The following is the character animation and "standing sets" graphics the following is the character animation and "standing sets" grap list for WC2. The 3-D graphics list will be written separately.

CHARACTERS

Bluehair: talking closeups, standing at attention for court martial, standing for Generic Office (Contains at attention for court martial, standing for Generic Office/Concordia bridge scenes, piloting in various

Angel: talking closeups, cockpit vidscreen, standing or sitting in her Generic Office/Concordia bails being vidscreen, standing or sitting in her Generic Office/Concordia bridge, sitting in Concordia Rec Room, standing

Maniac: talking closeups, cockpit vidscreen, sitting in Peel Rec Room Room, standing in Concernia, cockpit vidscreen, sitting in Concordia Rec Room, standing in Generic Office and Concordia Flight Deck

Room and O-Deck closeups, cockpit vidscreen, sitting in Concordia Rec Room and O-Deck, standing for Generic Office, lying (and talking) in bed

Shadow: talking closeups, cockpit vidscreen, sitting in Peel Rec Room and Barracks.

Minx: talking closeups, cockpit vidscreen, sitting in Peel Rec Room and Barracks, standing in Generic Office

Cirocco: talking closeups, cockpit vidscreen, sitting in Peel Rec Room and Barracks, standing in Generic Office

Bogey: talking closeups, cockpit vidscreen (as a bomber crew chief, not a pilot), sitting in Peel Rec Room and Barracks, standing in Generic Office.

Turbo: talking closeups, cockpit vidscreen, sitting in Peel Rec Room and Barracks, standing in Generic Office

Downtown: talking closeups, cockpit vidscreen, sitting in Concordia Rec Room and O-Deck, standing in Generic Office

Hobbes: talking closeups, cockpit vidscreen, sitting in Concordia Rec Room and O-Deck, standing for Generic Office, lying (and talking) in bed in Concordia Sickbay

talking closeups (while playing plano), cockpit videoreen, in Concordia Rec Room playing plano), cockpit videoreen, sitting in Concordia Rec Room playing piano), cockpit videdreen, pallas: talking closeups, cockpit vidscreen, sitting in concordia Rec

talking closeups, cockpit vidscreen (as a bomber crew chief, not standing in Concordia Para la standing in General pilot), sitting in Concordia Rec Room and O-Deck, standing in Generic

Doomsday: talking closeups, cockpit vidscreen, sitting in Concordia Rec

CONVERSATION SCENES ONLY:

Admiral Tolwyn: talking closeups, seated in courtmartial and his gollown punching out Jerry Generic Office, talking closeups, seated in courtmartial and Rivers

Rivers Tolwyn: talking closeups, seated in courtmartial and Rivers

Colonel Laramie: talking closeups, sitting in his Generic Office Paladin: talking closeups, seated in Peel Rec Room, standing in

Dr. Sayers: talking closeups, standing in Concordia Sickbay

Jerry Rivers: talking closeups, plus the small view of Jerry on the television and the television are talking closeups, plus the small view of Jerry on the television set, Jerry in invisibility suit, Jerry getting punched by Tolwyn - see JERRY RIVERS category

Prince Thrakhath: normal talking closeup and cockpit vidscreen only, except for Throne Room midgame

Sparks: talking closeups, standing on Flight Deck

Major Jan "C.J. Cherryh" Edmond (Tactical and comm officer): cockpit Vidscreen visual only, and animation as a BG figure on the Concordia Bridge.

LOCATIONS AND ANIMATION

Generic ship wall BG for talking closeups (unusual rooms, like the Concordia O-Deck, will need a non-generic background for talking closeups.) This could be a basic battleship grey with rows of rivets, as on an aircraft carrier.

Non-generic ship wall for Concordia O-Deck, with a starfield for one

We'll need the external view of the individual ships, as used in the

In addition to the cockpit views, an extreme CU on Bluehair in Rapier, look of horror on his face (for an extreme CU on Bluehair in Rapier, look of horror on his face (for Prologue, when the Tiger's Claw is destroyed) Can this be drawn destroyed) Can this face (for Prologue, when the Tiger's Claw it talking closeup animation? We can reuse the generic Bluehair

Reuse endscene from WC1, the large view of Tiger's Claw moving away from Tiger's Claw - Briefing Room (reuse from WC1)

Modified animation for "Dismissal" (different pilots, basically) Funeral (definitely re-use from WC1)

COURT MARTIAL

Pan across court room to the formal bench with seven officers (including Tolwyn as chief room to the formal bench with seven officers (including to one side. Tolwyn as chief of court), Bluehair and his counsel sitting to one side.

