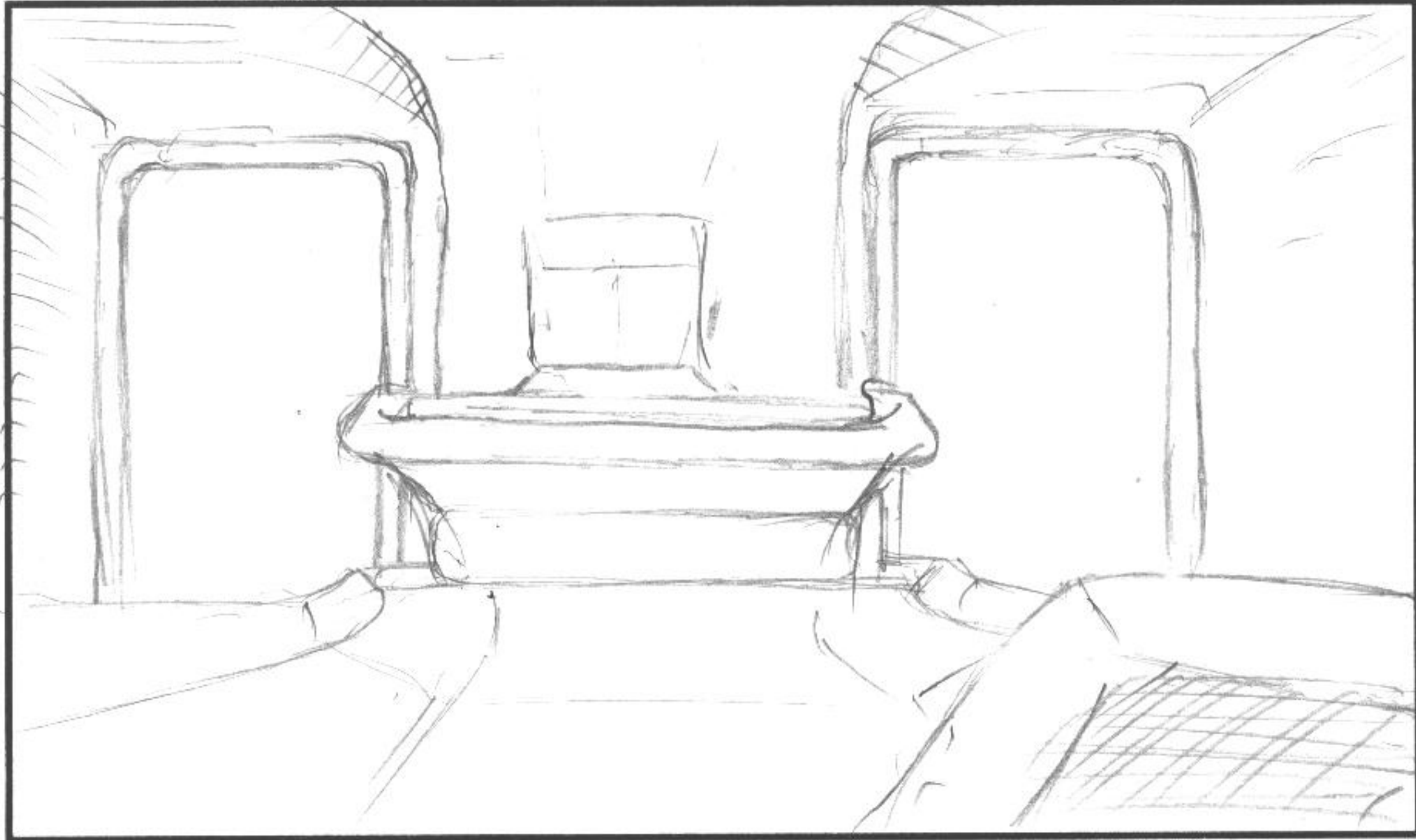
Action: _____

Animation: _____

Hot Spots: _____

Project:

Screen: ADMIRAL TERRELL'S OFFICE
N. CONST



Non-Interactive Animation

see Palmer's
office

Interactive Animation

Sprites Possible

Connecting Screens

shift POV to the right in order to display
comprehensive stellar maps & charts.

Project:

Screen: Bar 1



Non-Interactive Animation

Interactive Animation

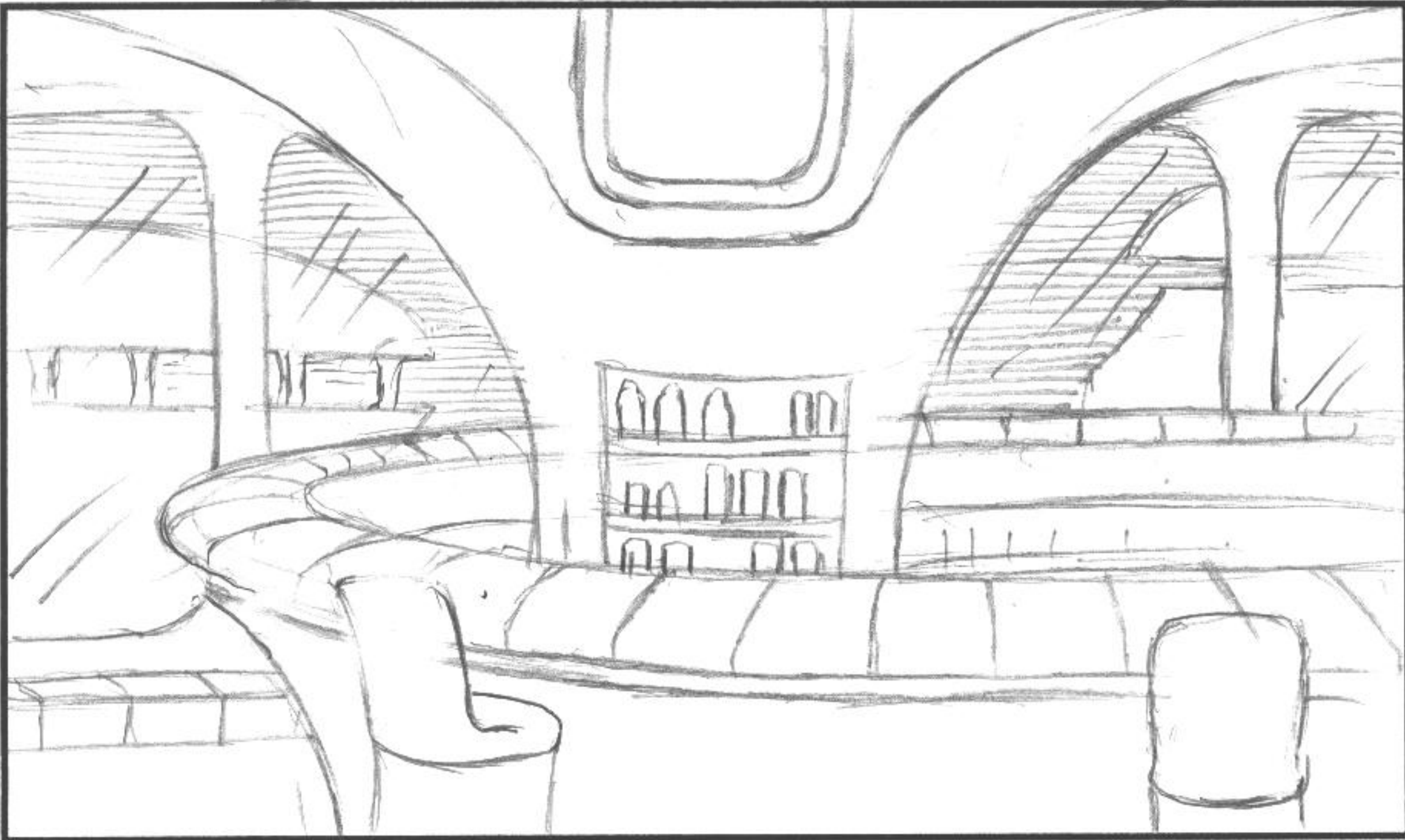
Sprites Possible

Connecting Screens

Project:

Screen:

Bar 2



Non-Interactive Animation

Interactive Animation

Sprites Possible

Connecting Screens

Project:

ATM
MACH.

2 GUILDS

Screen: CITY CENTER :OX

SHIP DEALER



LIBRARY

FLOWERS

TRAIN
STATION

Non-Interactive Animation

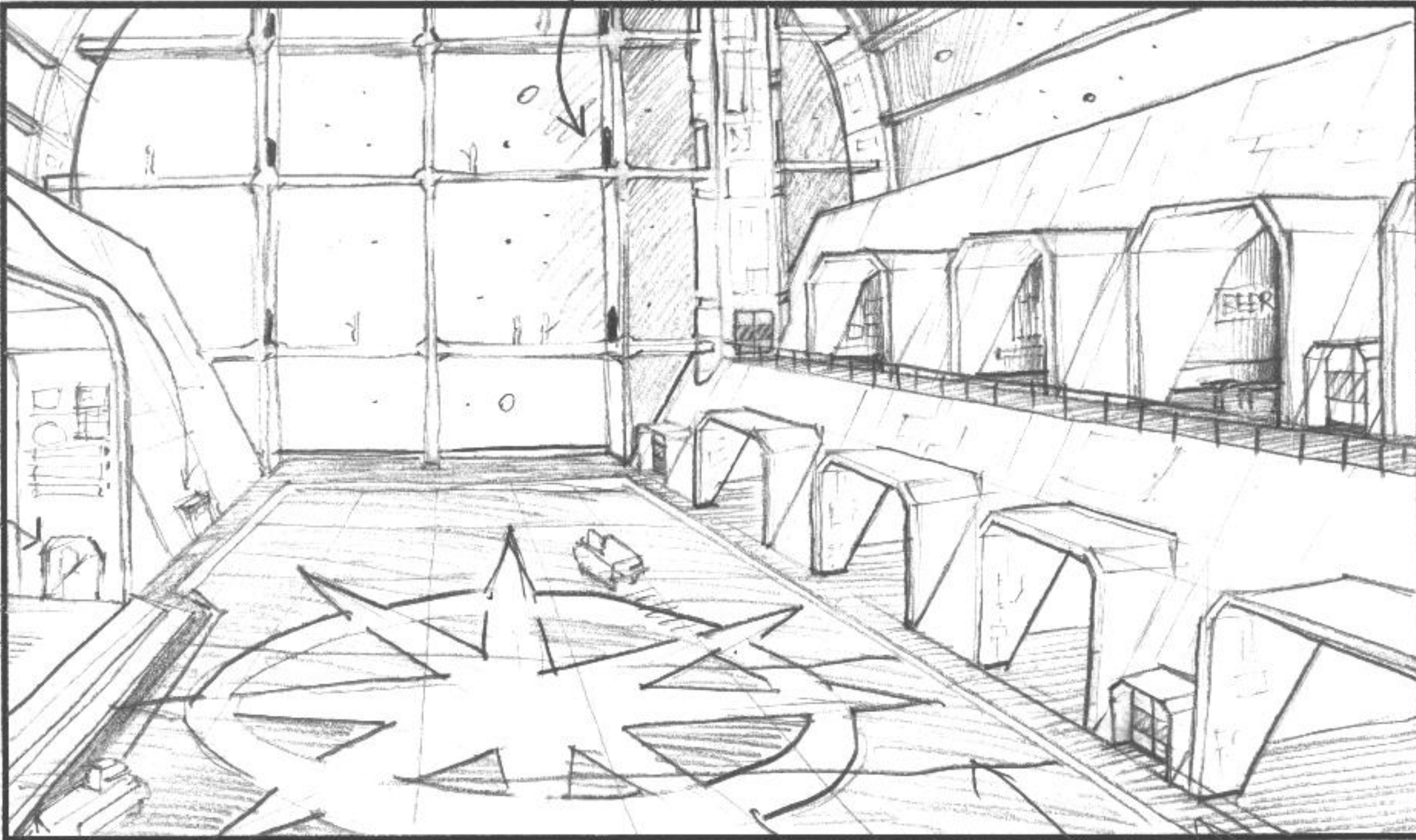
Interactive Animation

Sprites Possible

Connecting Screens

Project:

Screen: CONCOURSE



Non-Interactive Animation WANDERING PEOPLE, TRACTORS

SHINY PLASTIC
LOOKIN FLOOR

METAL GRID
LOOKIN EDGE

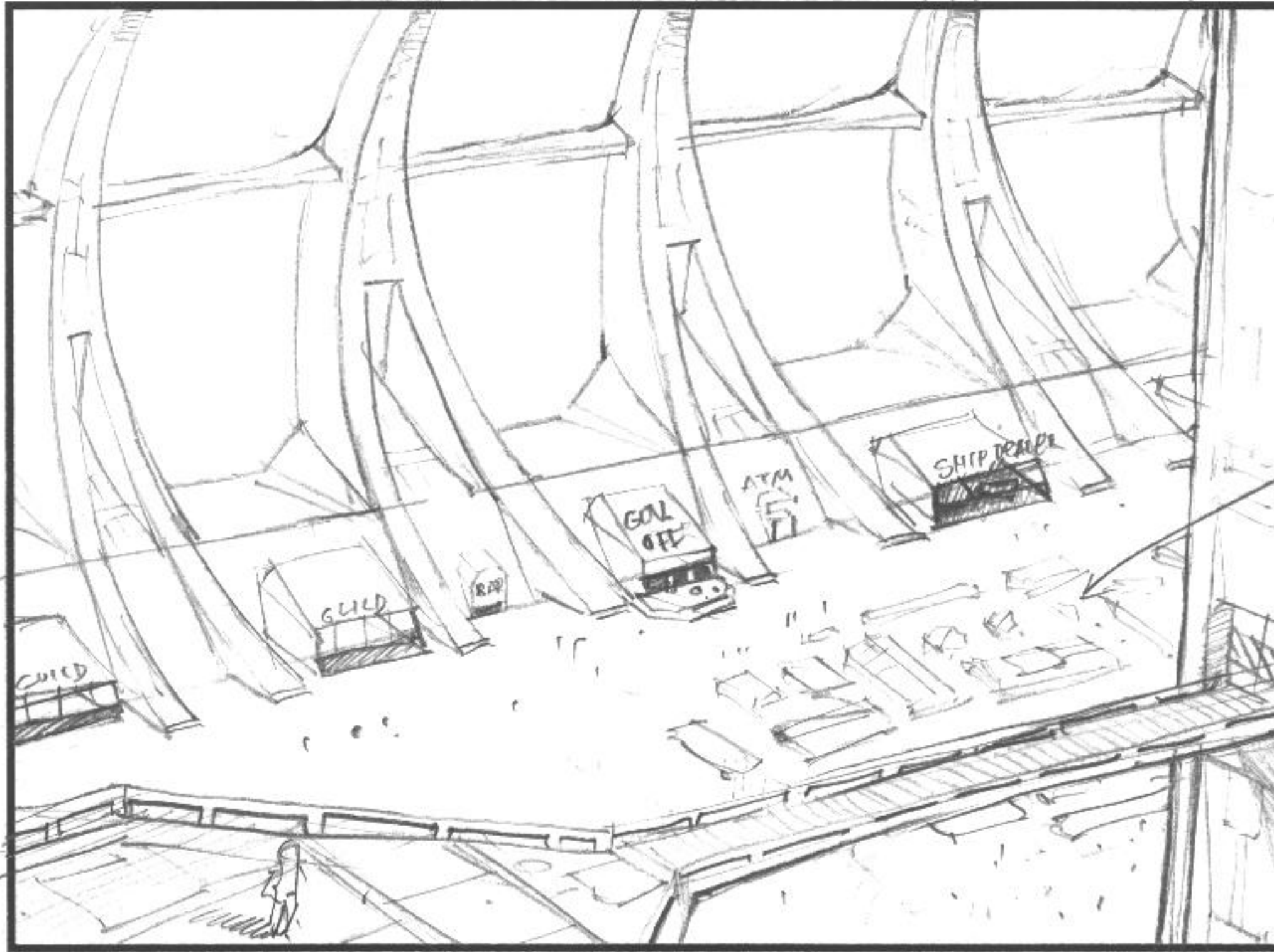
Interactive Animation

Sprites Possible

Connecting Screens

Project: _____

Screen: CONCOURSE NEW CONST.



GOV. OFF

MARKET

HANGER

Action: _____

Animation: _____

Hot Spots: _____

Project: _____ Screen: CONTACT OFFICE



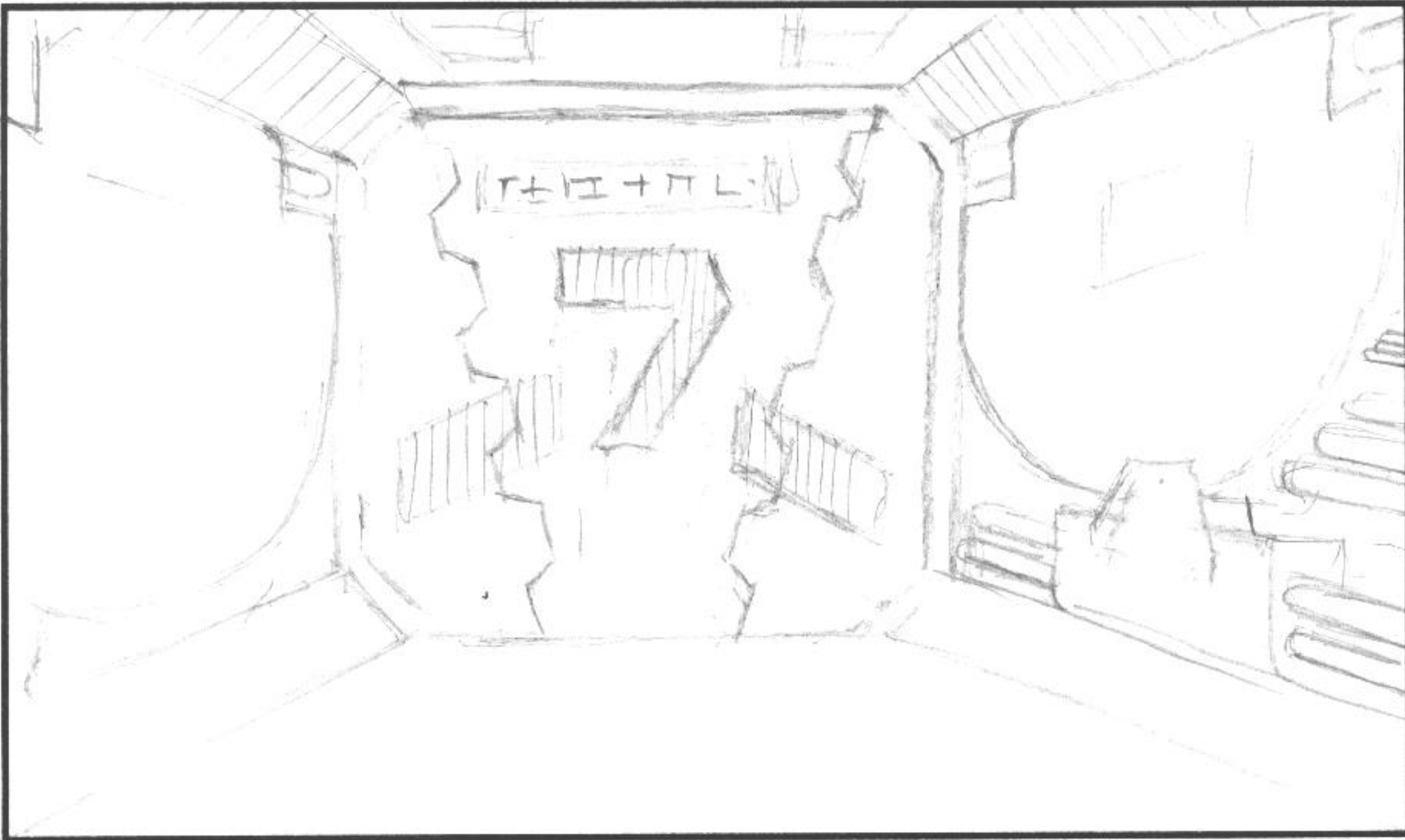
Action: _____

Animation: _____

Hot Spots: _____

Project:

Screen: CORRIDOR



Non-Interactive Animation

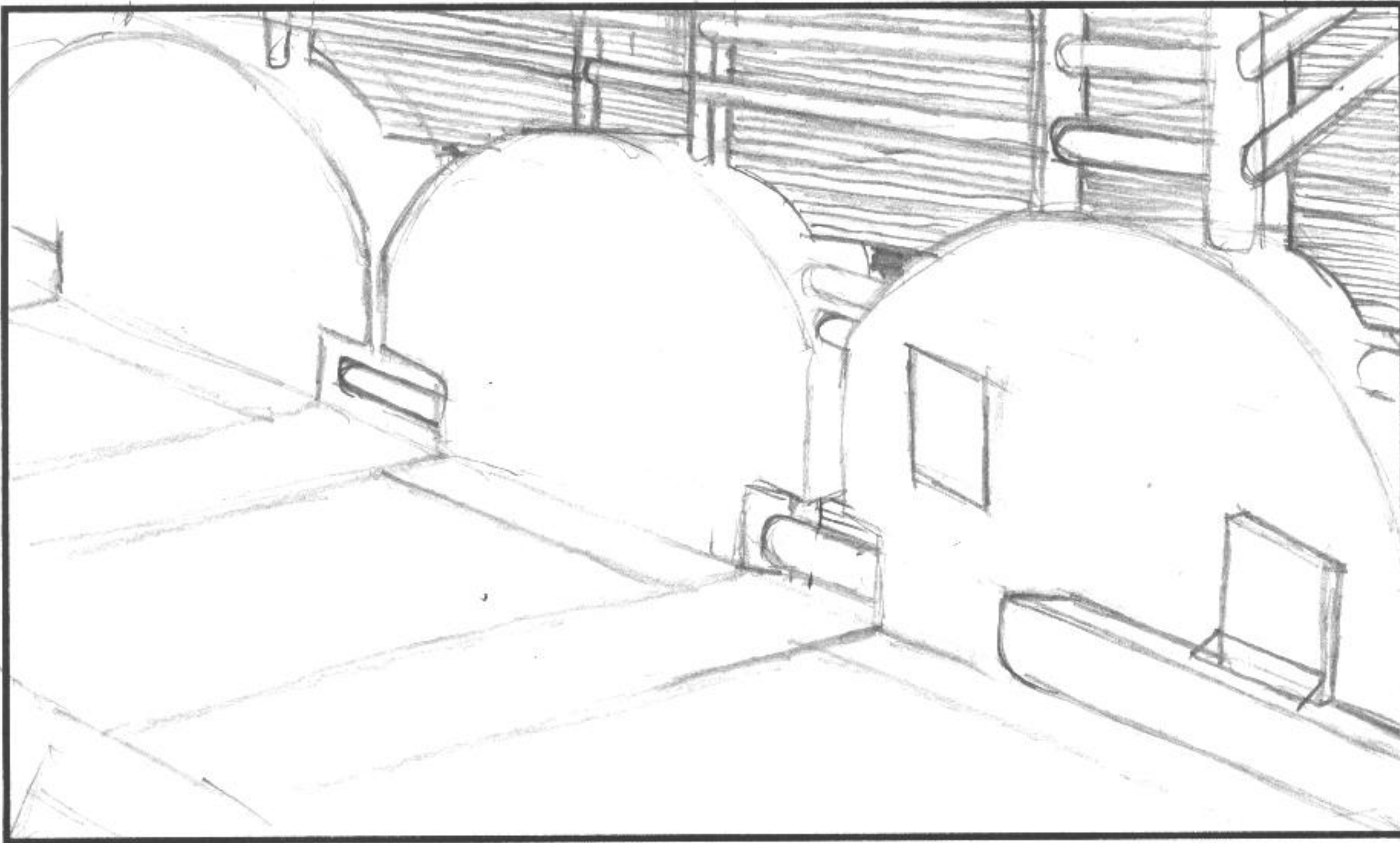
Interactive Animation

Sprites Possible

Connecting Screens

Project:

