

Vearrier, Mark

From: Downing, Dave
Sent: Saturday, June 07, 1997 1:36 AM
To: Roan, Frank; Cain, Billy; Shelus, Peter; Foshko, Adam; Mahavier, Jay; Grills, Jeff; Vearrier, Mark; Williams, Stretch
Cc: Nakamoto, Rod
Subject: Spaceflight video for the trailer

Here are the spaceflight segments I would like to see recorded for the E3 trailer. They need to be laid off to tape by the end of the day Tuesday for final editing on Wednesday.

Scene 1: Dog fight against the Midway 15 - 20 secs.

This scene will be cut together with the cinematic clip of the Midway being swarmed by alien fighters.

From the cinematic chase cam we follow a panther closing in on an alien fighter about to make a strafing run on the Midway. The approach is towards the bow of the Midway as the Midway enters from screen left. There are several Confed and Alien fighters fighting along the length of the Midway to help illustrate the sense of speed against the massive carrier. As the alien fighter starts it's strafing run along the top of the starboard flank of the Midway our ship closes in tight on the fighter and begins to attack it with laser fire. We should pass by several fighters against the Midway as this attack takes place. The bolts weaken the fighter's shields repeatedly and the alien fighter dives into the trench to escape. About two thirds of the way down the trench our ship depletes the aliens shields and dramatically blows up the fighter in a huge explosion right in front of our ship. As our fighter fly through the explosion and debris of the alien ship it pulls up narrowly missing the tunnel and smoothly flies up and around the bridge and swings around to see the heavy dog fights flies along the length of the Midway.

The main objective is to illustrate a huge sense of action with laser bolts, shield hits, thruster cones, explosions and debris, all of the elements of space combat. It would be awesome if the Midway's turrets where firing and the cap ships shields would react to the bolts of the enemy's fire. I know I'm dreaming here but the more elements we can add the more dramatic it will be.

Scene 2

This scene will cut with the Toby being shaken through the astroid belt.

Dog fight through the astroids - 10 sec.

This dogfight will be used during the description of our game when the narrator says "multiplayer missions". The objective is to have two confed ships working together to take out an alien fighter. The fighters should fly around and narrowly miss several astroids. It would be very cool if the fighter with the camera pulled up after destroying the alien fighter avoiding an astroid and revealed the Ship Killer in the near distance.

Scene 3

Then ending:

The last segments of the trailer are planned to be the cinematic explosion of the Midway filling the screen with a fire ball going to pure white, from the white screen we dissolve to the Wing Commander Prophecy animation (5 sec.) The sound track will then pause for 3 secs giving the appearance that the trailer is over. After that 3 seconds of black we would like to have an alien fighter blast towards the camera out of the blackness of space and pull up wiping the screen from bottom to top with a dramatic audio moment to reinforce the impression of just how great our spaceflight looks.

I know this is asking alot and I can only thank you all for all of the effort you have and will put into making this the best fucking trailer for the best fucking game the world has ever seen!

Thanks,

--dave--