

## Cain, Billy

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**From:** David, Hugh  
**Sent:** Monday, June 09, 1997 12:18 AM  
**To:** Downing, Dave; Roan, Frank; Cain, Billy; Sommers, Andy; Giunta, Weston; Vearrier, Mark; Shelus, Peter  
**Subject:** RE: Postage Stamps

Hi Dave,

Thank for getting those graphics to me.

I have converted all the graphics in a way that should work, namely:

- 1) (alchemy) Convert each Clean Plate to its own 8-bit palette.
- 2) (alchemy) Batch convert each Postage Stamp to the same 8-bit palette used on the relevant Clean Plate.
- 3) (makebitm) Convert all animation frames to the game format using a global palette.

but, we have some problems with the results.

During the opening of the door on the left of the Ready Room (to Rec. Room), extra light must have 'seeped' into the room, thus making it impossible for us to use an algorithmic method for converting the RGB pixels to 8-bit pixels.

Those pixels just aren't the same RGB values; alchemy is only doing what it is told.

The animation for Zero at the bar looks even worse; although the background behind him is the same wall as the one in the Clean Plate for the Rec. Room, it is being mapped to different colour numbers in the 8-bit palette.

Since the palettes are global, we can only assume the lighting changed on set while the scenes were being filmed.

One way to fix this problem is to remove all background pixels from around the 'action' parts of the Postage Stamps.

Another is to go through each frame of each animation and ensure that all pixels correctly map to our global palettes.

Either of these methods will require an (some) artist(s), and we should defer to them as to the way this should be done.

On a lighter note, once we are assured that all RGB values are corrected, we can revert to using local palettes for each frame of animation. This will ensure that all frames of animation will look as good as they can bearing in mind that we are 'squeezing them through a 256 colour pipe'.

Perhaps the best thing we can do right now, though, is to remove the animation of Zero from the E3 demo.

: -)  
hugh

P.S. The latest Bitmaps are in the VSS database, but the intermediate 'LBM' files, script files and batch file are on my local machine. Does anyone have an opinion on which, if any, of these 'source' images should be in VSS ?

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**From:** Downing, Dave  
**Sent:** Friday, June 06, 1997 11:50 PM  
**To:** David, Hugh; Roan, Frank; Cain, Billy; Sommers, Andy  
**Subject:** Postage Stamps

Hugh,

I've brought over all of the 16 bit RGB files to my D: drive. They are in the same directories as the 8 bit LBM files. Please note that I've correctly names the files in the rdd2 directory from rdd100\* to rdd200\* you'll have to

change the script file.

The ps1a files contain the looping animation of Maniac, Spyder & Hawk around the Black Widow Table and a separate looping animation of Zero at the bar. The ps1b files contain the "recognize player" lookup animation of Hawk which should continue from the 1st file of the ps1a animation. If you can't get Hawk to recognize the player easily enough then I wouldn't worry about it we don't really need it for E3.

Thanks for all the help and good luck.

--dave--