Screen: CORRIDOR (DETAIL)



Non-Interactive Animation

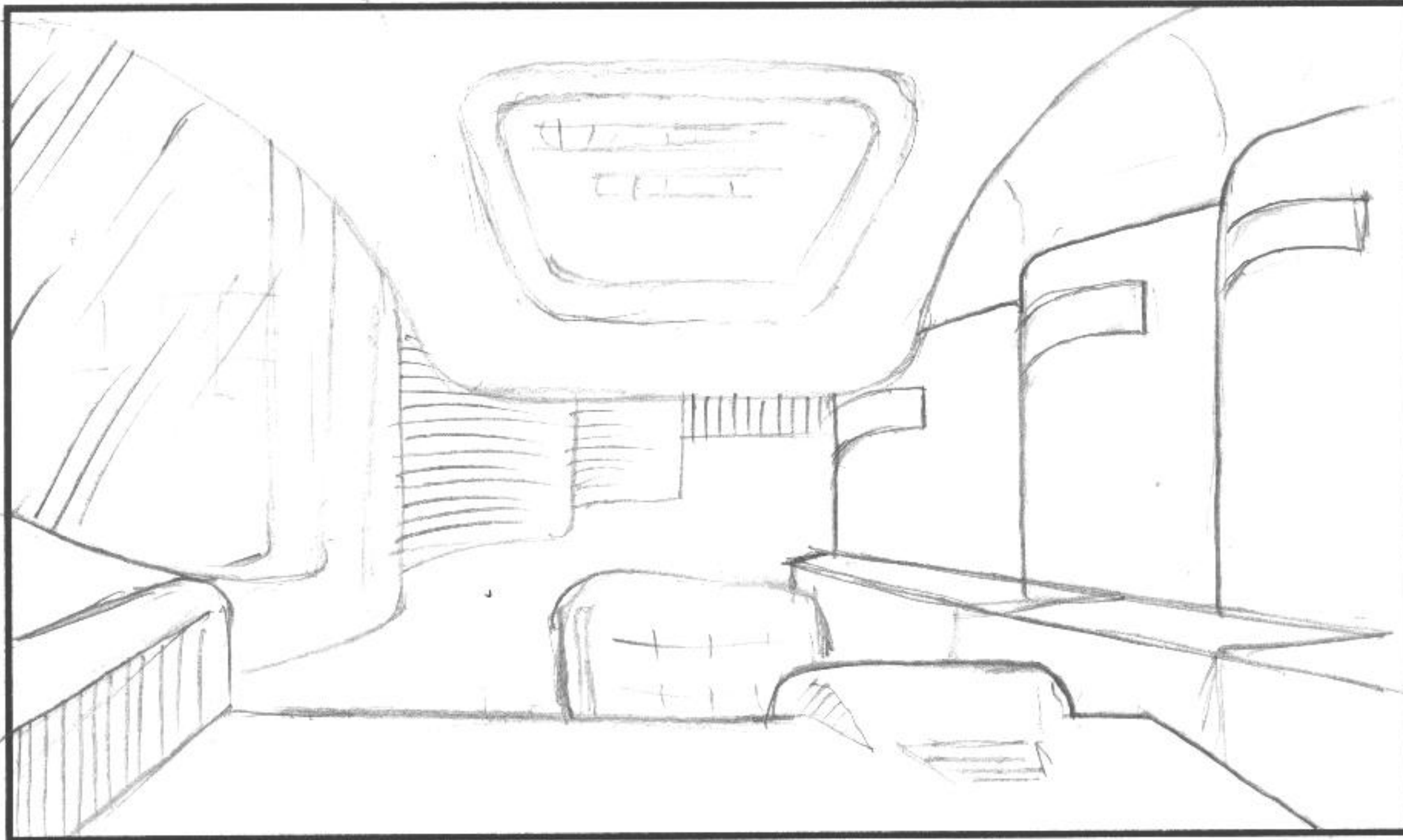
Interactive Animation

Sprites Possible

Connecting Screens

Project: FREE TRADER

Screen: GOVT. OFFICES NEW CONST.



Non-Interactive Animation

Do cubicle

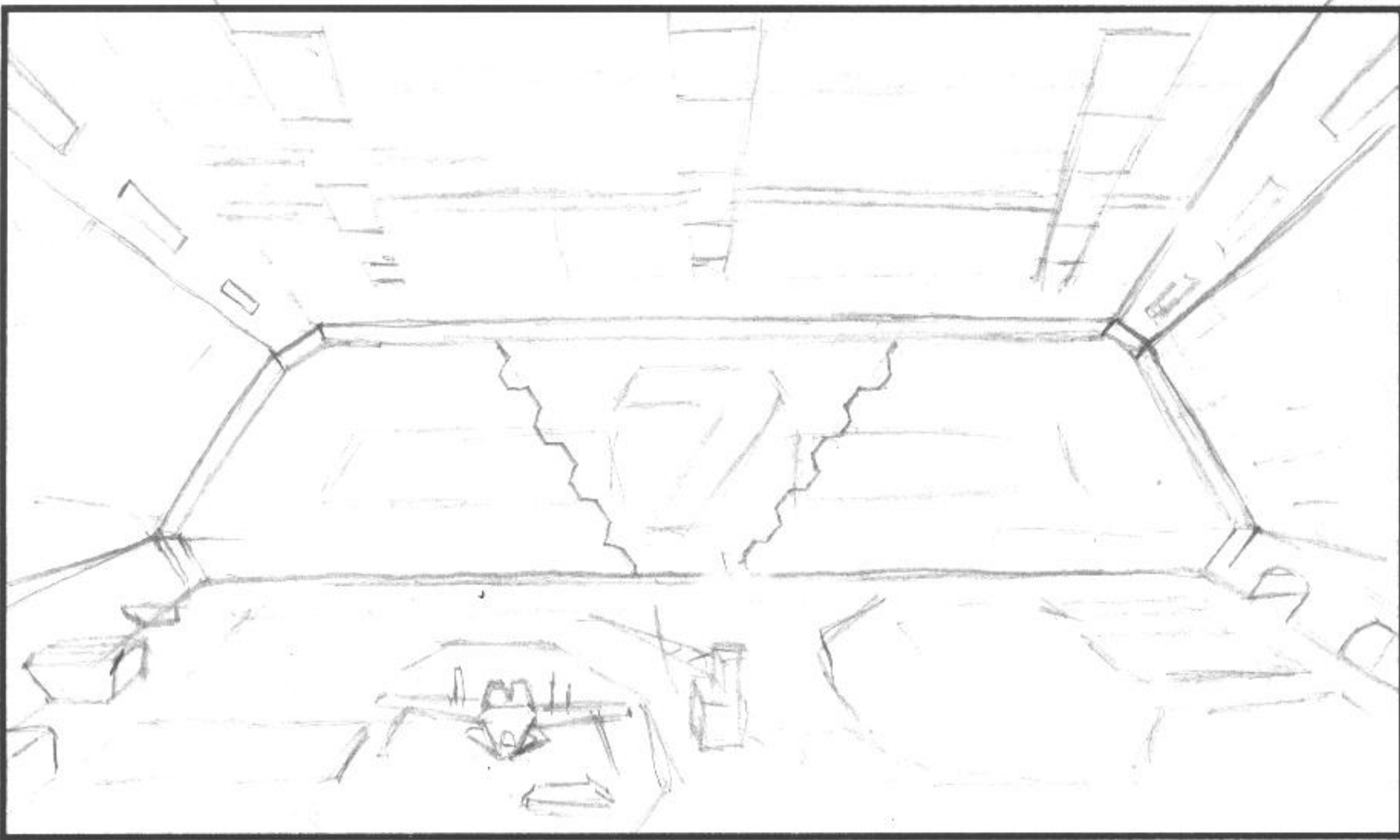
Interactive Animation

Sprites Possible

Connecting Screens

Project: FREE TRADER

Screen: HANGAR: NEW CONSTANTINOPLE



Non-Interactive Animation

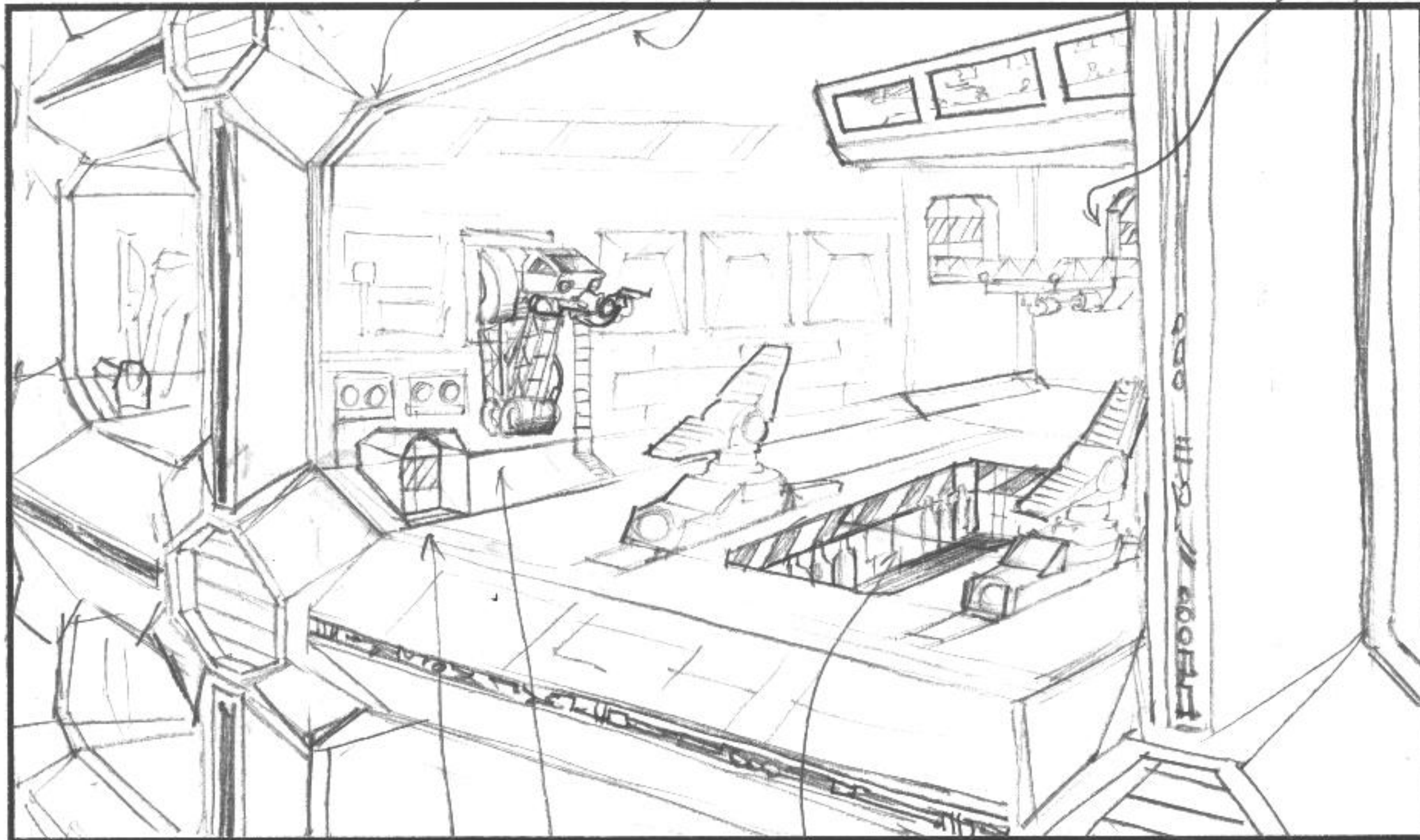
Interactive Animation

Sprites Possible

Connecting Screens

Project:

Screen: HANGAR



Non-Interactive Animation

EXIT

REPAIR

REFUELING

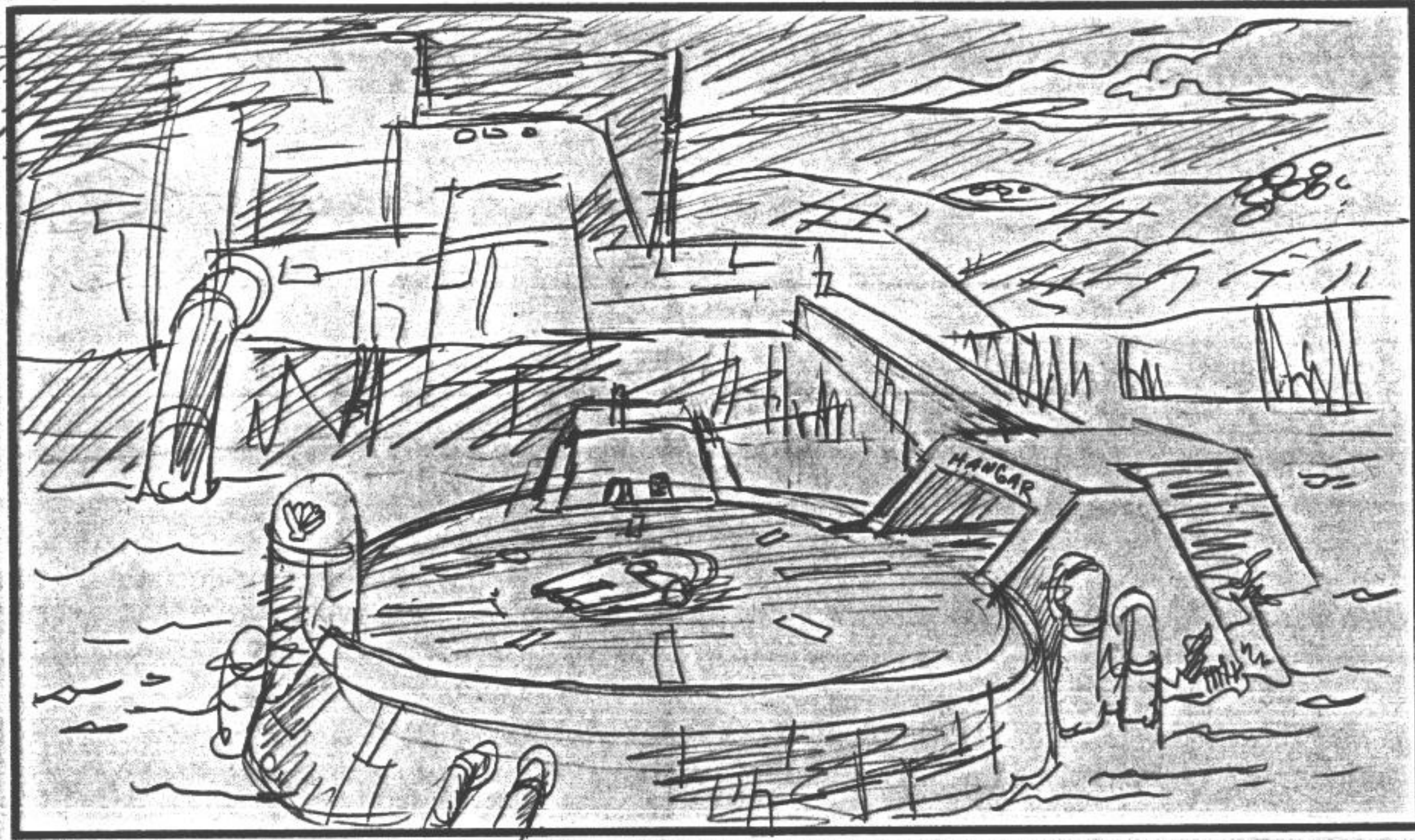
Interactive Animation

Sprites Possible

Connecting Screens

Project:

Screen: Hangar 1



Non-Interactive Animation

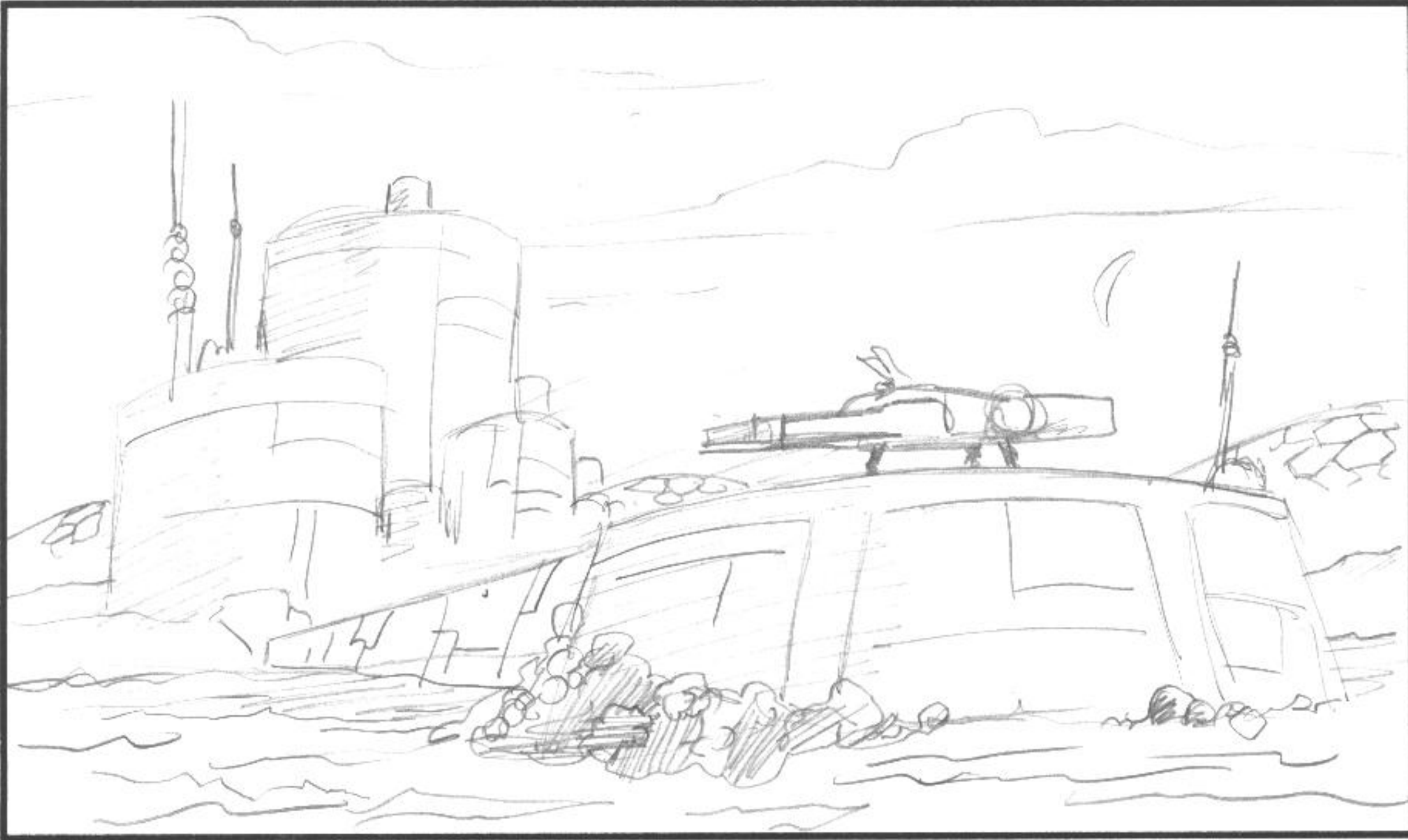
Interactive Animation

Sprites Possible

Connecting Screens

Project: *Fish Police*

Screen: *Hangar 1*

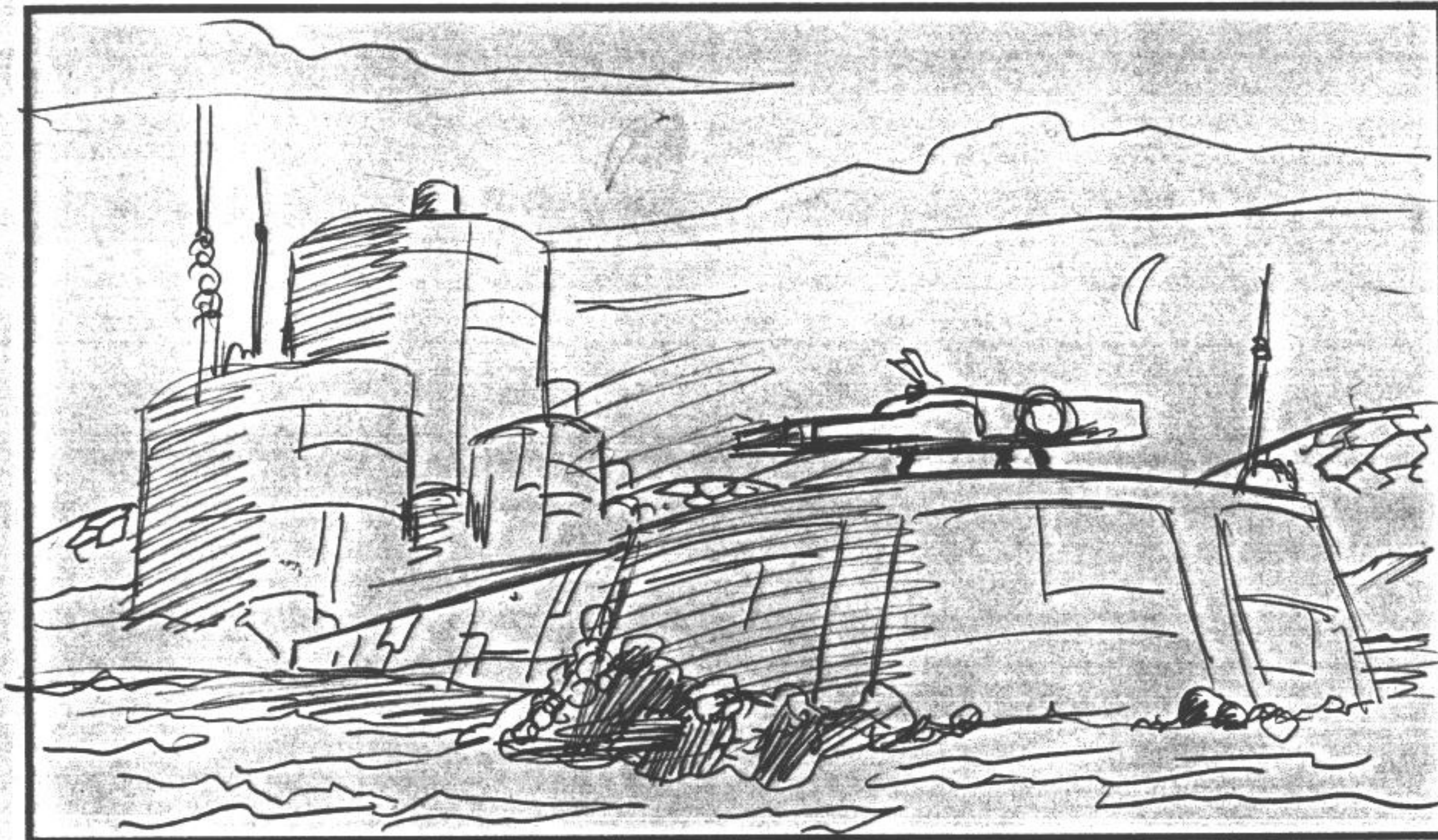


Non-Interactive Animation *Blinking lights, maybe half-phase moons or even nearby planets that can be pasted down to indicate different locations (not animated)*