Animation: Bluehair rising to stand before the court, speaking in longshot

Animation: Tolwyn speaking in longshot

Animation: camera drones with Klieg lights aimed at various people, flitting around the room

SIR ROBERT PEEL

Rec Room: seating room for two and Bluehair, with computer console for saving games and a "television" screen. If possible, please draw the television set so we can reuse the TV animation from Ultima 6. (Please refer to the CHARACTER POSITIONS chart at the end of this file.)

parracks: seating room for two and Bluehair, with one or two generals views of sleeping pilots in BG). Computer console for saving games. Generic office: One person either standing near (as in WC1) or sitting desk, one person standing hearids by the standing hearing heari at desk, one person either standing near (as in WCI) or sittle at desk, one person standing beside Bluehair. Maybe set this up like the Debriefing in WC1, Where we pan to show how many people are in the room. Different door plaques for Laramie's, Angel's, and the Admiral's

Concordia Bridge (with several officers at work in BG) Standing room for two and Bluehair in formal officers at work in BG) Standing room for two and Bluehair in several officers at work in BG) Standing Console for Saving Games in foreground. We'll also need the computer

O-Deck (Observation Deck): sitting room for two and Bluehair, plus a position at the Viewport : sitting room for two and Bluehair, plus a plus a stand alone. (Please position at the viewport where a third person can stand alone. (Please refer to the CHARACTER POSITIONS thart.) Also some extra animation for missions 6-R and 7 Deservation Window for missions 6-B and 7-D, spiderweb cracks forming in Observation Window as the attacking Kills II. Spiderweb cracks forming in Observation Window This room has 7 as the attacking Kilrathi ships fire at the Concordia. This room has a Computer console for saving games. Also, we'll reuse this room for the Awards ceremony, but we'll need to add a group of generic pilots in the

Concordia Rec Room: sitting room for three and Bluehair. This room will also have the will also have the television set (as in the Peel Rec Room) and the computer console for saving games, as well as a very modern upright piano off to one side (which Jazz will play in various scenes.) If possible, please draw the television set so we can reuse the TV animation from Ultima 6. (Please refer to the CHARACTER POSITIONS chart.)

Sickbay: Standing room for Dr. Sayers, one other person and Bluehair, bed space for two NPCs (Tomcat and Iceman, at one point), plus several generic (removable!) victims lying in beds in BG. We'll need a Conversation BG for the NPCs to talk against when they're lying in bed. Also, a computer console for saving games.

Flight Deck/Spark's Workspace - standing room for two people and Bluehair, next to a ship that's obviously under repairs. In every scene but one, there'll only be one person in this in addition to Bluehair. Also, maybe disguised as a diagnostic computer, we'll need a computer console for saving games.

Briefing Room: sitting room for multiple characters, as in WC 1. We'll use this in specific briefing and debriefing scenes. I don't think we really need the "Dismissed" animation, though.

generic office: reused from the SIR ROBERT PEEL.

(We haven't scripted these yet, so I don't know exactly what artwork will be required! But figure 2-3 separate animations for each sequence-Midgame #1 - Prince Thrakhath's throne room (reuse this for game ending, the "I'll be back" last statements.

Midgame #2 - Traitor scene #1, when the traitor is discovered whilst

communicating to the enemy, and shoots the guy who discovered him.

Midgame #3 - Traitor, broadcasting to enemy ships Midgame #4 - Angel and Bluehair talking on O-Deck, this ends in a clinch (with standard talking closeup animation as well)

JERRY RIVERS

In addition to his talking loops:

Jerry Rivers in the "cloaking suit"---a dark shape outlined in a faintly glowing blue light, set in a completely black background.

Admiral Tolwyn breaking Jerry's nose with a single good punch

We also need a small animation of Jerry talking on the television set, opposed the player will know when a Jerry Rivers episode is airing, as opposed to the Ultima 6 program filler.

OTHER ANIMATION

Computer console screen (logbook) for saving games feature

CHARACTER POSITIONS

This may not be necessary --- Steve B. thinks we won't need specific seating positions in WC2, but just in case....

PEEL REC ROOM Shadow, Cirocco, Maniac, Turbo Left seat: Minx, Paladin, Bogey Right seat:

PEEL BARRACKS
Left seat: Shadow, Cirocco, Turbo
Right seat: Minx, Bogey

CONCORDIA REC ROOM:

Left seat: Iceman, Dallas, Bear Middle seat: Doomsday, Hobbes Right seat: Spirit, Downtown Seated at the piano or a left seat.

seated at the piano on left side of screen: Jazz

CONCORDIA O-DEC:

Left seat: Downtown, Iceman
Right seat: Hobbes, Doomsday
Solitary figures standing at the viewport: Bear, Angel
(they turn to look at Bluehair as he walks into the room)

