

Cain, Billy

To: Mahavier, Jay
Cc: Foshko, Adam; Downing, Dave; Roan, Frank
Subject: Movie breakdowns

This morning, Adam and I went over definitions for:

- Briefing Open (Generic and Specific)
- Briefing Dismissals (Generic and Specific)
- Briefing Enders
- Launch Movie

First off, REQUIRED means that EVERY mission briefing (except scrambles) will have to see this movie. Not Required means it MIGHT be present.

REQUIRED Briefing Open (Generic OR Specific):

Briefing room until Casey looks down at ICIS.

REQUIRED Briefing Dismissal (Generic):

Briefing room - ICIS lookup until end of scene. Generally **shorter** movie.

REQUIRED Briefing Dismissal (Specific):

Briefing room - ICIS lookup until end of scene, with some specific data involved. Generally **longer** movie.

NOT REQUIRED Briefing ender:

Briefing room - Scene-specific information. Cuts to **Load Ship Into Breach** movie.

NOT REQUIRED Launch Movie (there should be 7):

Guys running to ships

Animation of EACH ship loading into breach

Jay, these will have to be cut separately, as they will not be run with the guys running to their ships. They will be played as only the ships being launched.

REQUIRED MISSION F6b: Special Launch Movie 1 (Panther for scramble mission F6b):

Animation of Panther loading into breach

REQUIRED MISSION I3b: Special Launch Movie 2 (Devastator for scramble mission I3b):

Animation of Devastator loading into breach

In effect, many Mission Briefings will end at the dismissal, and go straight into the game engine for launch.

Example:

- 1) Briefing Open (Generic OR Specific):
- 2) ICIS
- 3) Briefing Dismissal (Generic):
- 4) Spaceflight

Another example:

- 1) Briefing Open
- 2) Briefing Dismissal
- 3) Briefing ender
- 4) Launch Movie

If ANYONE has questions about this stuff, please reply to this email list.