Interactive Animation

Sprites Possible

Connecting Screens

Project: *Fish Police*Screen: *Hangar 1*

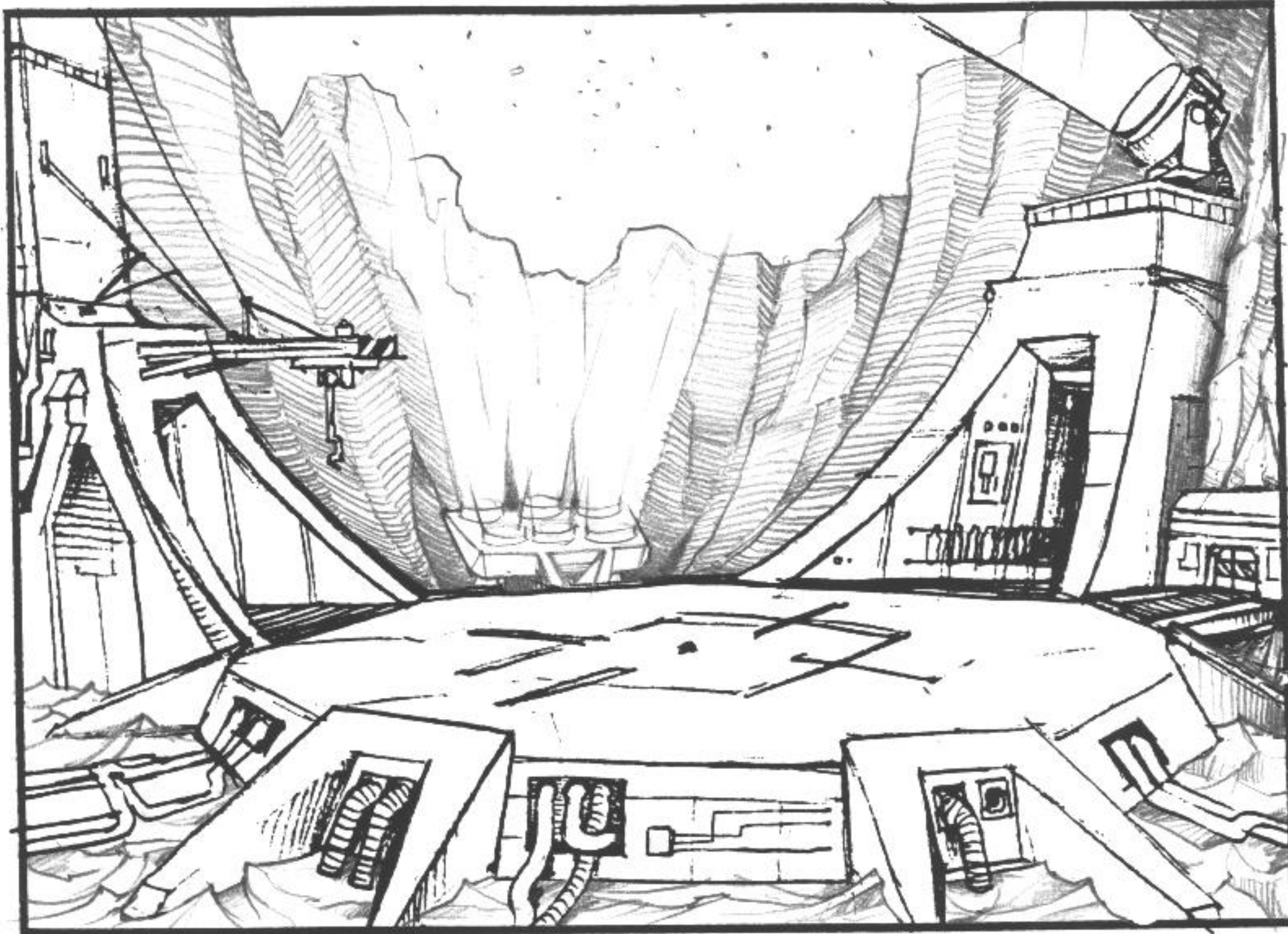
Non-Interactive Animation Blinking lights, maybe half-phase moons or even nearby planets that can be pasted down to indicate different locations (not animated)

Interactive Animation

Sprites Possible

Connecting Screens

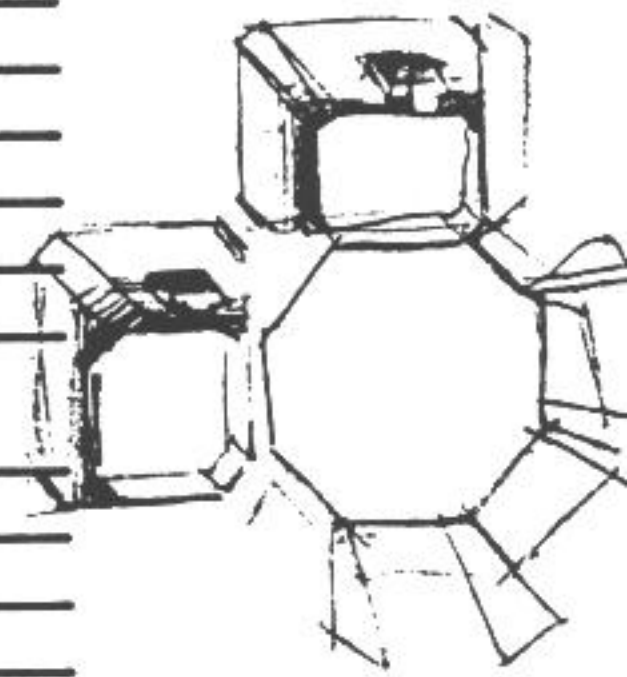
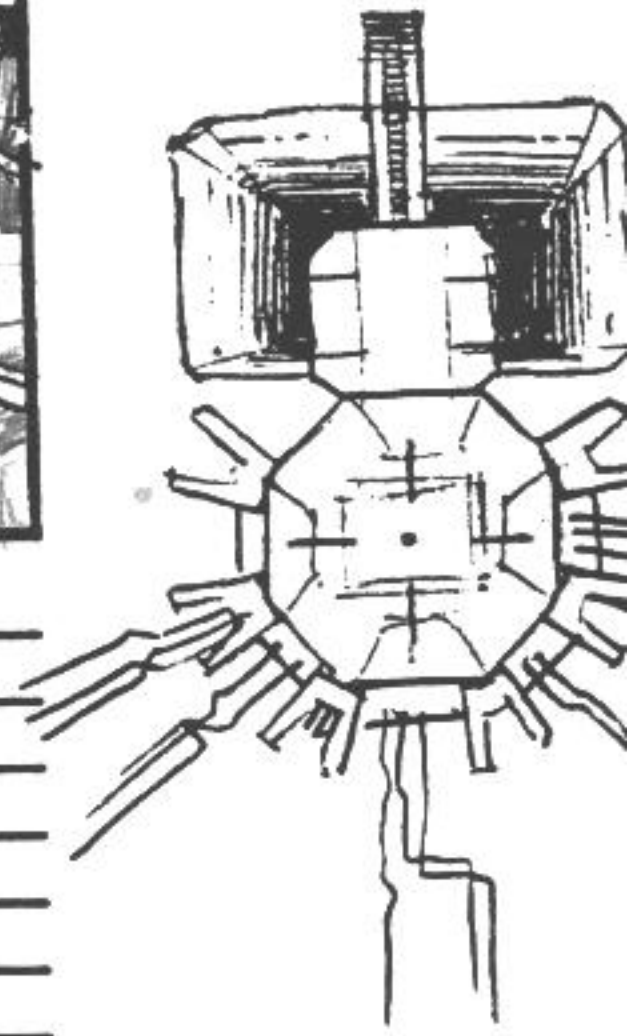
Project: _____ Screen: HANGAR 1



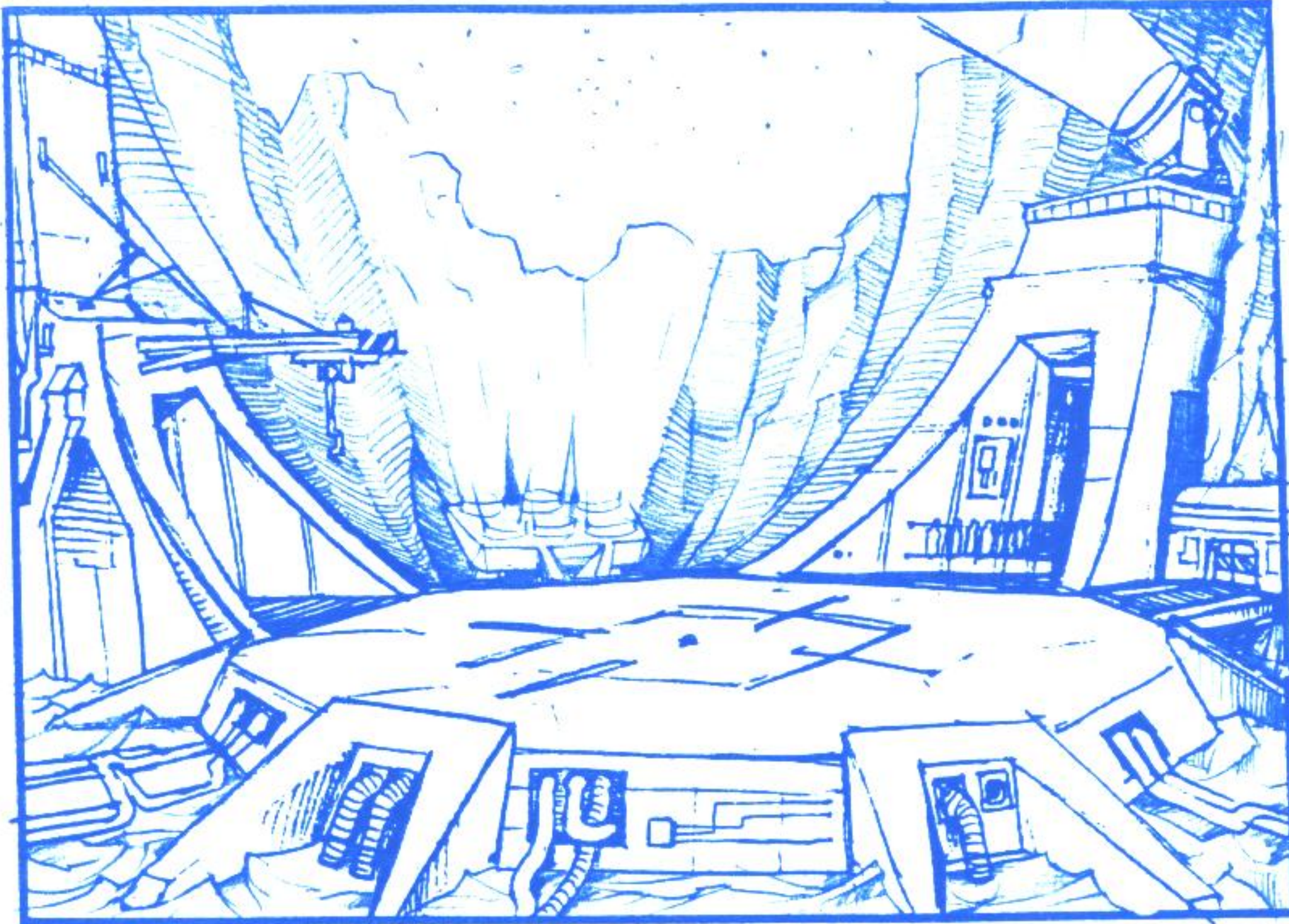
Action: _____

Animation: _____

Hot Spots: _____



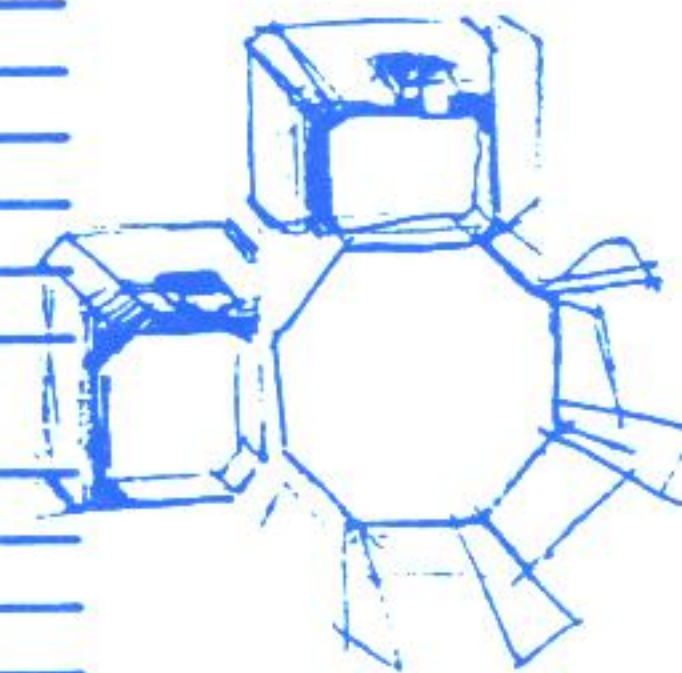
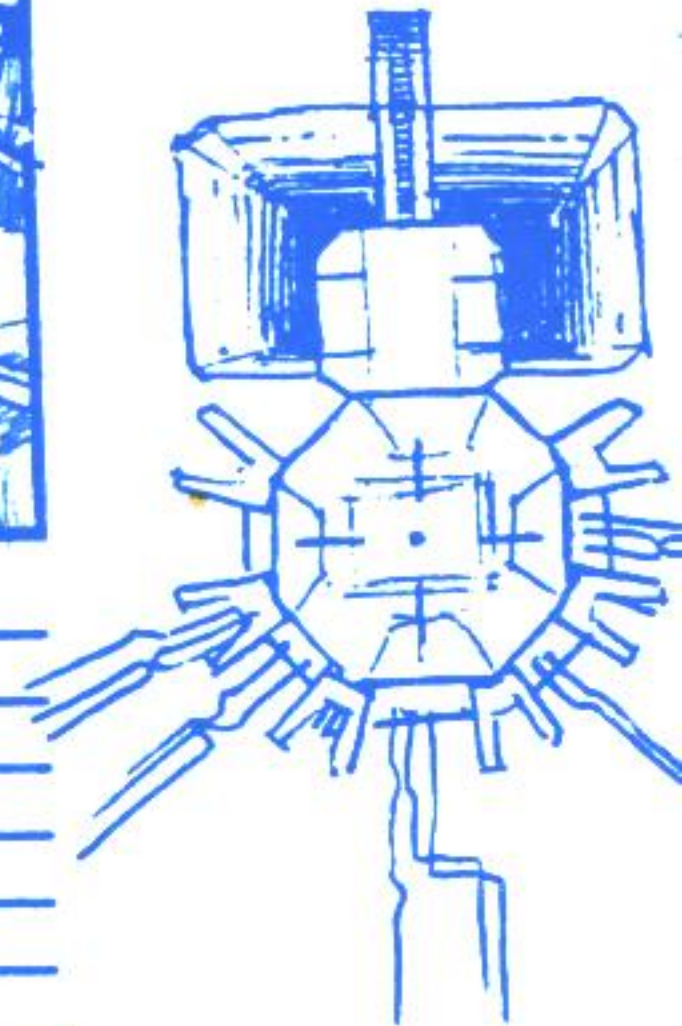
Project: _____ Screen: HANGAR 1



Action: _____

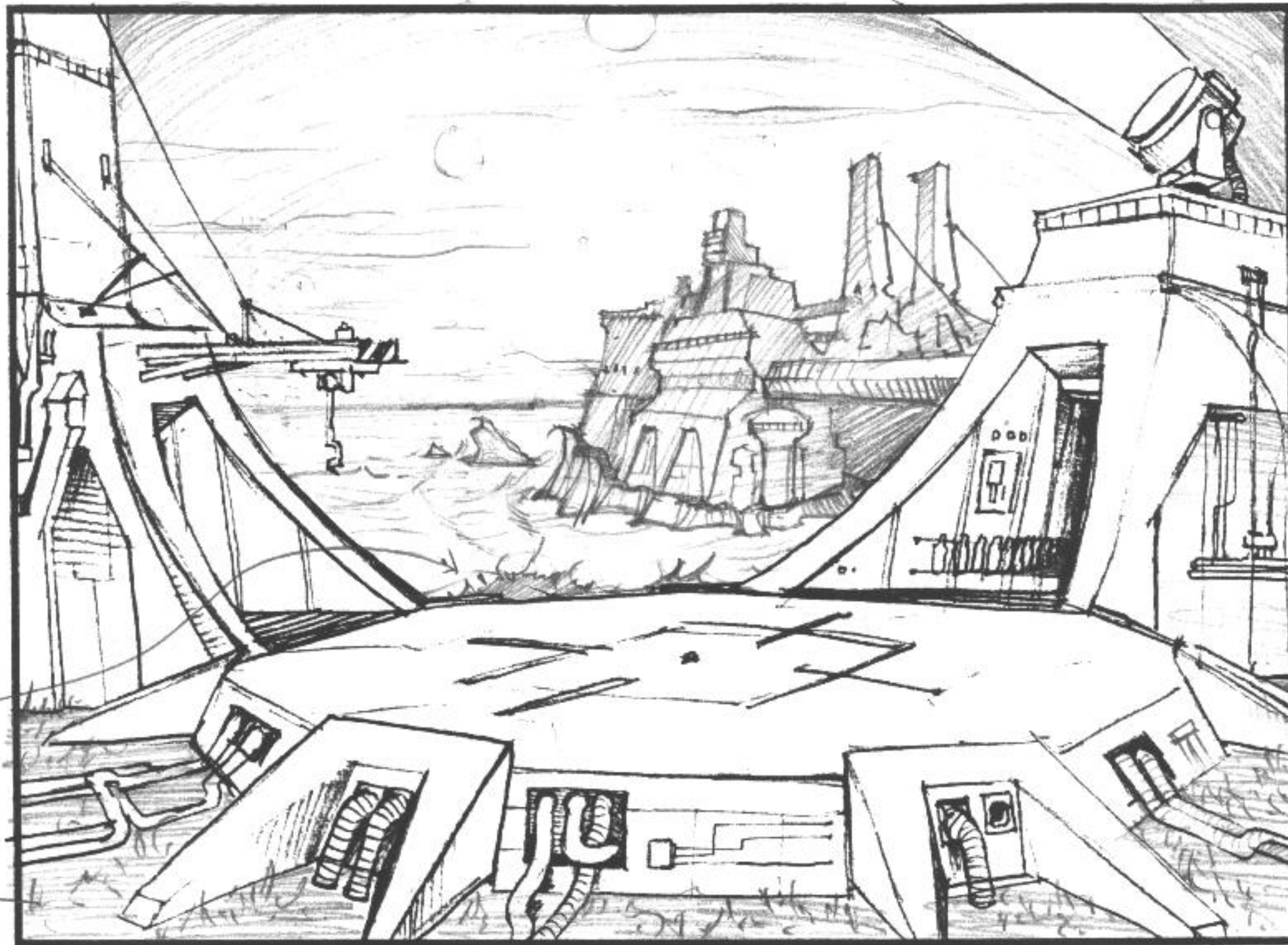
Animation: _____

Hot Spots: _____



Project: _____

Screen: HANGAR 1

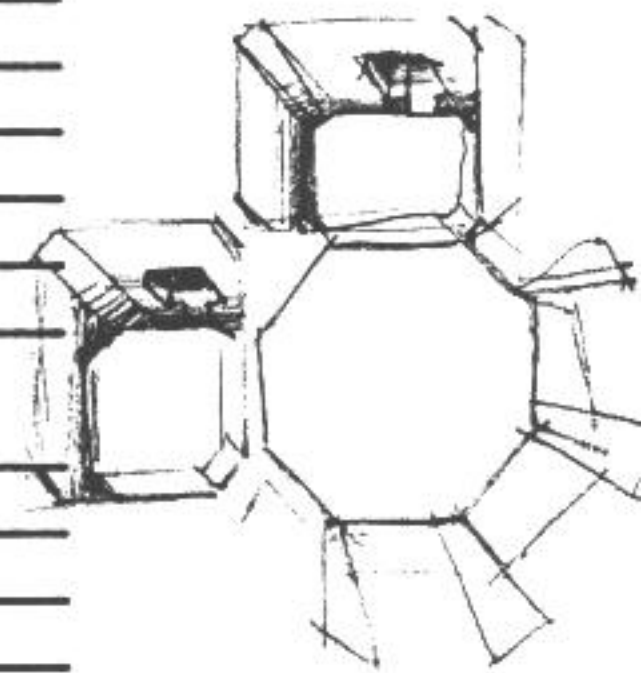
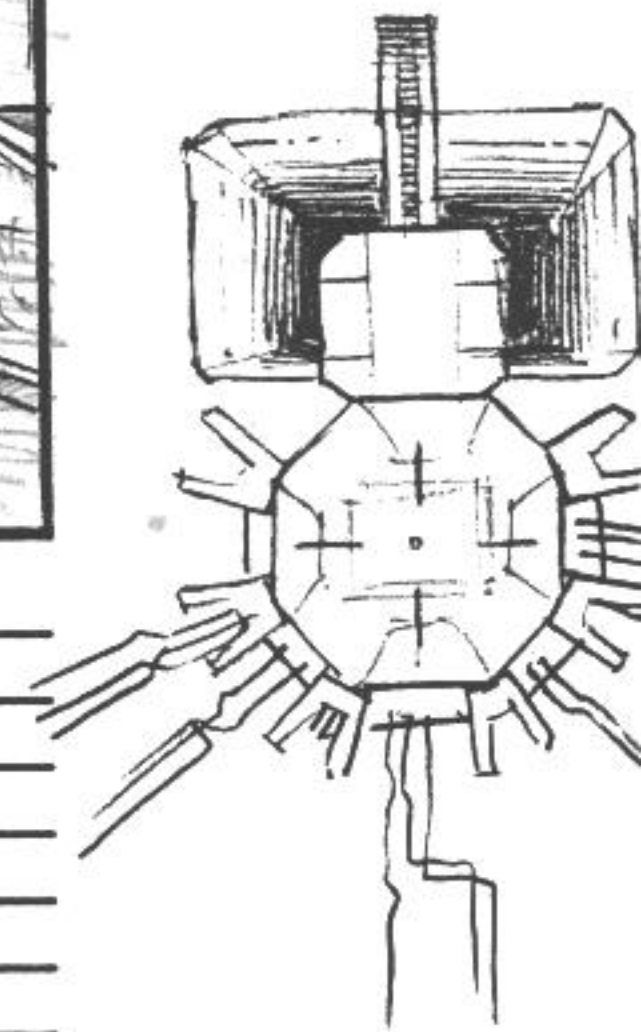


EXIT
FROM
OTHER

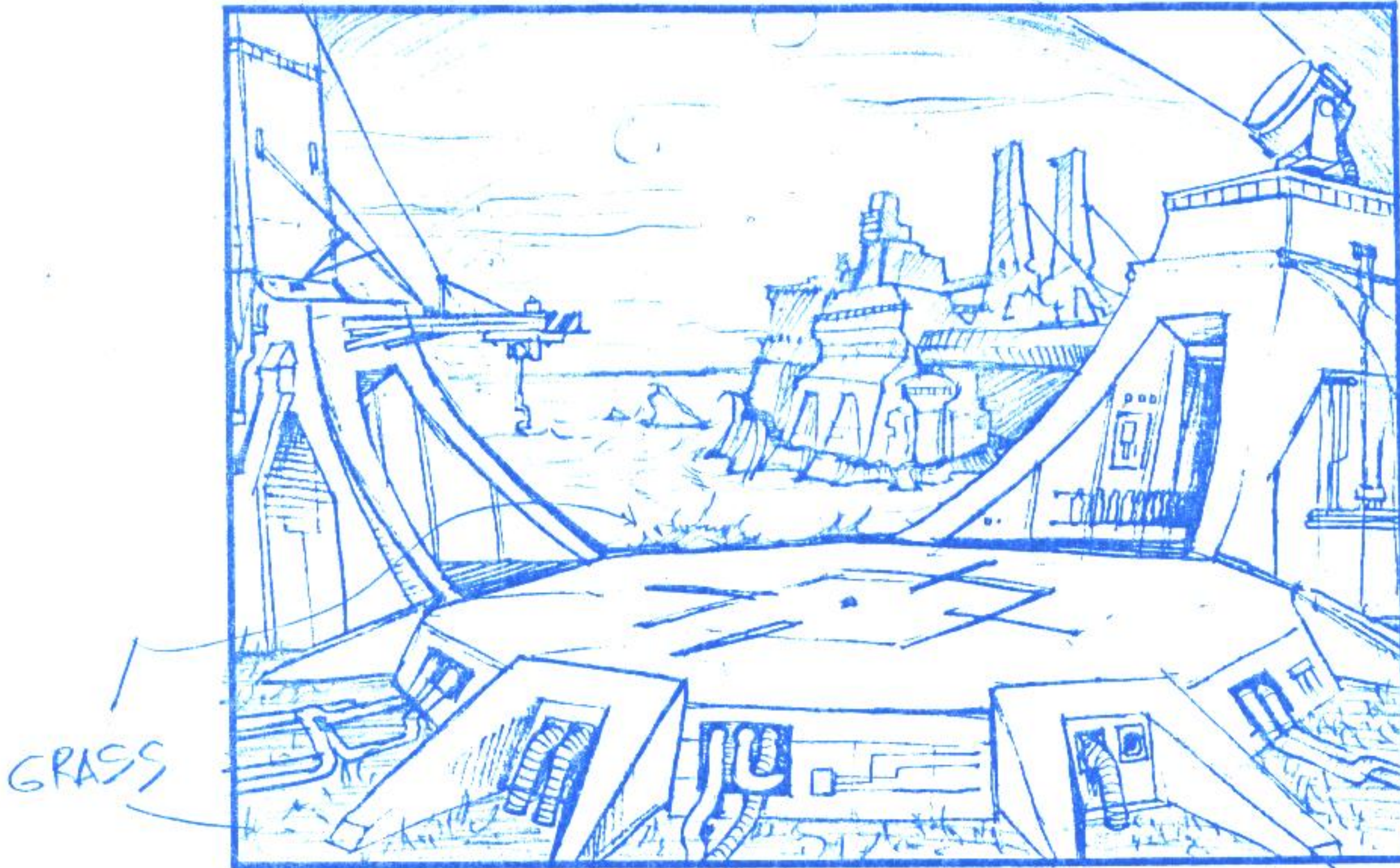
Action: _____

Animation: _____

Hot Spots: _____



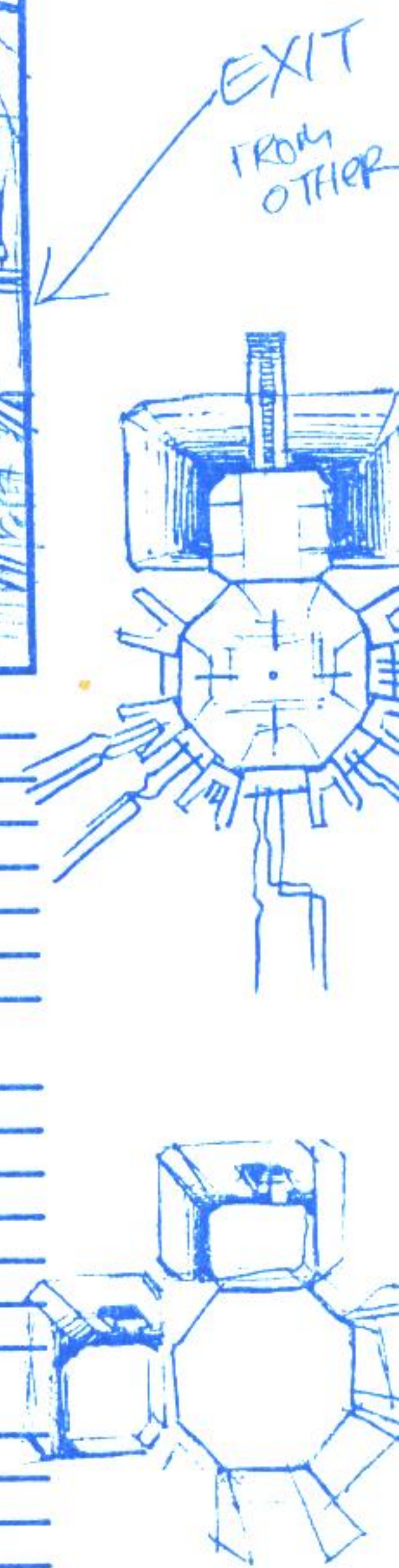
Project: _____ Screen: HANGAR 1



Action: _____

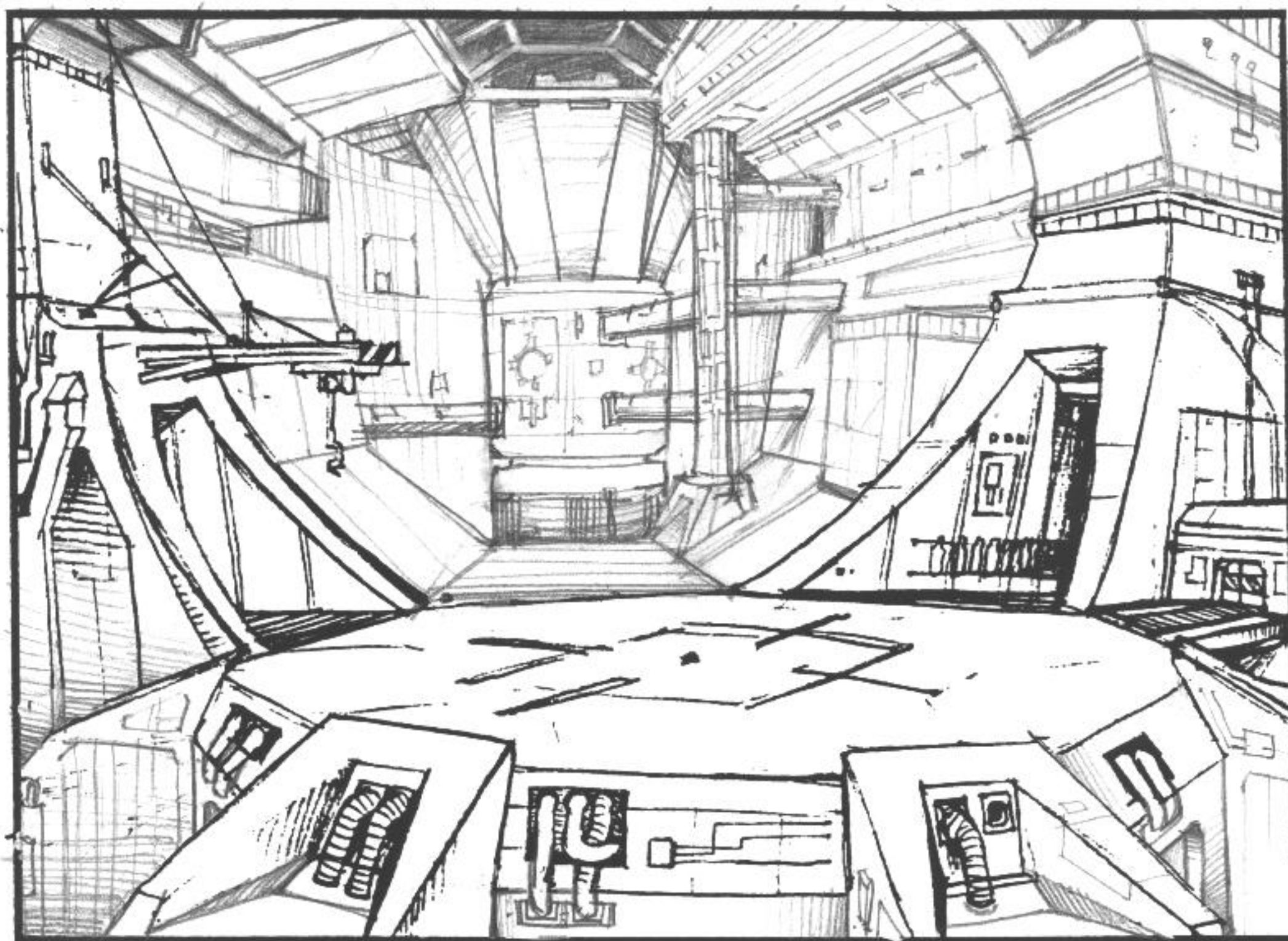
Animation: _____

Hot Spots: _____



Project: _____

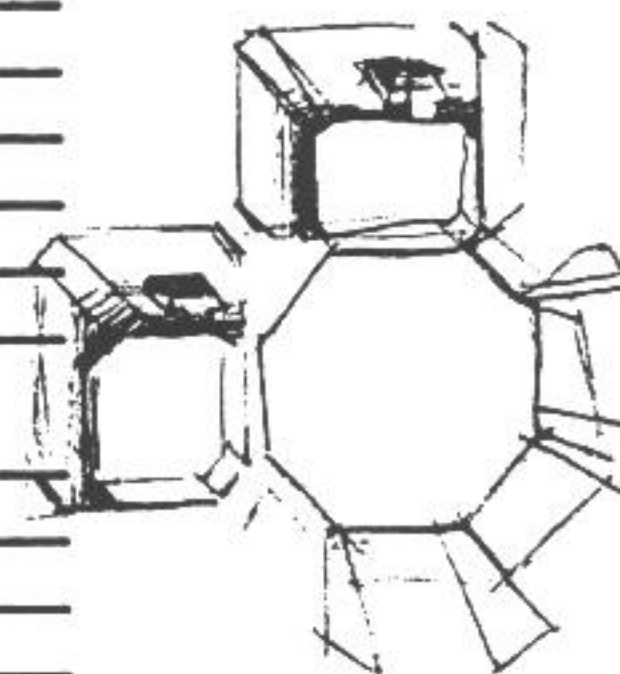
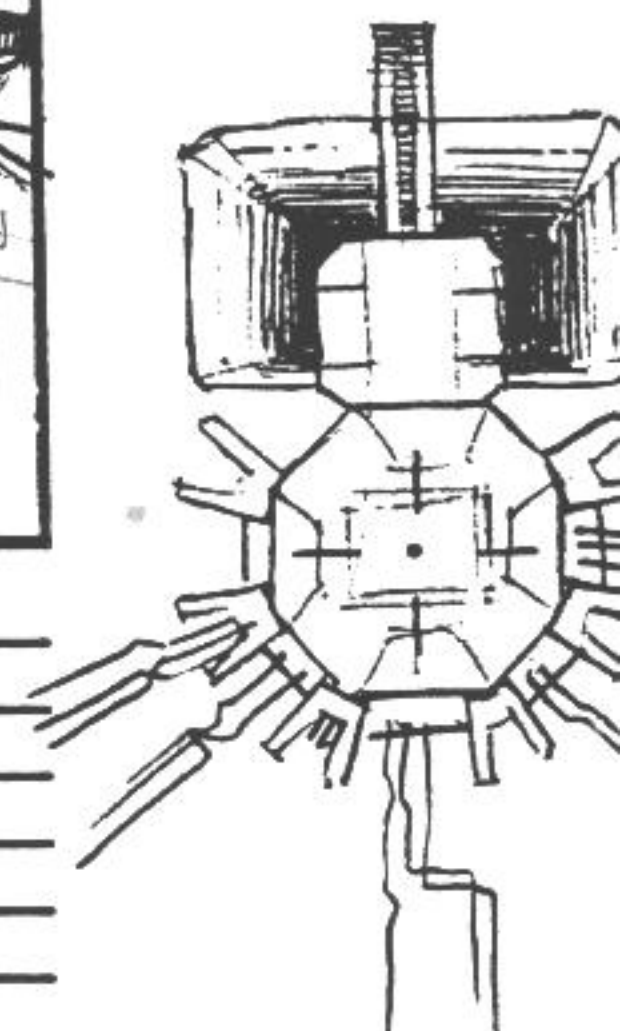
Screen: HANGAR 1



Action: _____

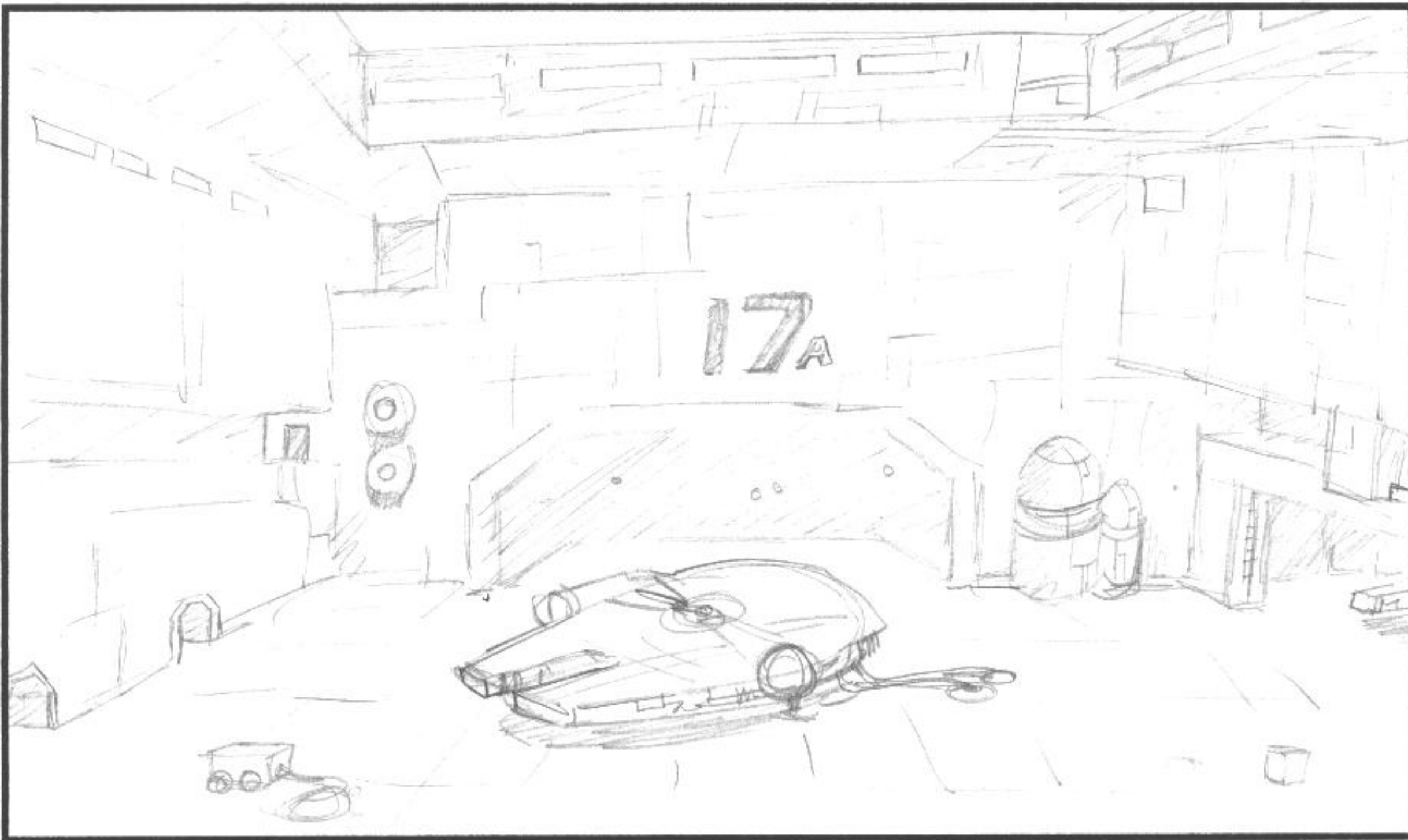
Animation: _____

Hot Spots: _____



Project: Cop Rock

Screen: Hangar 2



↑ Higher
Camera
Angle

Non-Interactive Animation Blinking lights, interchangeable bay #

Interactive Animation

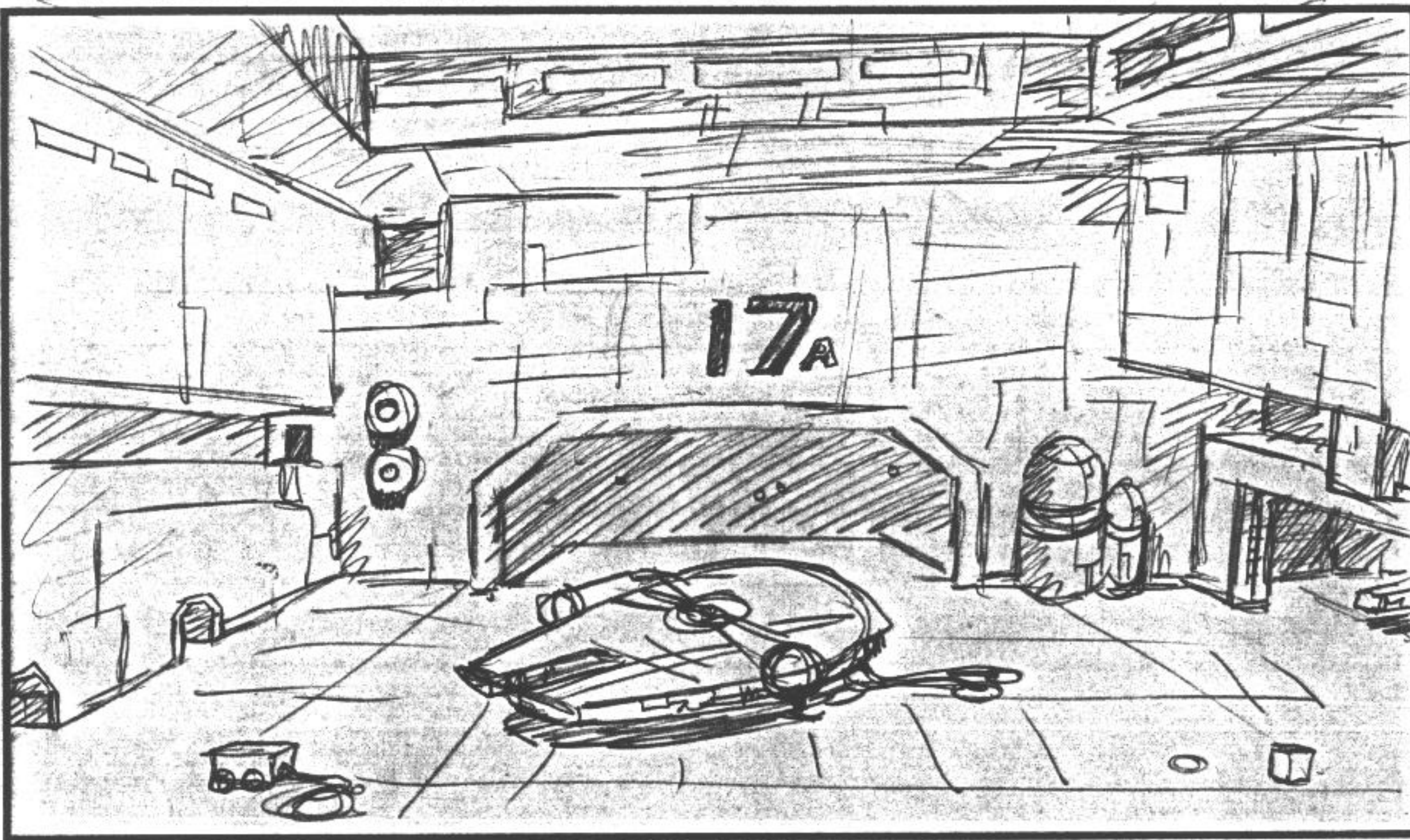
Same scale as
Hangar 1

Sprites Possible

Connecting Screens

Project: Cop Rock

Screen: Hangar 2

↑ Higher
Camera
AngleNon-Interactive Animation *Blinking lights, interchangeable bay #*

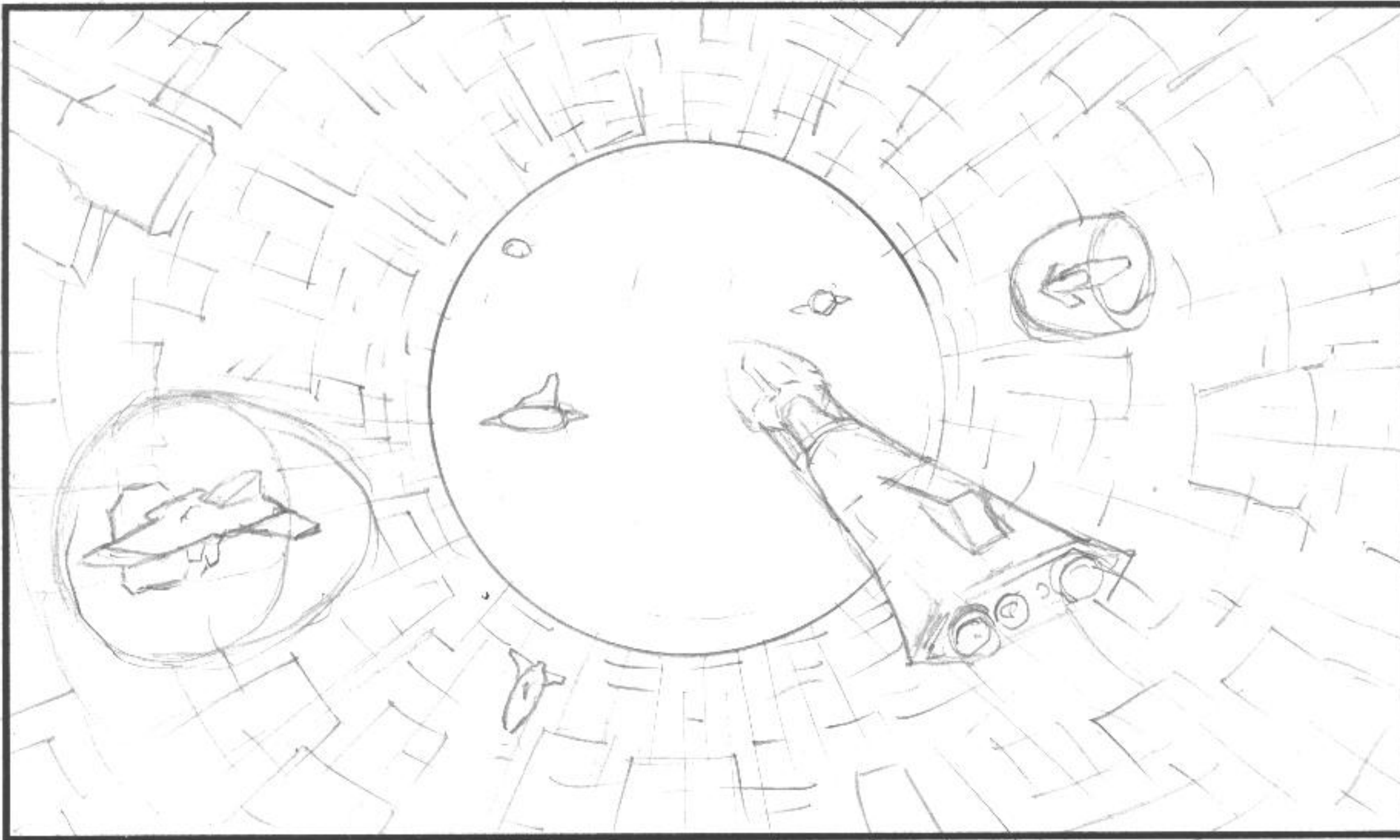
Interactive Animation

Sprites Possible

Connecting Screens

Project: FREE TRADER

Screen: HANGAR-NEW CONSTANT.



Non-Interactive Animation

Interactive Animation

Same P.O.V., but there needs to be a hangar area for the player. Talk to Danny. he's working on it now.

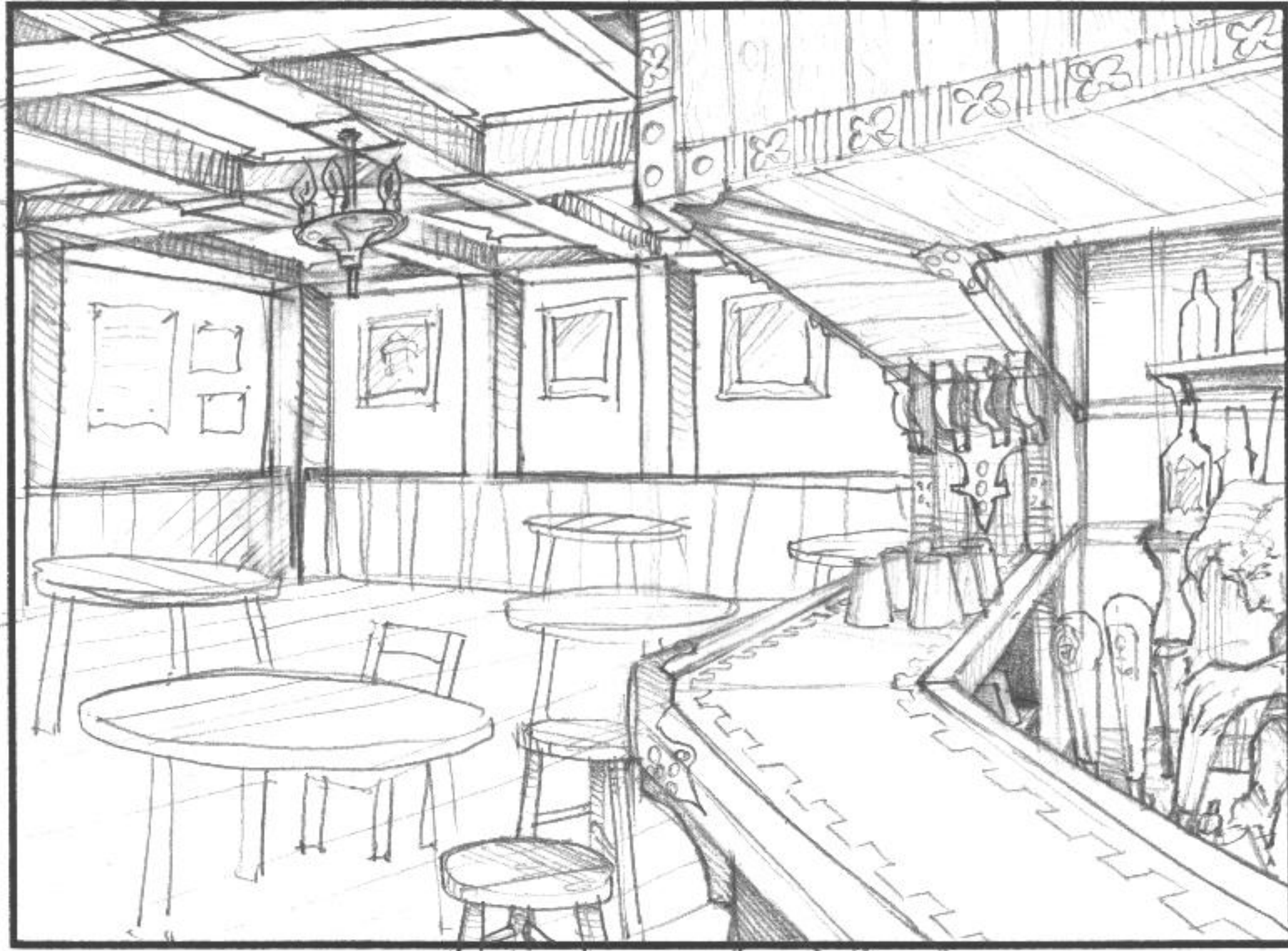
Sprites Possible

Connecting Screens

Project: _____

Screen: _____

KINGS ARMS: OX



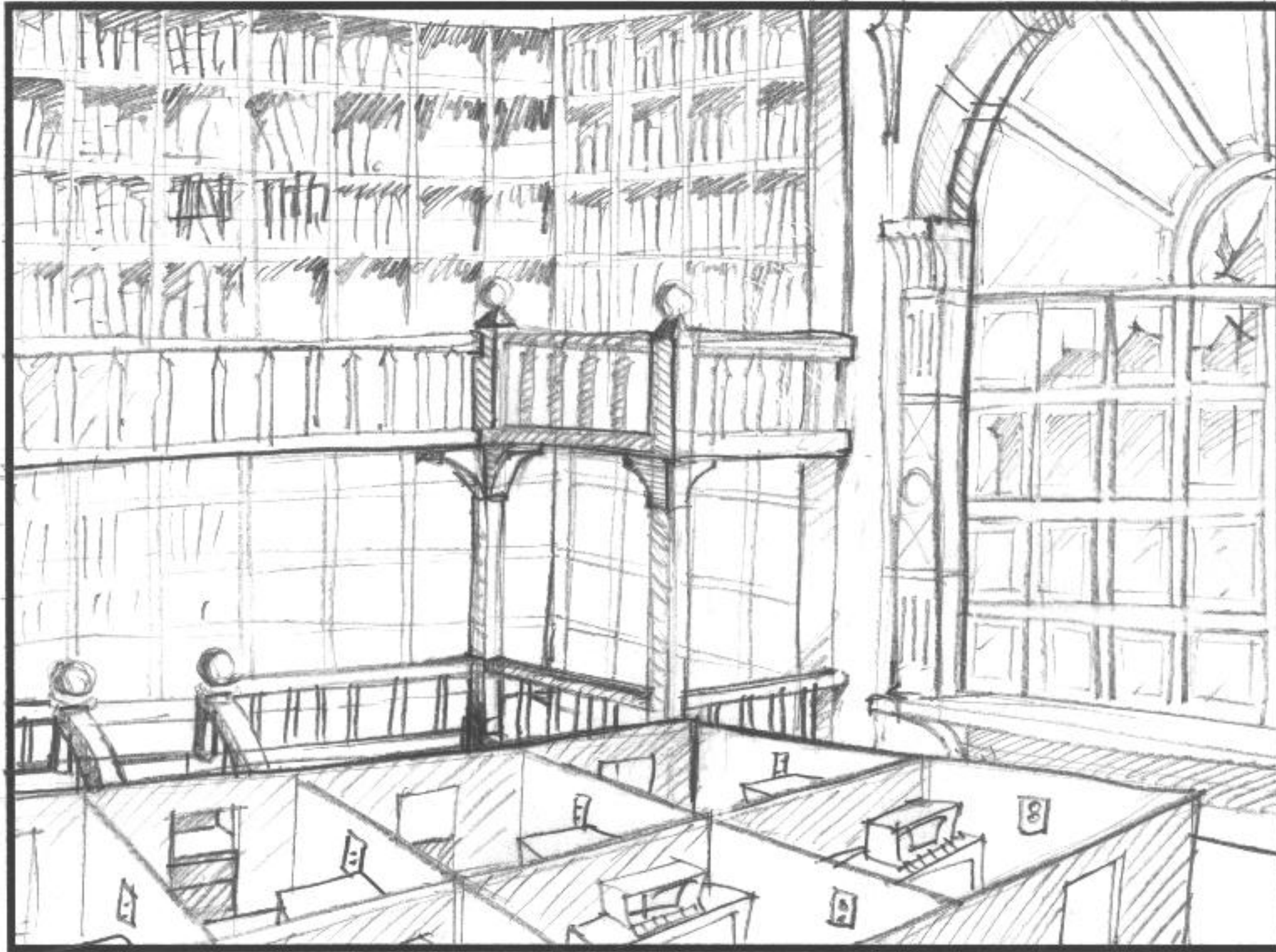
Action: _____

Animation: _____

Hot Spots: _____

Project: _____

Screen: LIBRARY: 0X



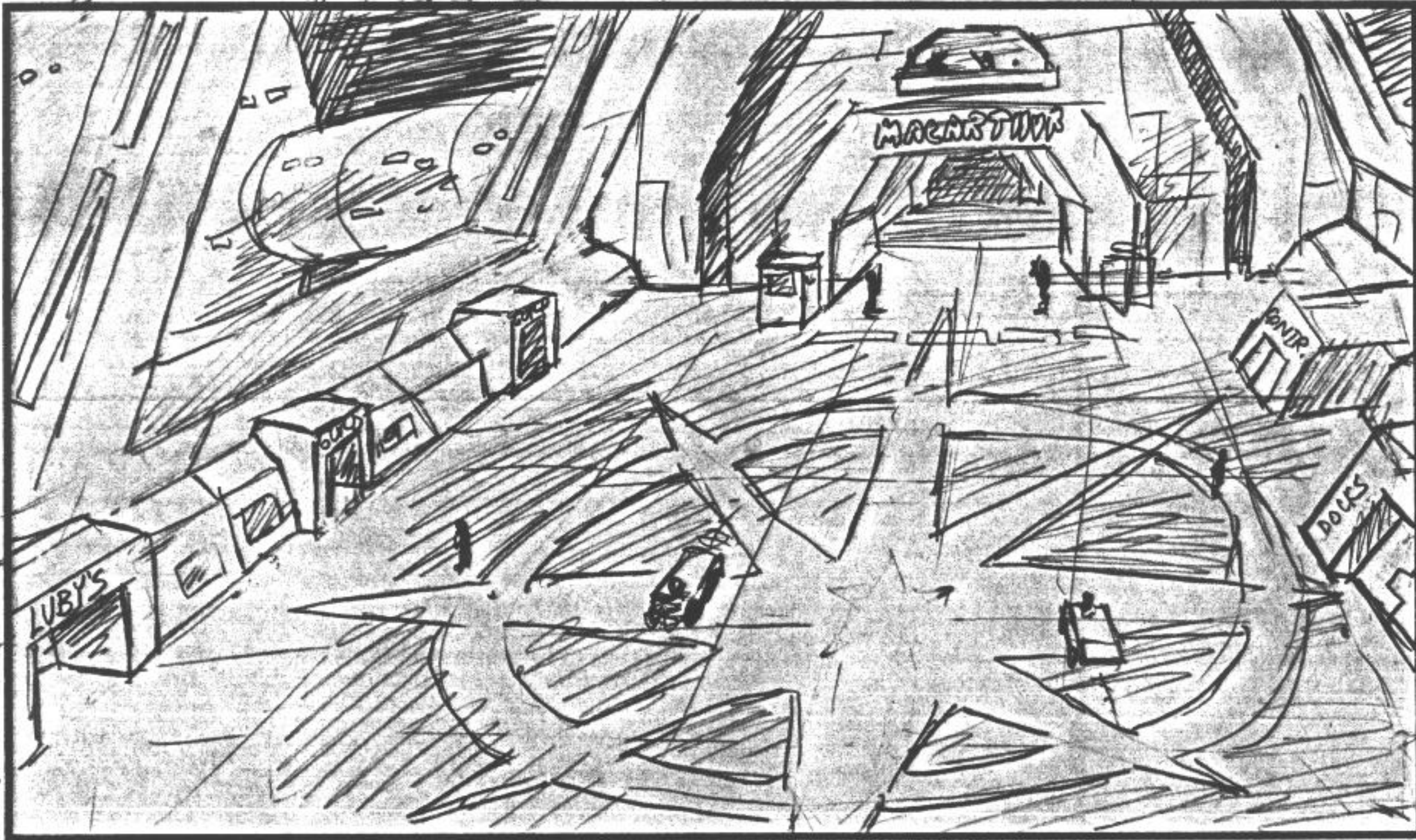
Action: _____

Animation: _____

Hot Spots: _____

Project: Achtung Baby

Screen: MacArthur Concourse



Non-Interactive Animation Wandering people, tractors

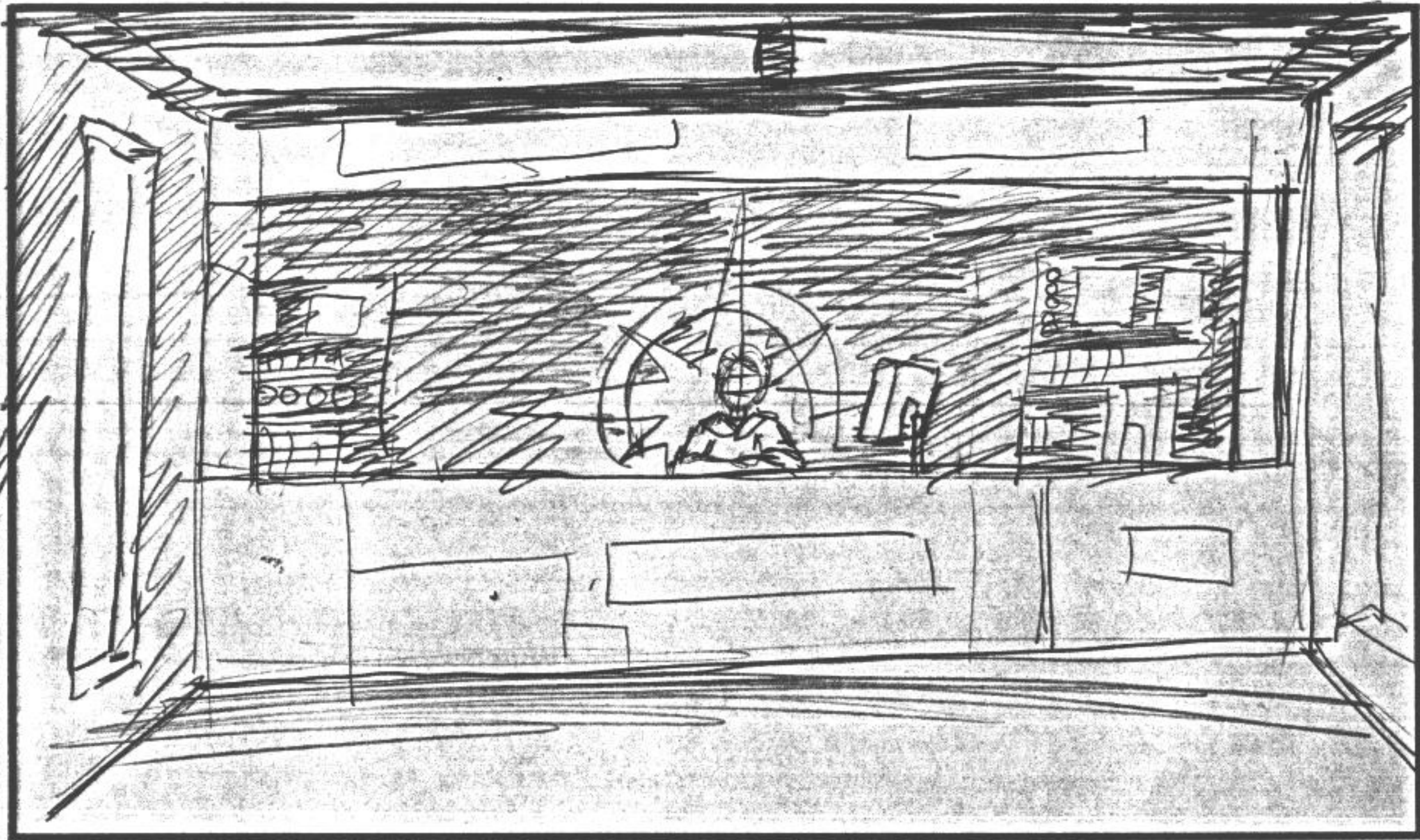
Interactive Animation

Sprites Possible

Connecting Screens

Project: Houses of the Holy

Screen: Mac Arthur Contract
Office



Non-Interactive Animation Really cute chick behind counter.

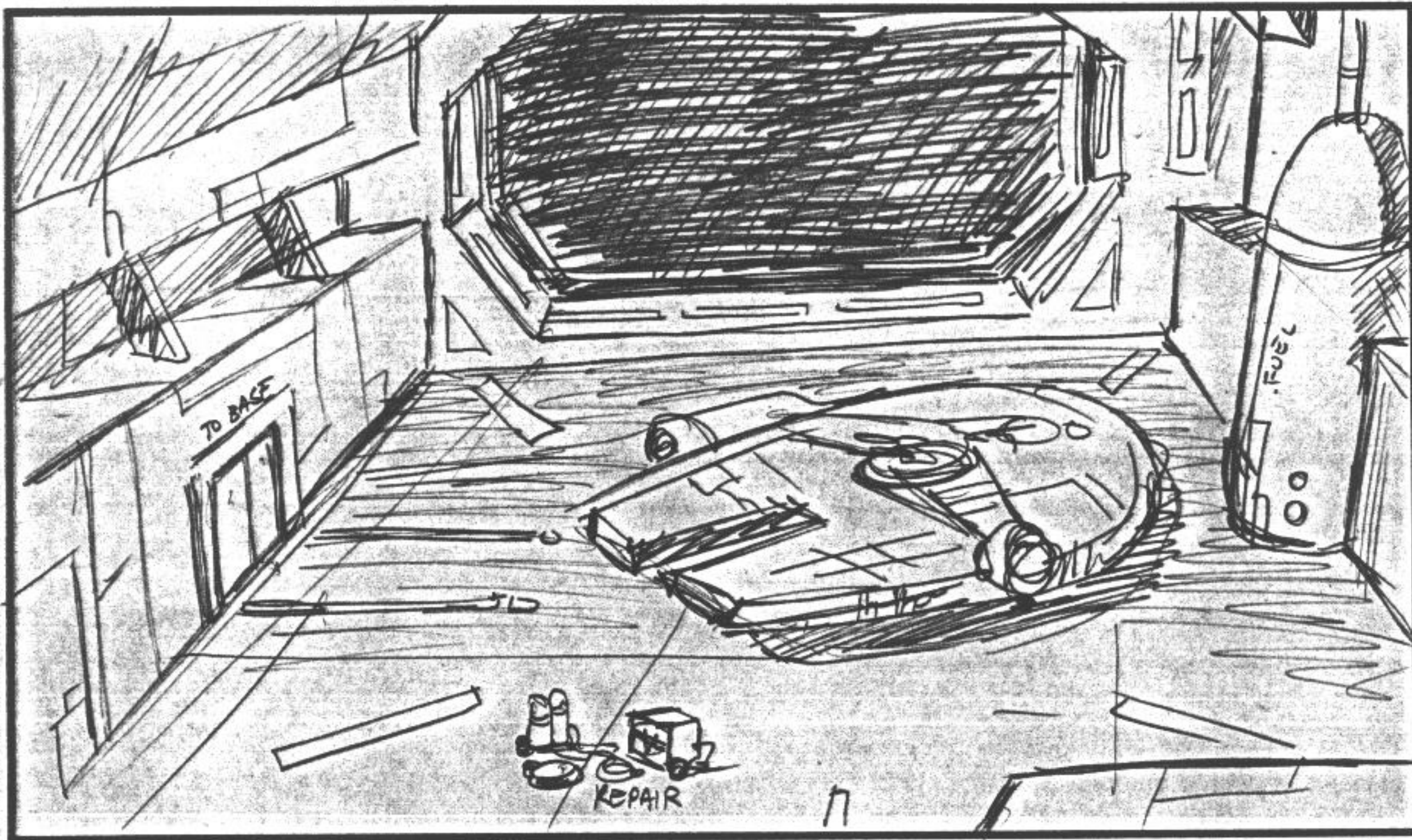
Interactive Animation

Sprites Possible

Connecting Screens

Project: *The Last Temptation of Christ*

Screen: *MacArthur Hangar*



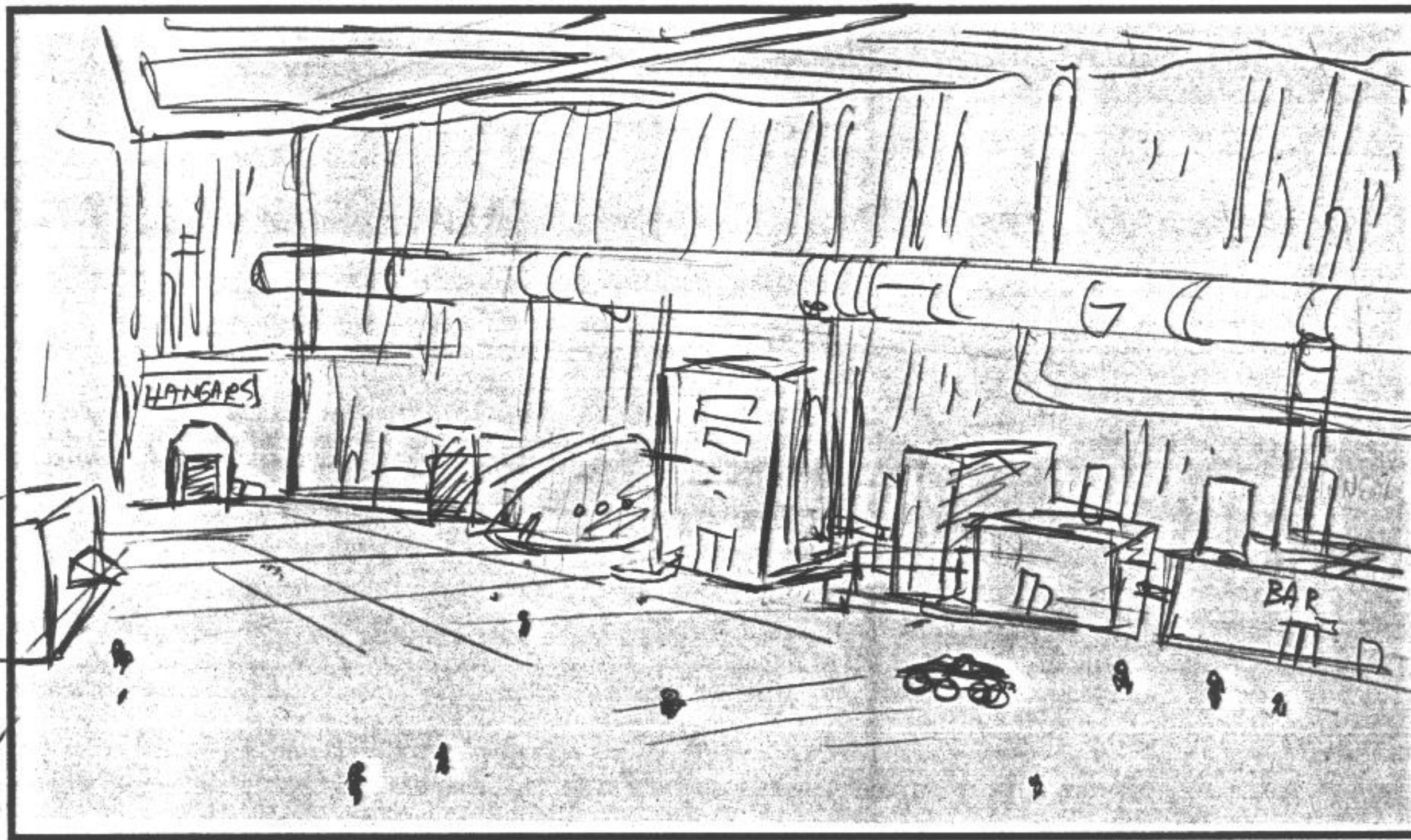
Non-Interactive Animation

Shiny, new docking bay (a la Death star)

Interactive Animation

Sprites Possible

Connecting Screens

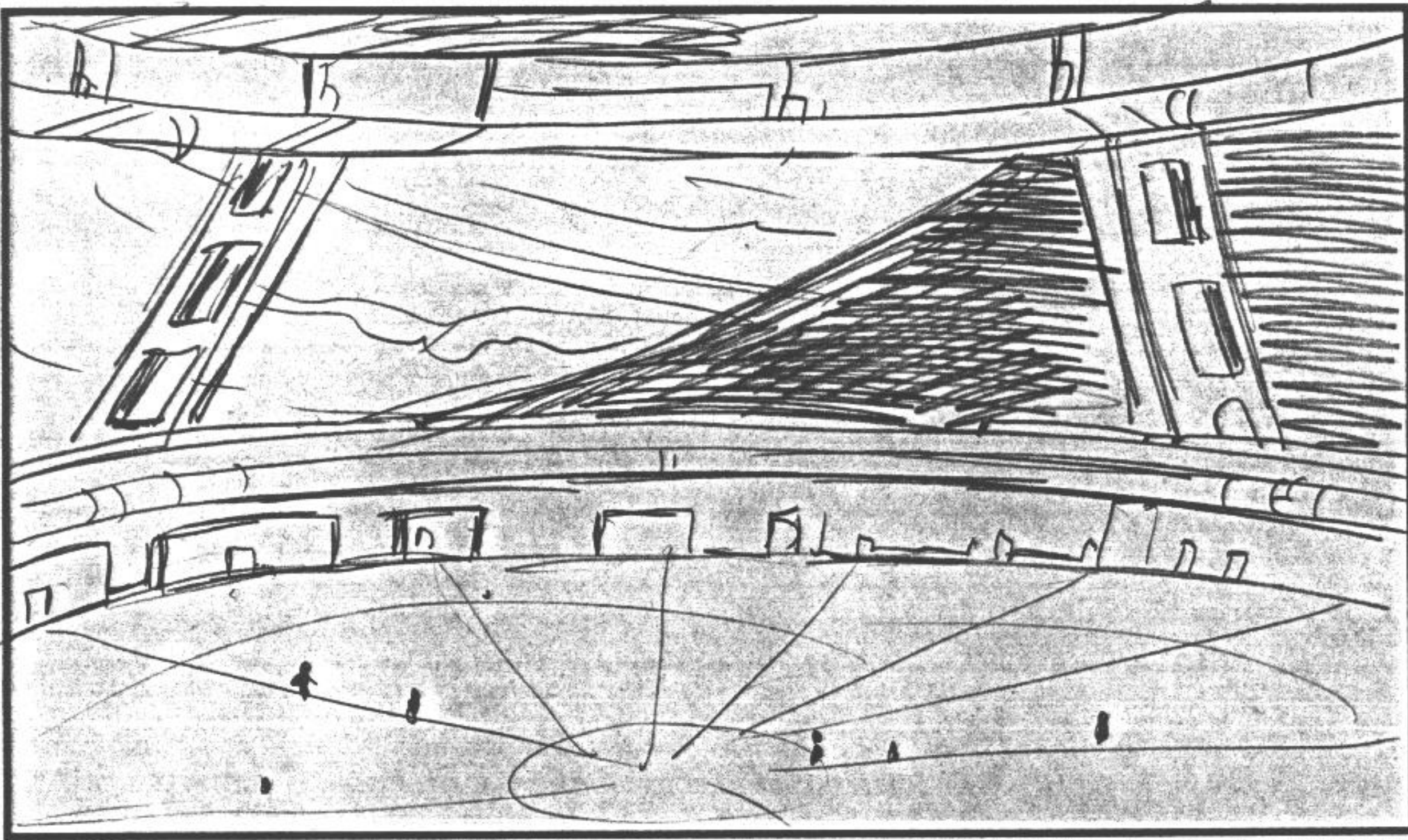
Project: *Ishtar*Screen: *main 1***Non-Interactive Animation**

*Small town in hollowed-out cavern, shops etc.
line walls. People, vehicles move about*

Interactive Animation**Sprites Possible****Connecting Screens**

Project: Heaven's Gate

Screen: Main 2



Non-Interactive Animation Circular Floor surrounded by entrances/exits.

Interactive Animation

Sprites Possible

Connecting Screens

Project: Scorch

Screen: Main 3



Non-Interactive Animation Same as Main 2, w/ garden in center and green mountains + geodesic dome is background

Interactive Animation

Sprites Possible

Connecting Screens

Project: Scorch

Screen: Main 3



Non-Interactive Animation Same as Main 2, w/ garden in center and green mountains + geodesic dome is background

Interactive Animation

Sprites Possible

Connecting Screens

Project:

Screen: Main 5



Non-Interactive Animation

Interactive Animation

Sprites Possible

Connecting Screens

Project: Bluebook

Screen: Main 6

**Non-Interactive Animation**

Blinking Neon, sleezy pirates, interchangeable graffiti, maybe dripping water

Interactive Animation**Sprites Possible****Connecting Screens**

Project: Bluebook

Screen: Main 6



Non-Interactive Animation Blinking Neon, sleezy pirates, interchangeable graffiti, maybe dripping water

Interactive Animation

Sprites Possible

Connecting Screens

Project:

Screen: Merchant/Merc. Guild



Non-Interactive Animation - Interchangeable guild symbol behind counter -
 text moving on background screens

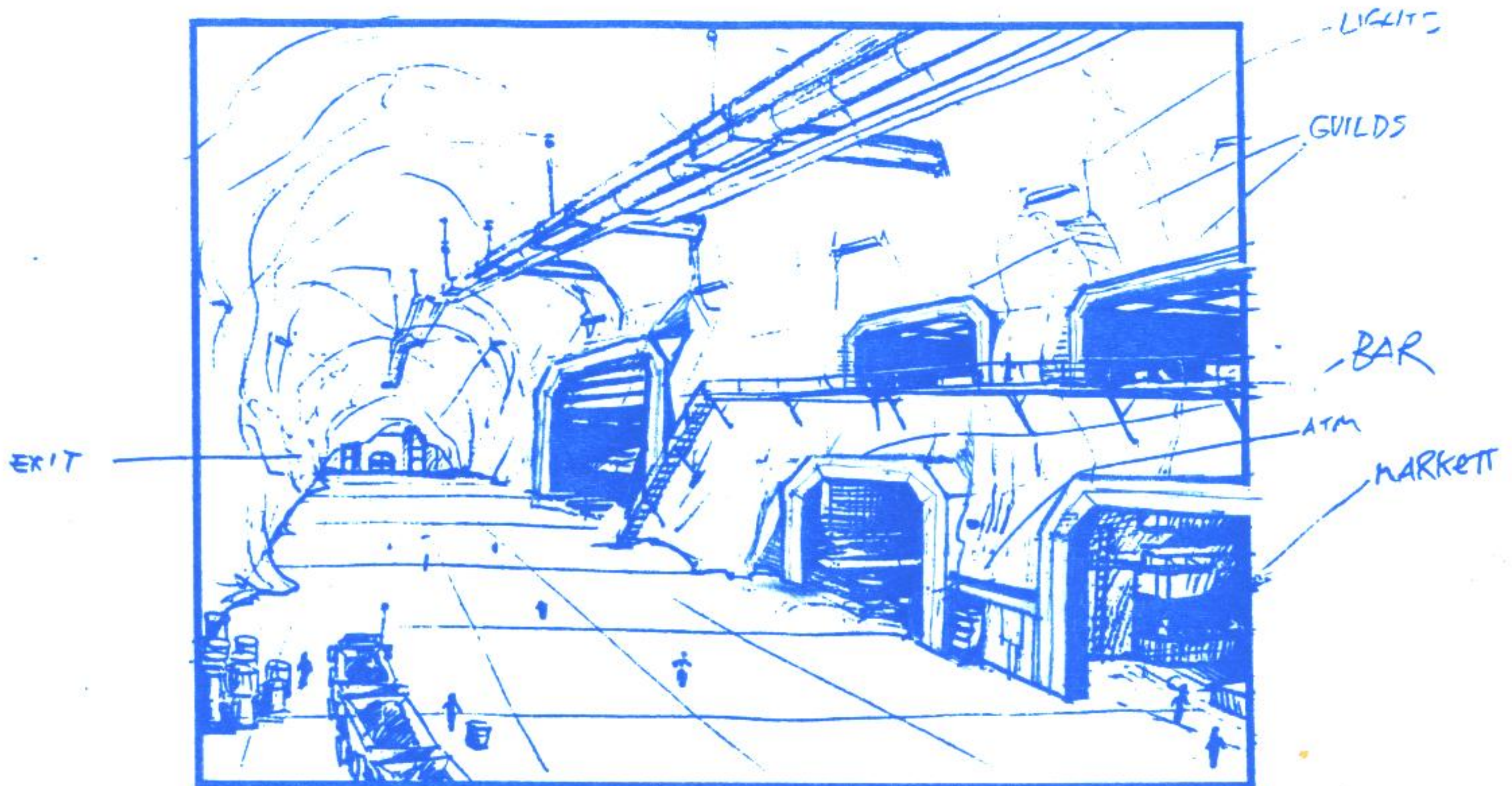
Interactive Animation

move P.O.V.

Sprites Possible

Connecting Screens

Project: _____ Screen: MINING BASE



Action: _____

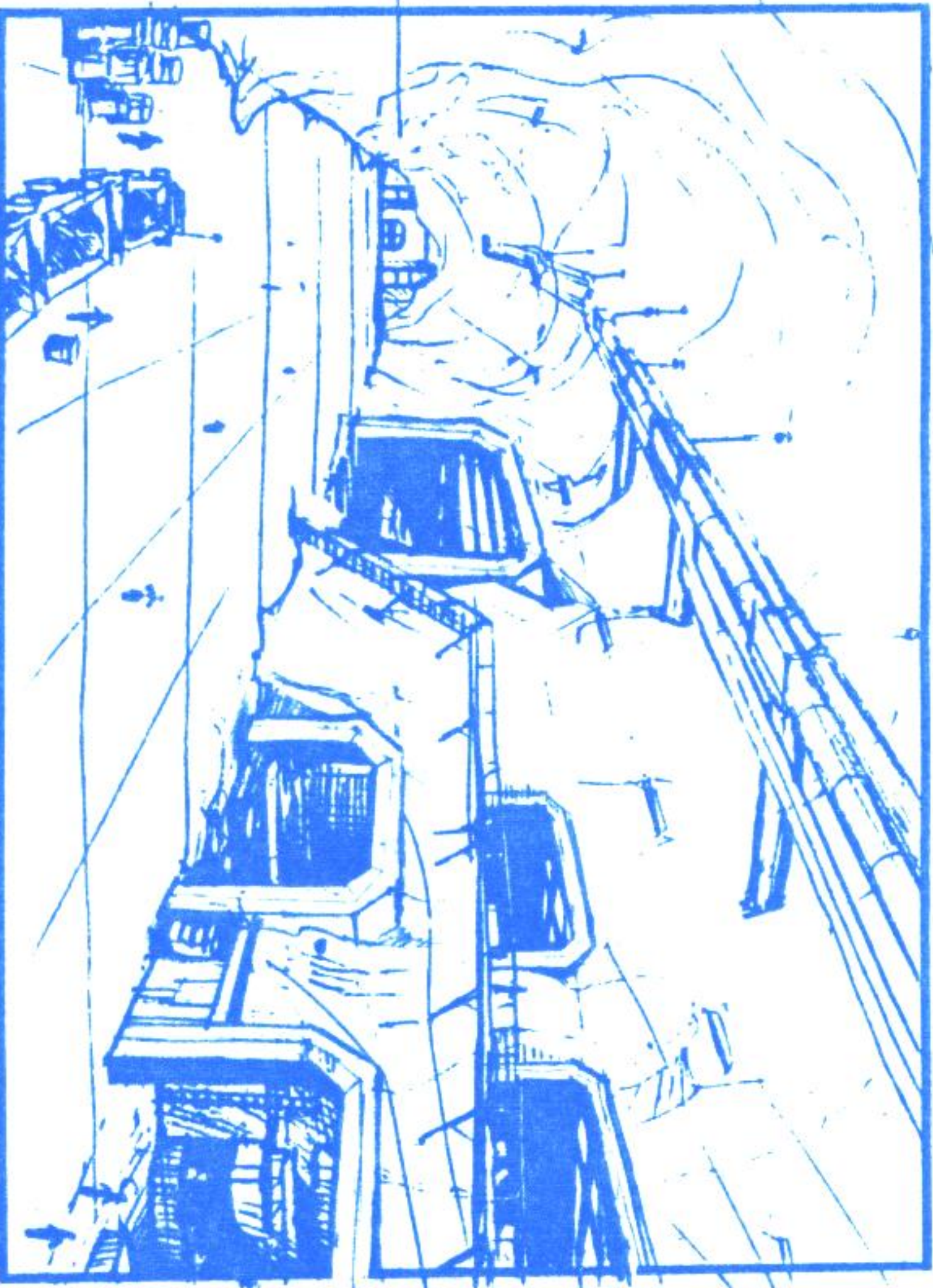
Animation: _____

Hot Spots: _____

X GUILD 1
" 2
X BAR
~~GOZZARD~~
X ATM
X SHIP DEALER
X HANGER
MARKET

Project: _____

Screen: MINING BASE



LOCALS

GUILDS

BAR

ARM

MARKET

EXIT

Action: _____

Animation: _____

X GUILD 1
" 2

X BAR
LOCALS

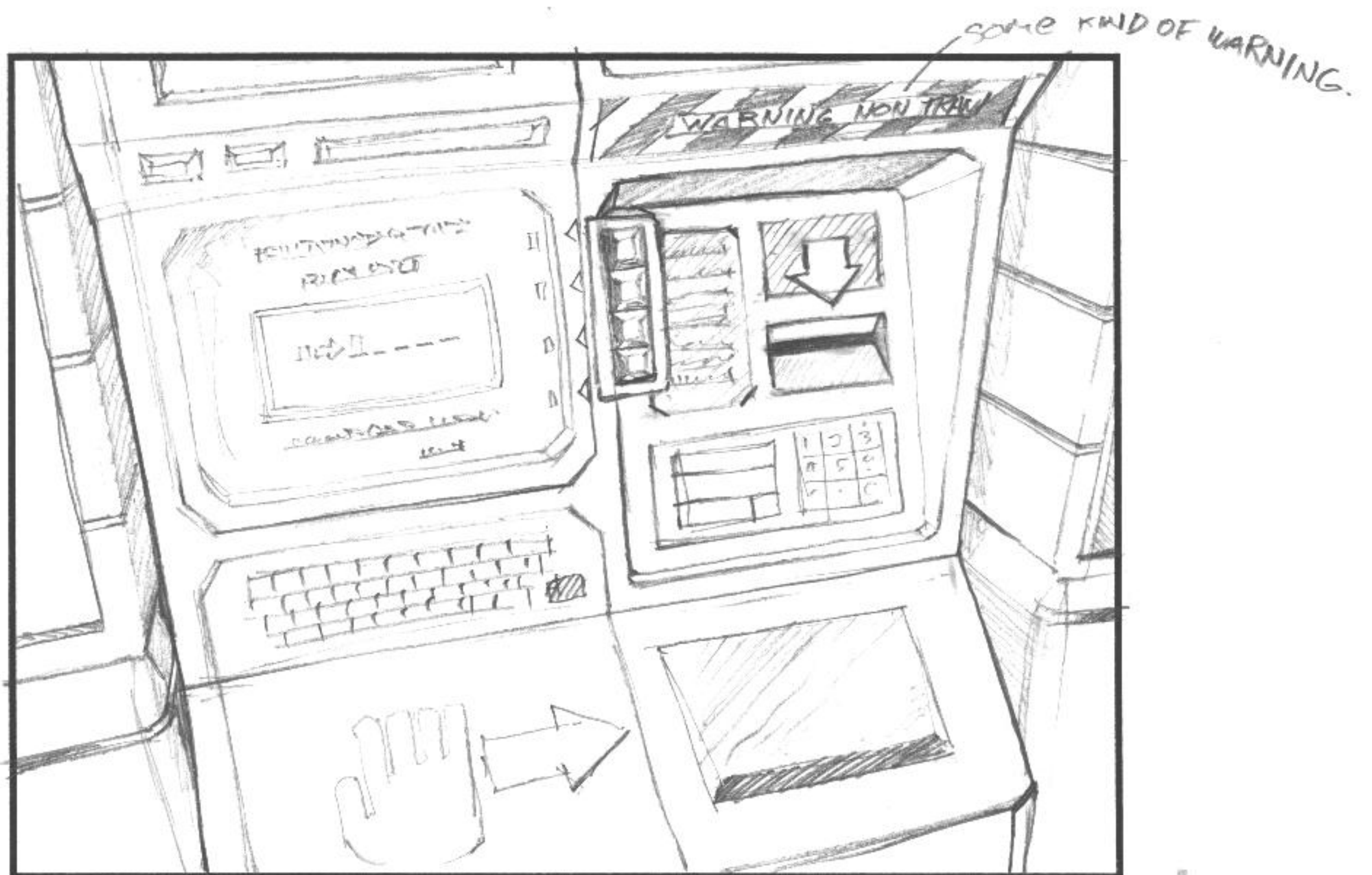
X ATM

X SHIP DEALER

... DIVER

Project: _____

Screen: MISSION COMPUTER



Action: _____

Animation: _____

Hot Spots: _____

Project: PRIVATEER

Screen: MODIFY SHIP



PAD 16.4.92

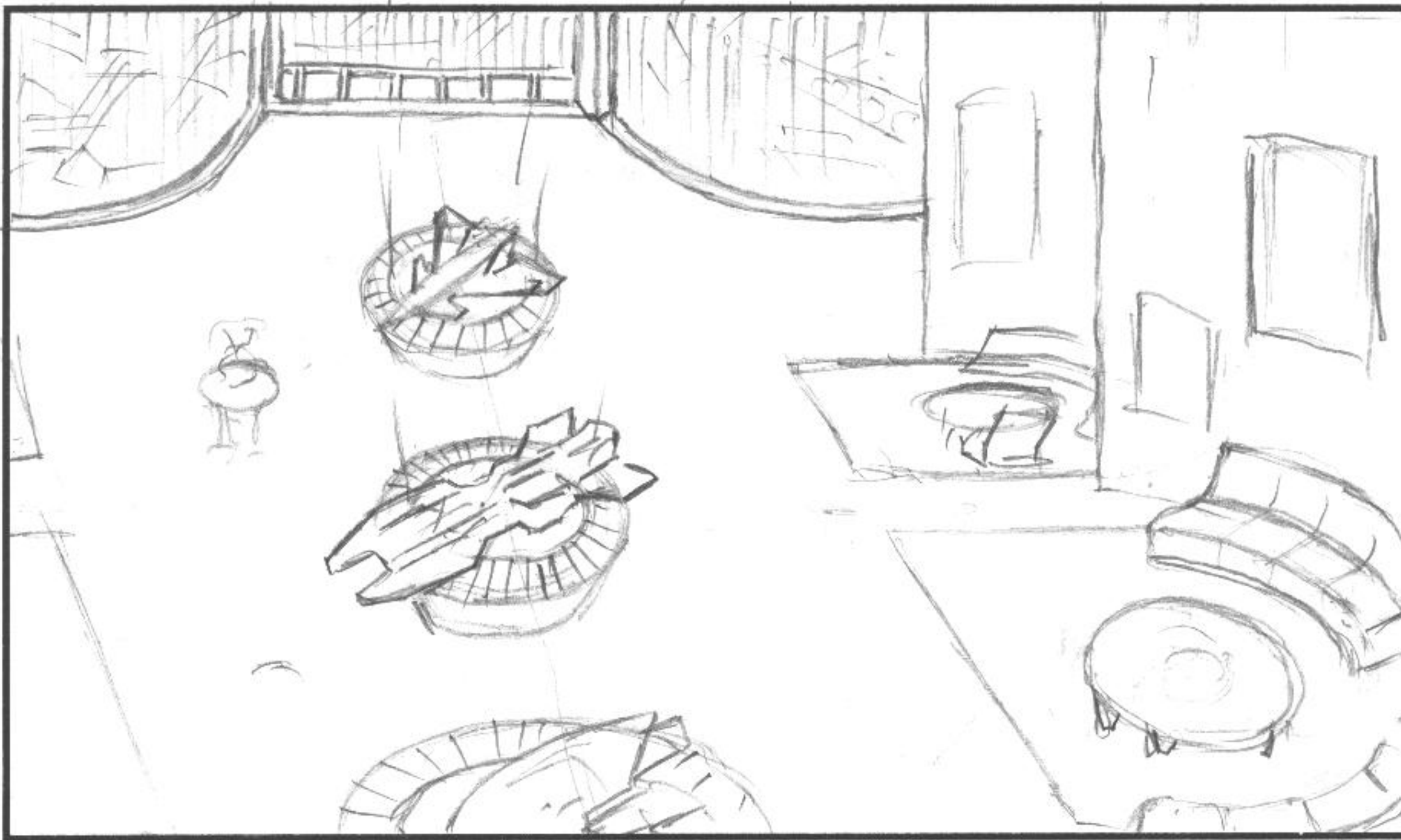
Action: SAME AS REPAIR SHIP SCREEN

Animation:

Hot Spots:

Project:

Screen: NAVAL BASE - N. CONST.



Non-Interactive Animation

This needs to be added

Interactive Animation

Sprites Possible

Connecting Screens

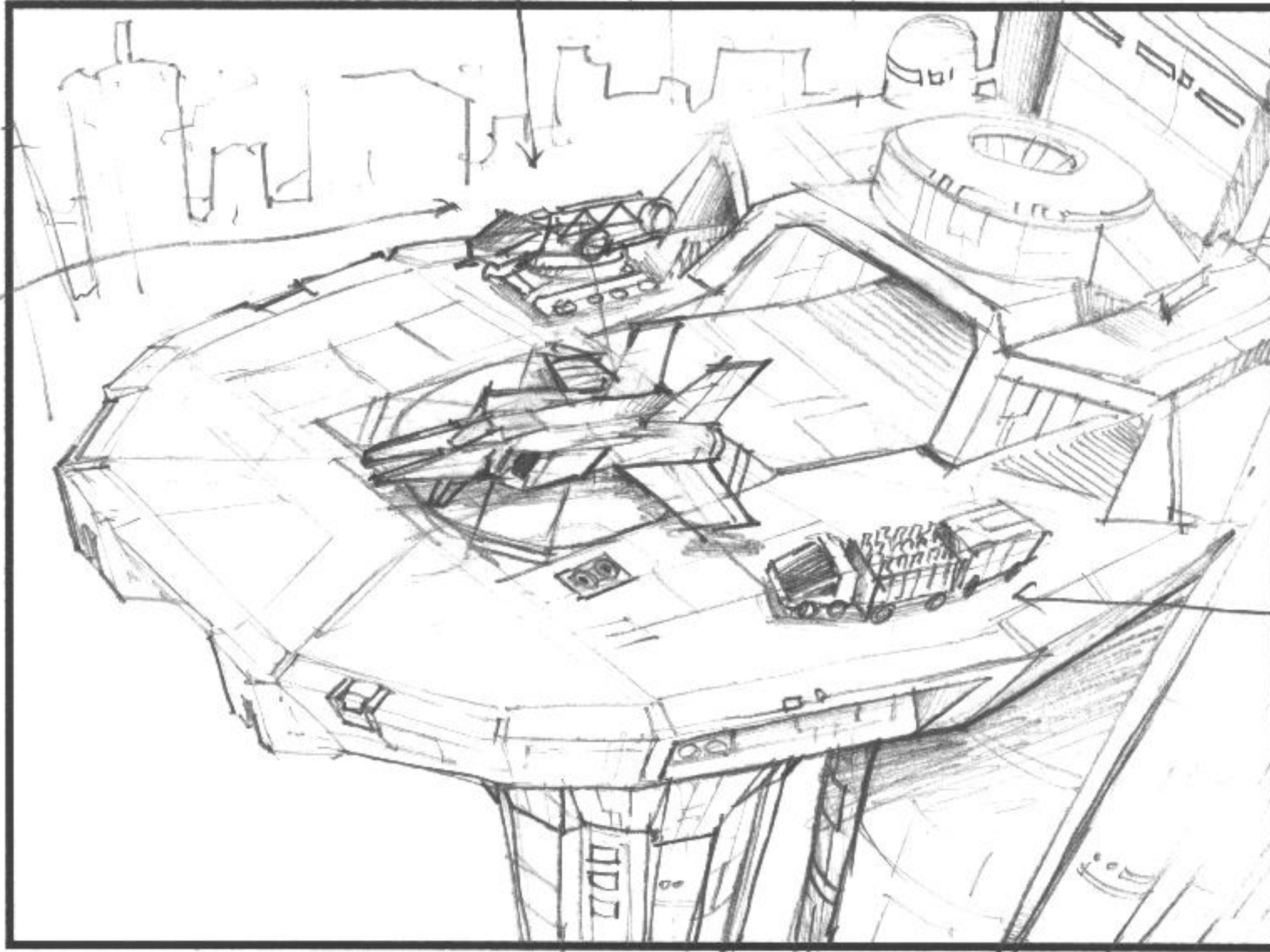
Be sure to add reception area. Probably stage left.



Project: _____

Screen: NEW CHICAGO HANGER

REPAIR



REFUELING

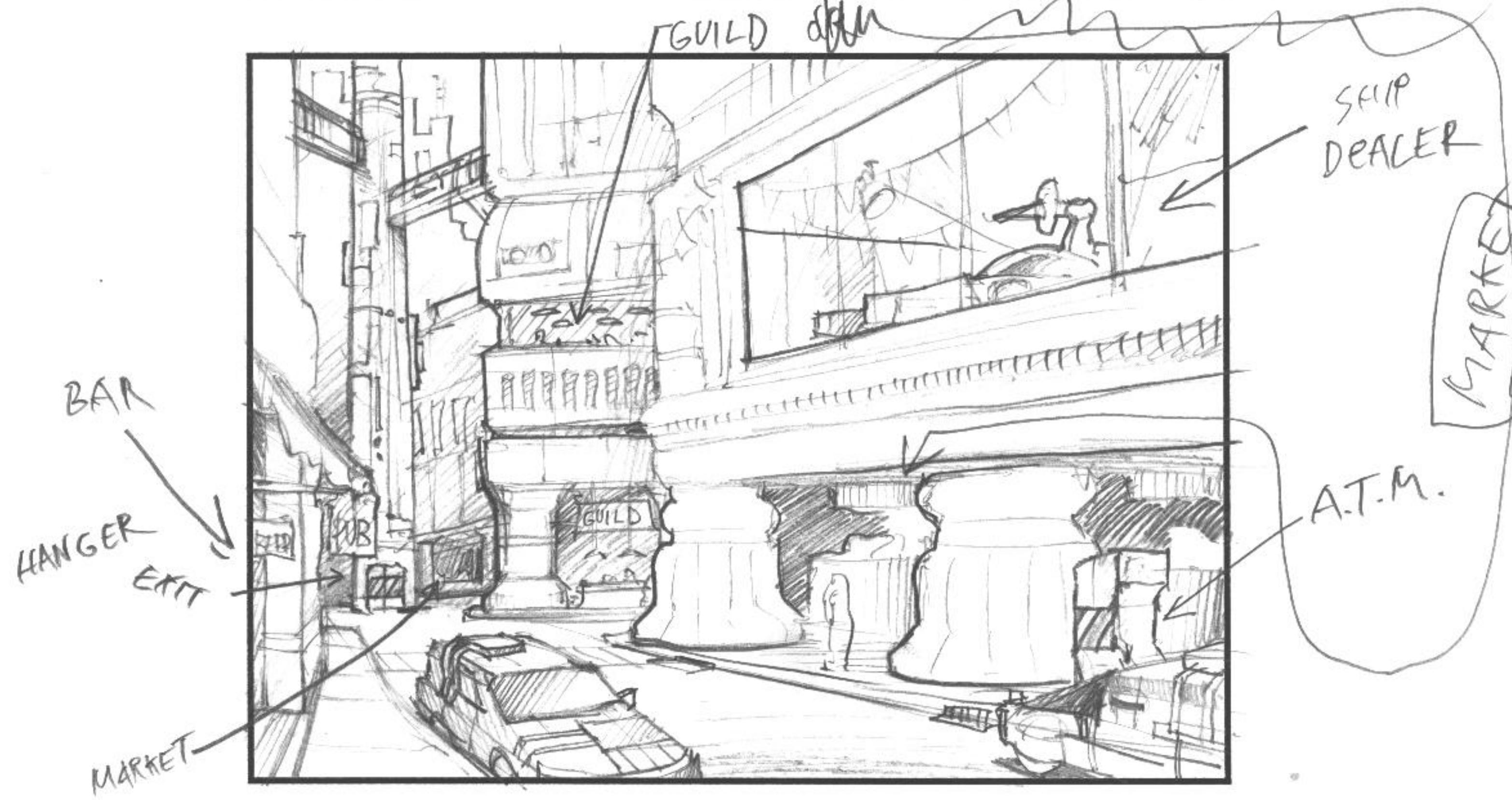
Action: _____

Animation: _____

Hot Spots: _____

Project: _____ Screen: NEW CHICAGO RAIN

GUILD *sketch*



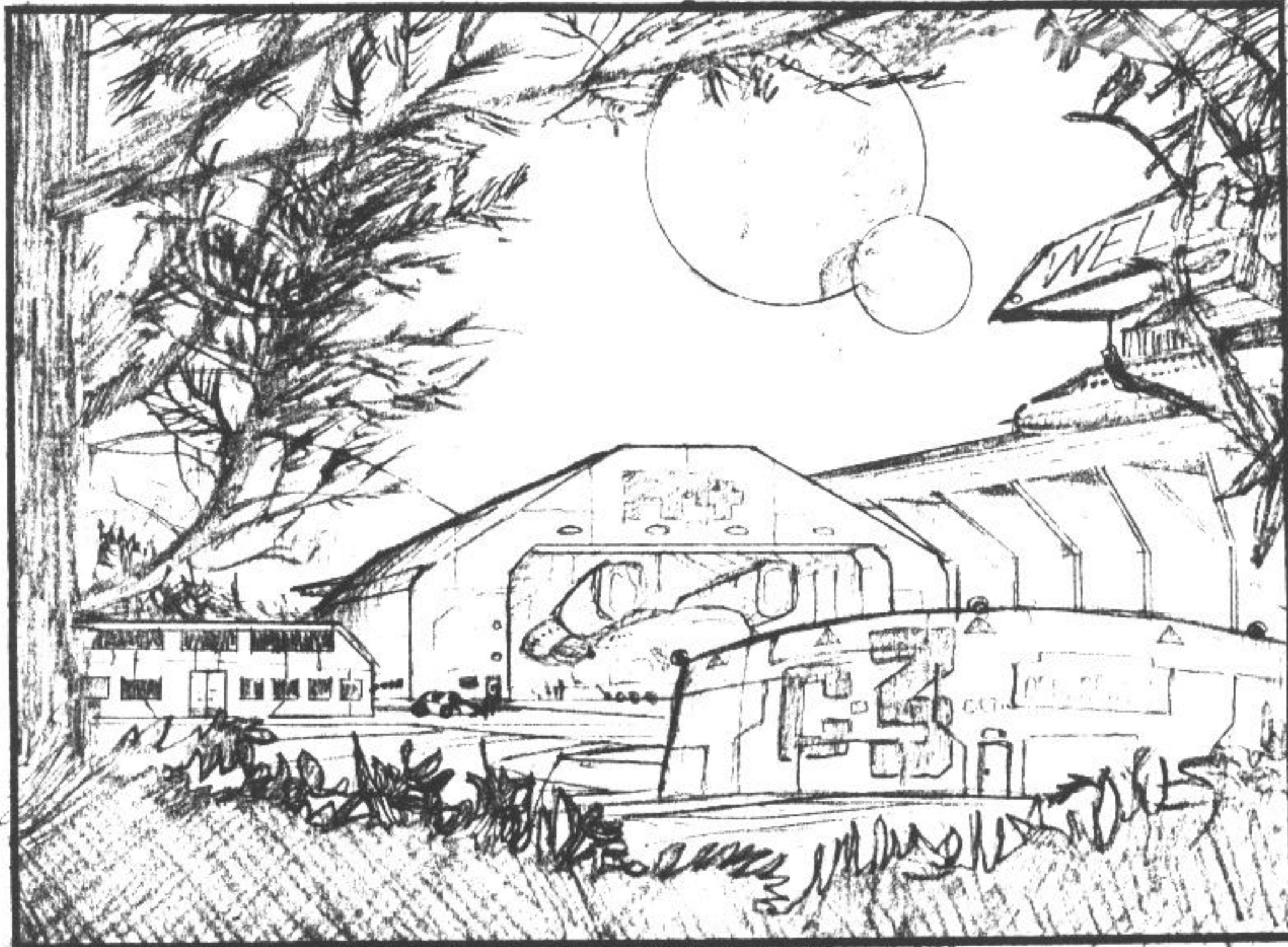
Action: _____

Animation: _____

Hot Spots: _____

Project: _____

Screen: OXFORD LANDING FAD



Action: _____

Animation: _____

Hot Spots: _____

Project: _____

Screen: PIRATE BASE

BROKEN LIGHTS

LIGHTS

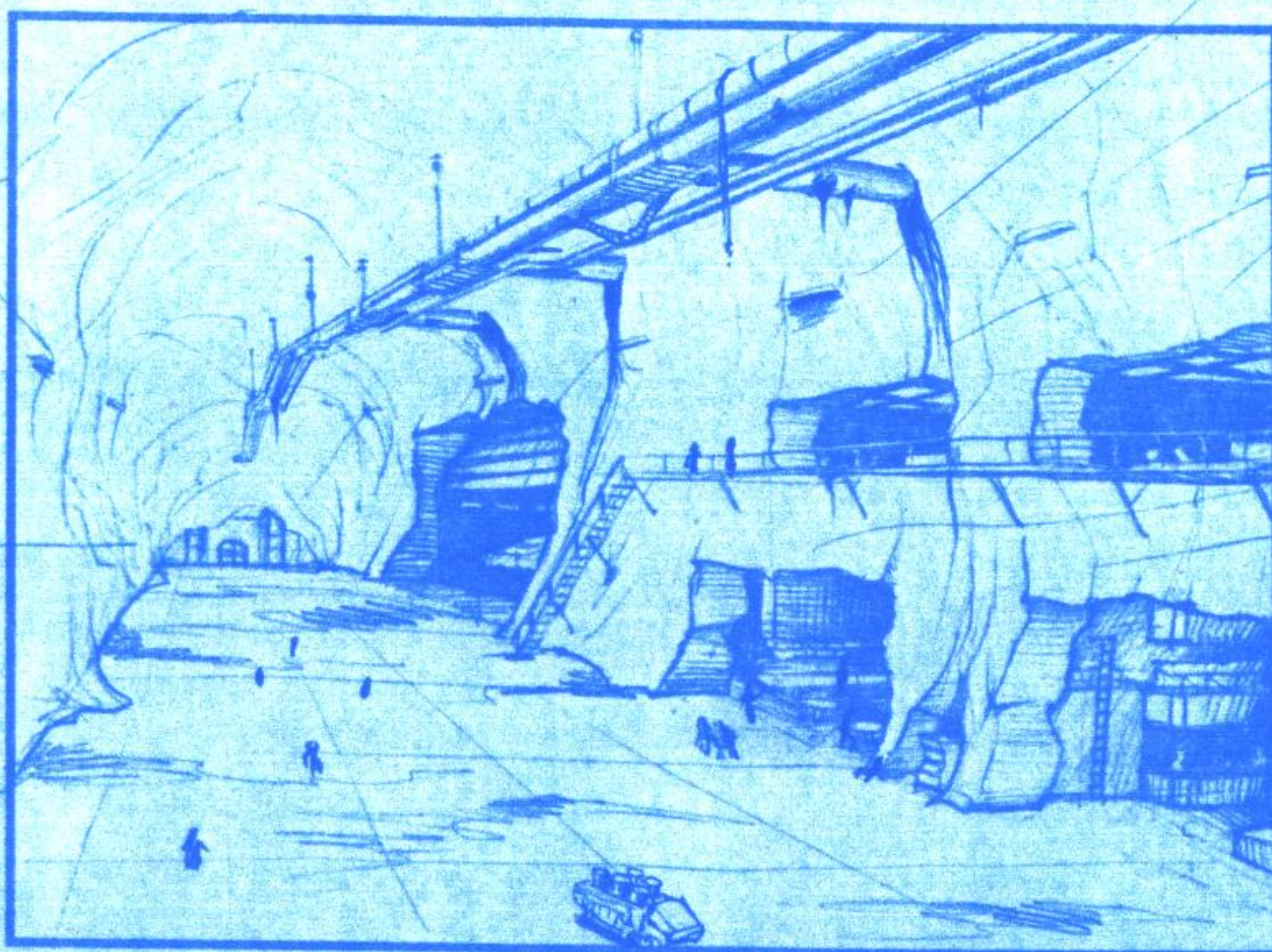
GUILDS

BAR

ATM

MARKET

EXIT



Action: _____

Animation: _____

Hot Spots: _____

X GUILD 1
" 2

X BAR
600/000

X ATM

X SHIP DENAR

X HANGER

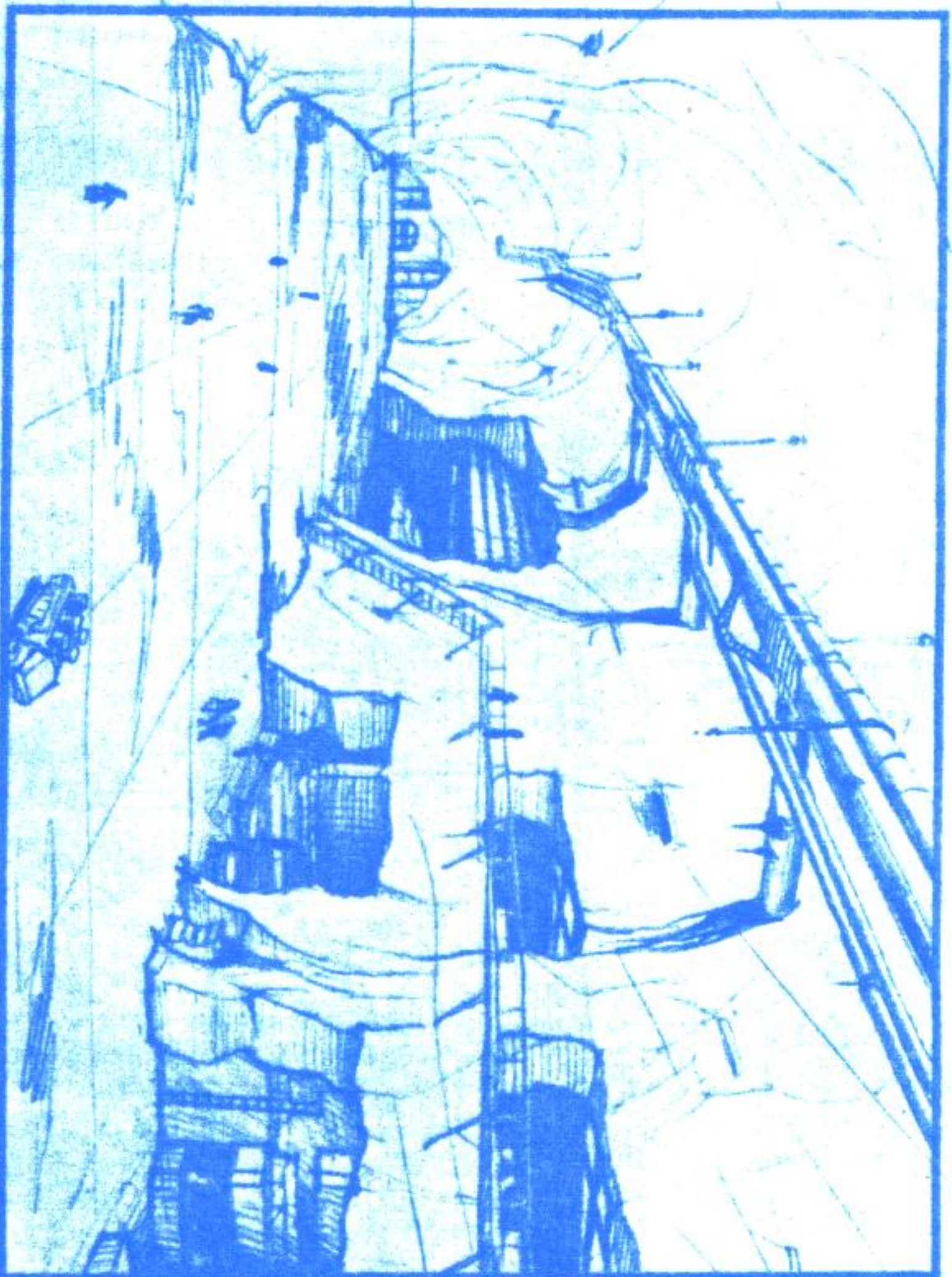
MARXOTT

Project: _____

Screen: _____

PIRATE BASE

BROKEN LIGHTS



EXIT

MARKET

BAR

CHILL

MARKET

Action: _____

Animation: _____

X CHILD 1

" 2

X PIRATE

LOW / CHAIR

X ATM

X SHIP BENT

X PIRATE

Project: _____

Screen: PLEASURE BAR

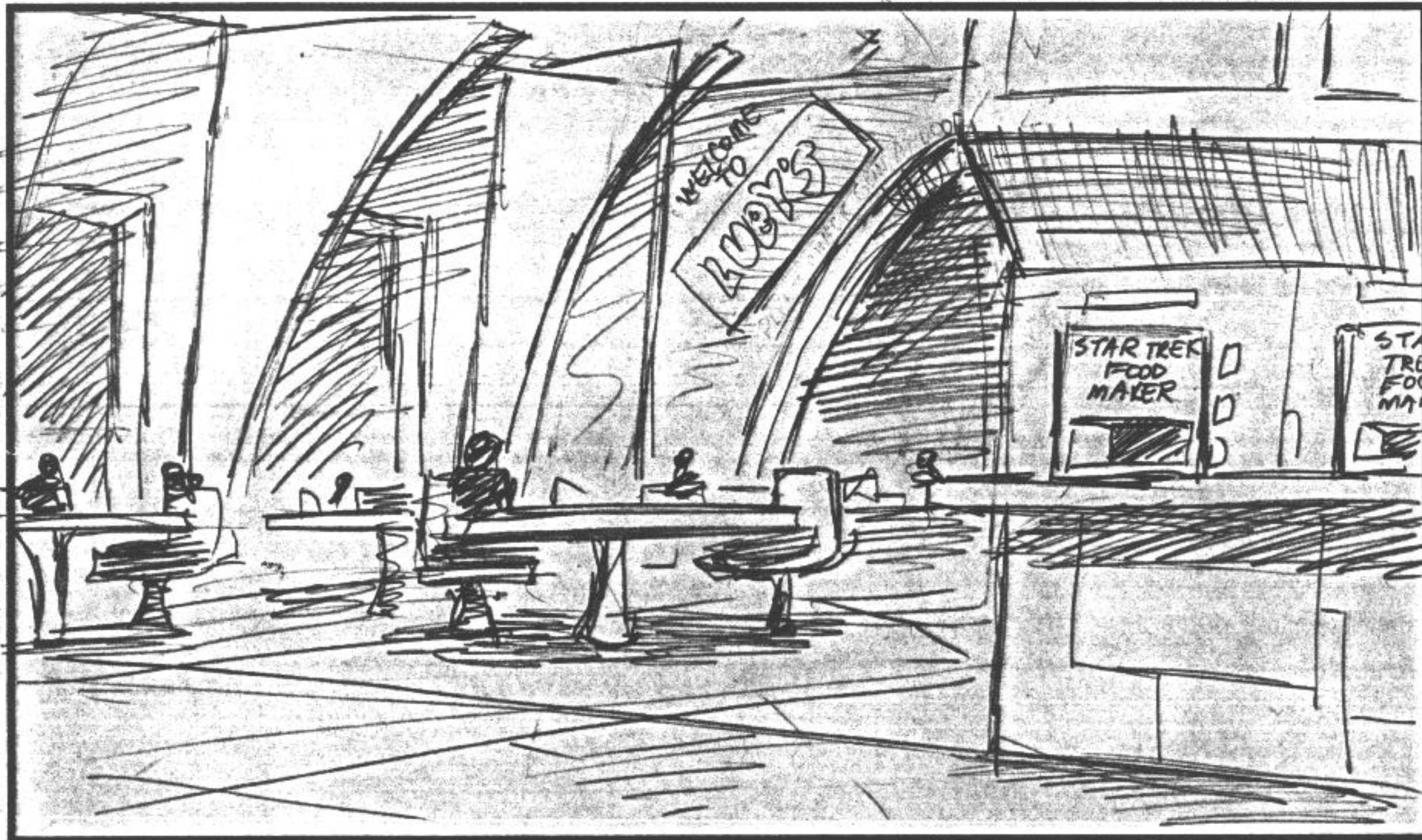


Action: _____

6/7/12
— almost the same as other, but
no sit down chairs (only stand-
to tables and pillows in corner
on floor. Pillows to give it a
Roman pit / row feel. Platforms
with dancing girls

Animation: _____

Hot Spots: _____

Project: *The Exorcist*Screen: *Refectory*

Non-Interactive Animation Windows which can be pasted down on far wall w/ different scenes (or no windows at all), people sitting around eating

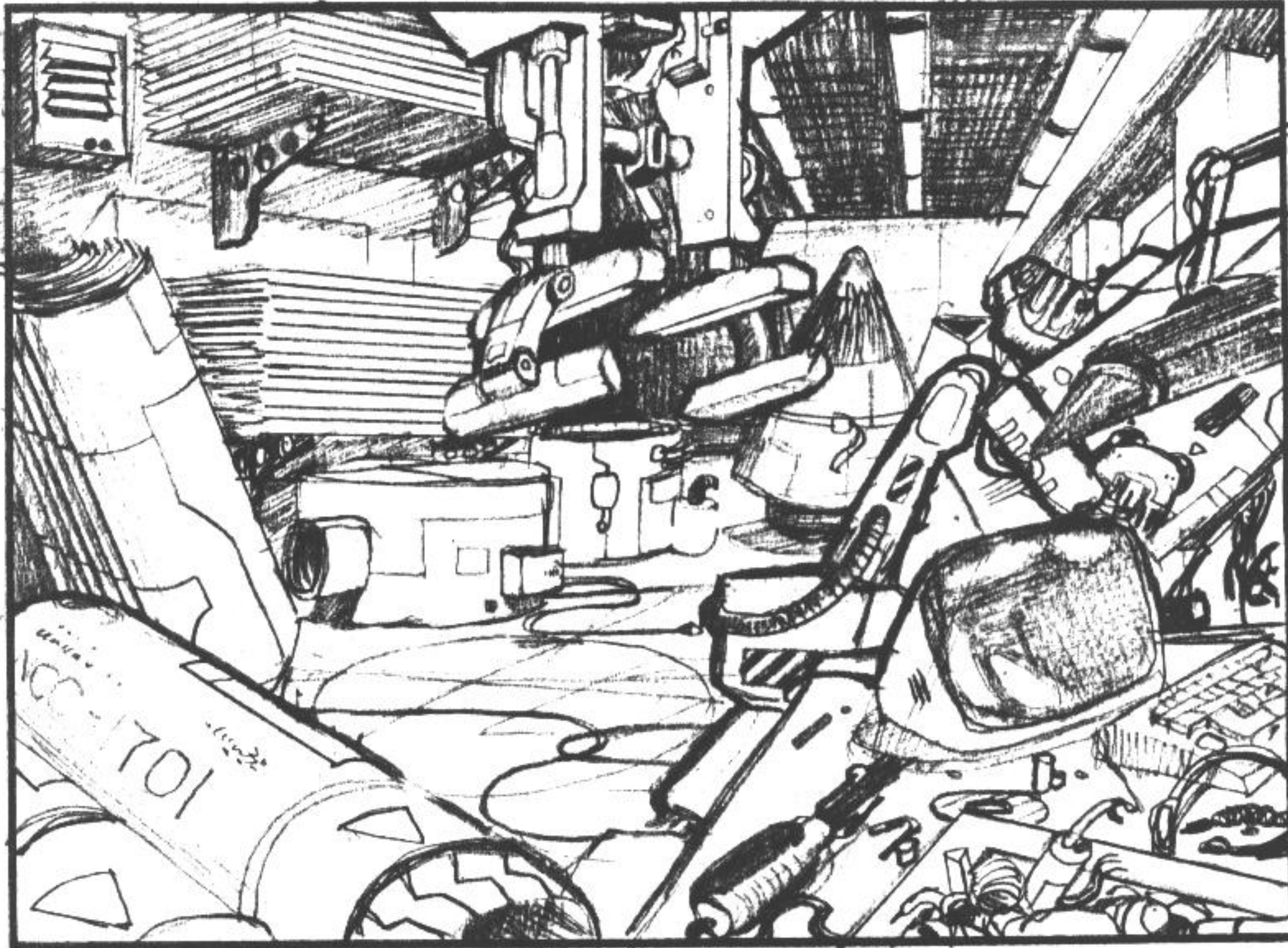
Interactive Animation

Sprites Possible

Connecting Screens

Project: _____ Screen: REPAIR SHIP

HOIST ✓
SP. ENG. ✓
ARMOR ✓
COCKP. PIS ✓
2 X HFG ✓
COMM EQ ?



Action: _____ 6/6/92 SPEED

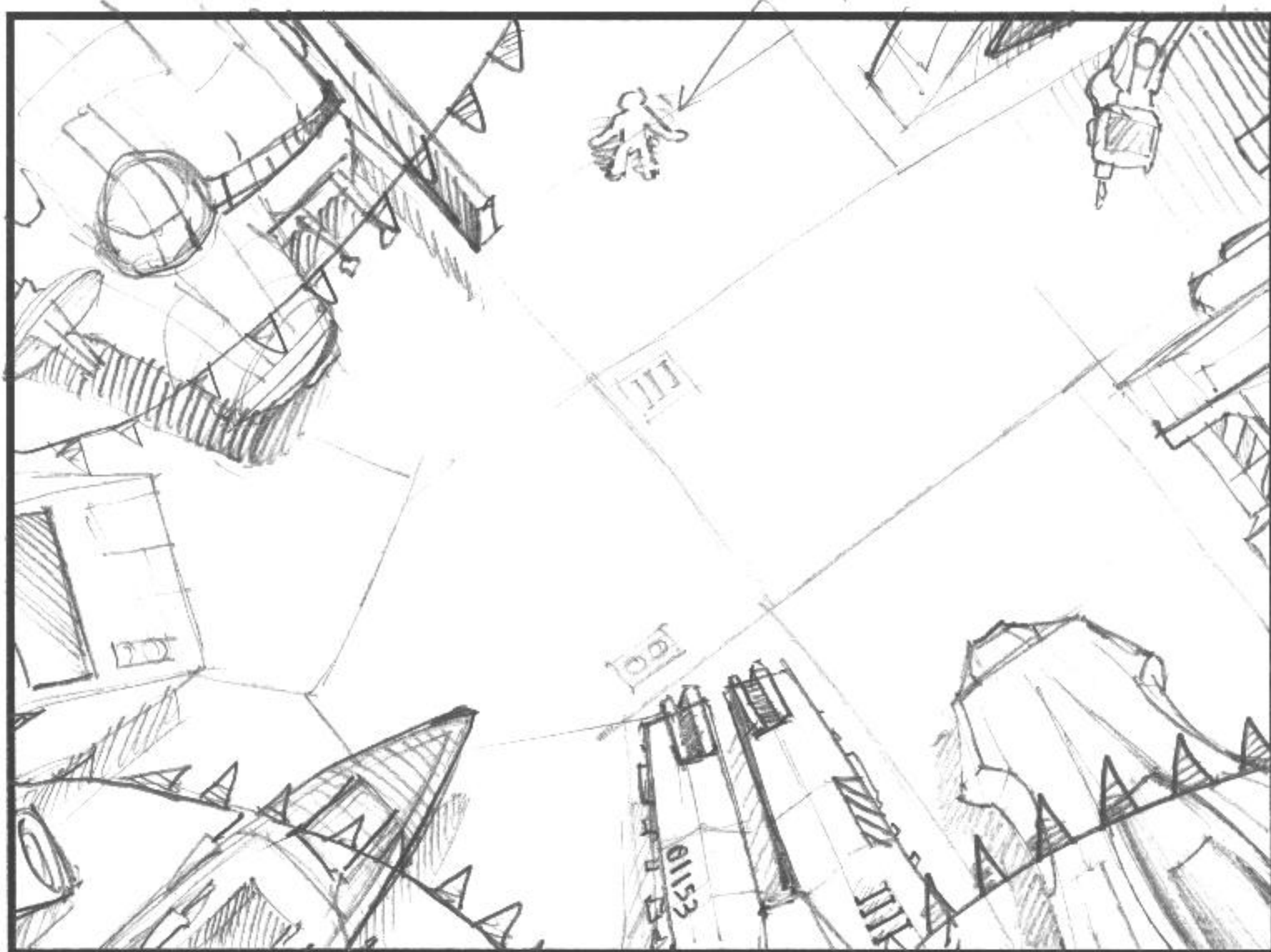
Animation: _____

Hot Spots: _____

Project: _____

Screen: SHIP DEALER

LITTLER



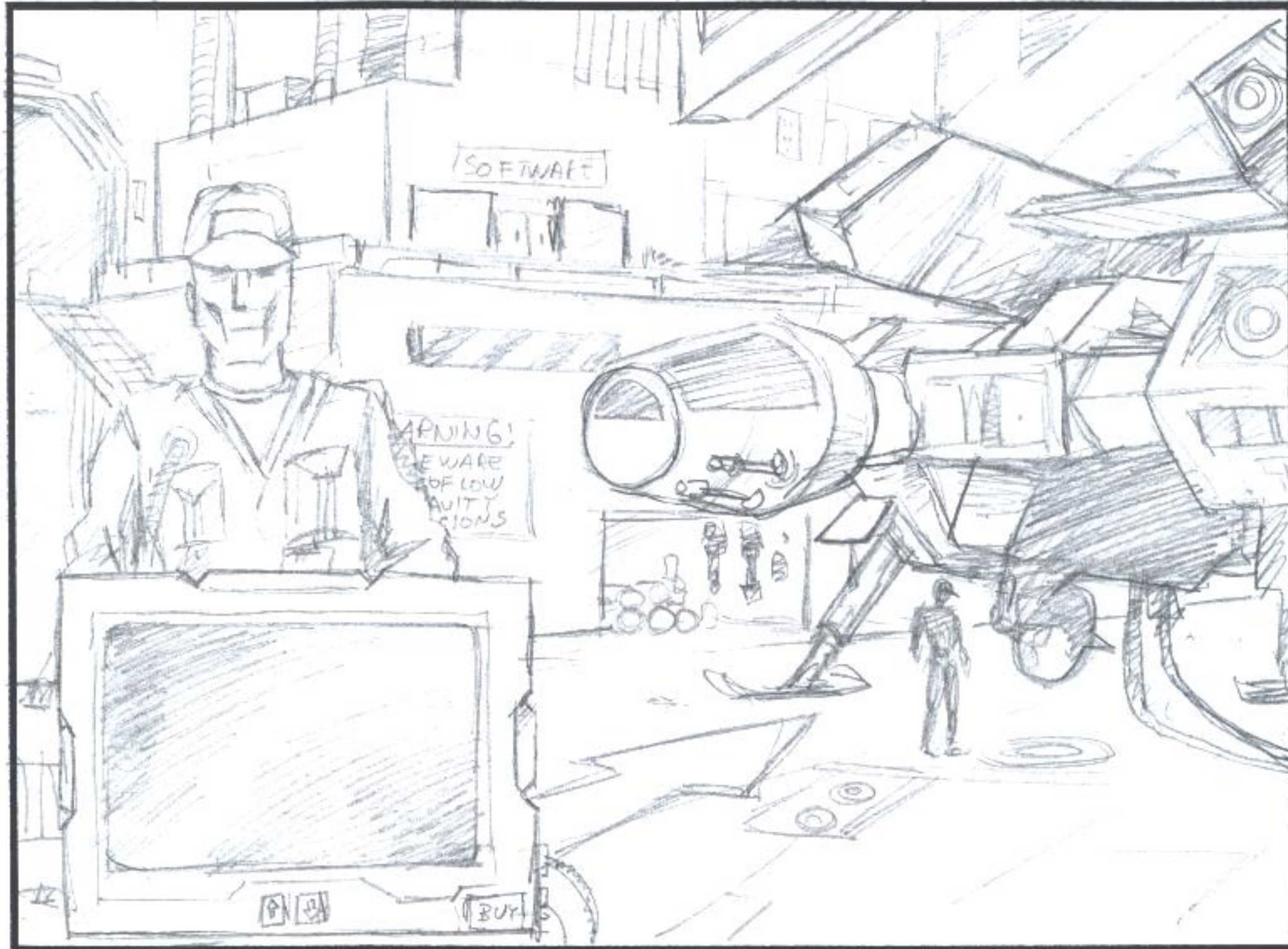
Action: _____

Animation: _____

Hot Spots: _____

Project: _____

Screen: Ship Modification



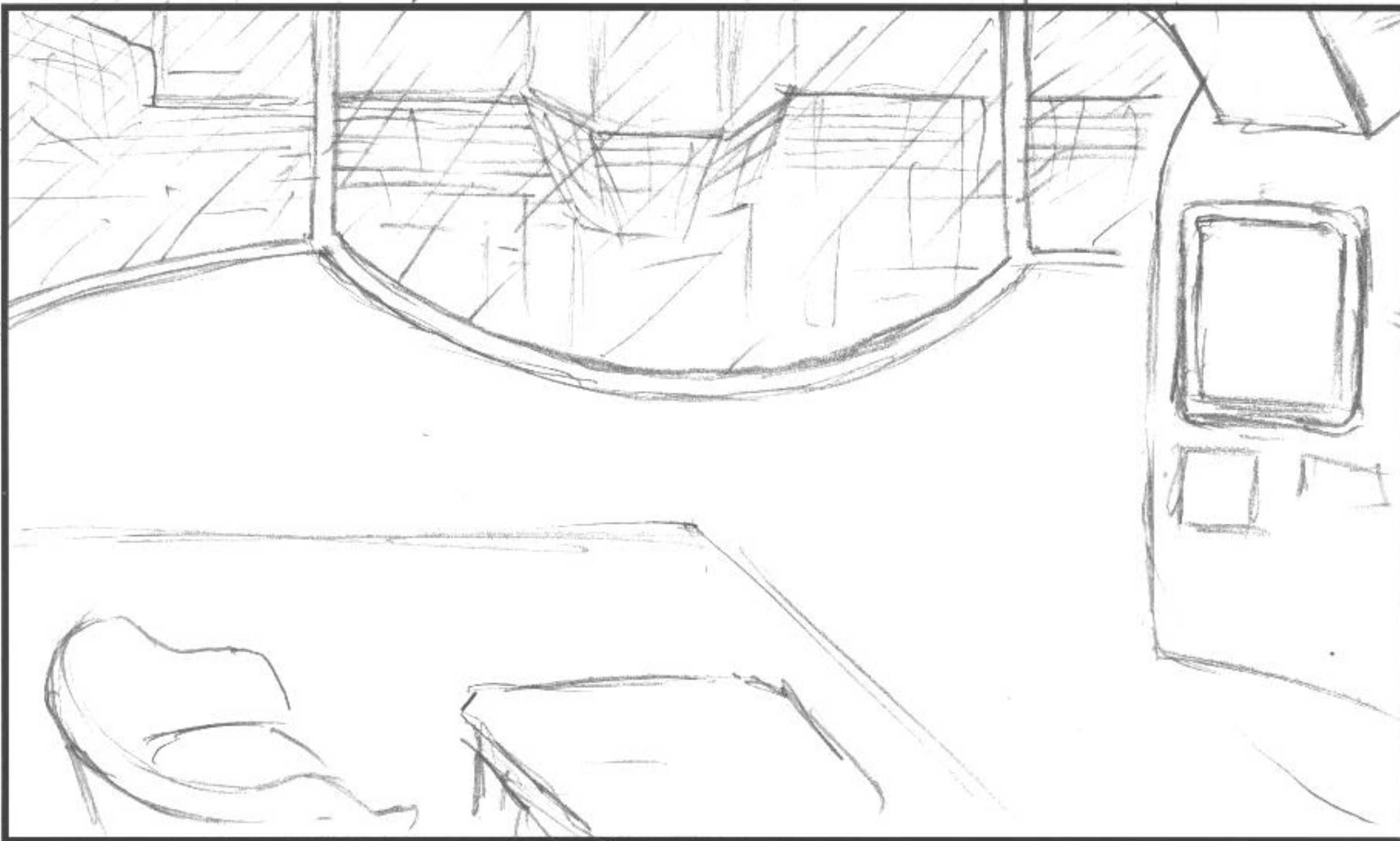
Action: _____

Animation: _____

Hot Spots: _____

Project: FREE TRADER

Screen: TOURIST AREA W. CONST



Non-Interactive Animation

Interactive Animation

Sprites Possible

Connecting Screens

shift POV. downward to show mov

Project:

Screen: Weapons Dealer



Non-Interactive Animation

Different dealer, different shop name for each Shop

Interactive Animation

Sprites Possible

Connecting Screens