Who am I?
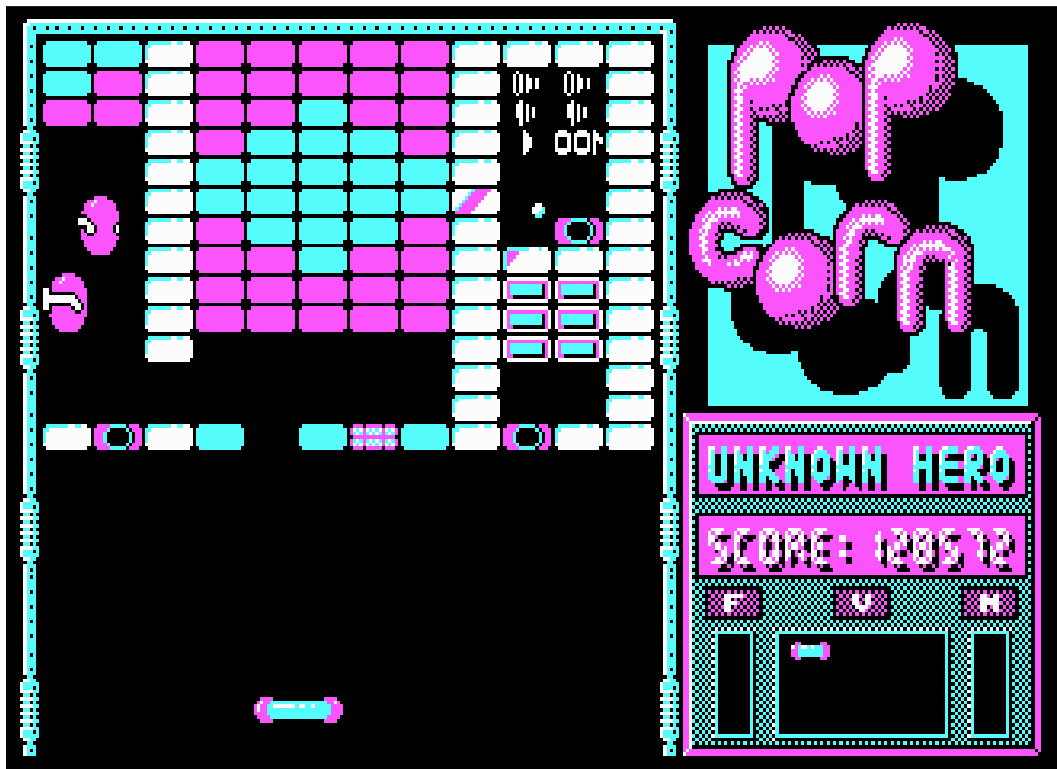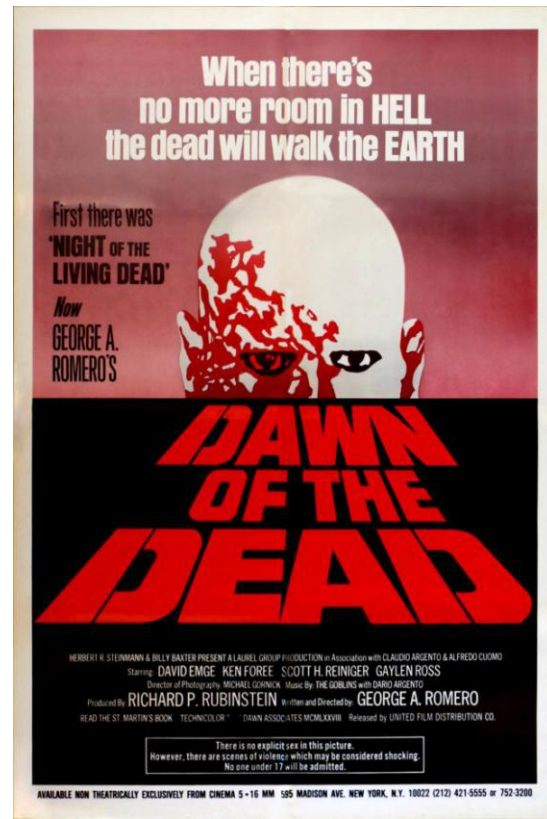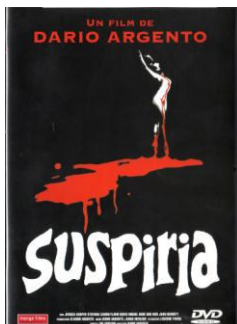
- Vidéomatique
- Minitel emulators
- Minitel servers
- Amstrad PC1512
- PopCorn 1988
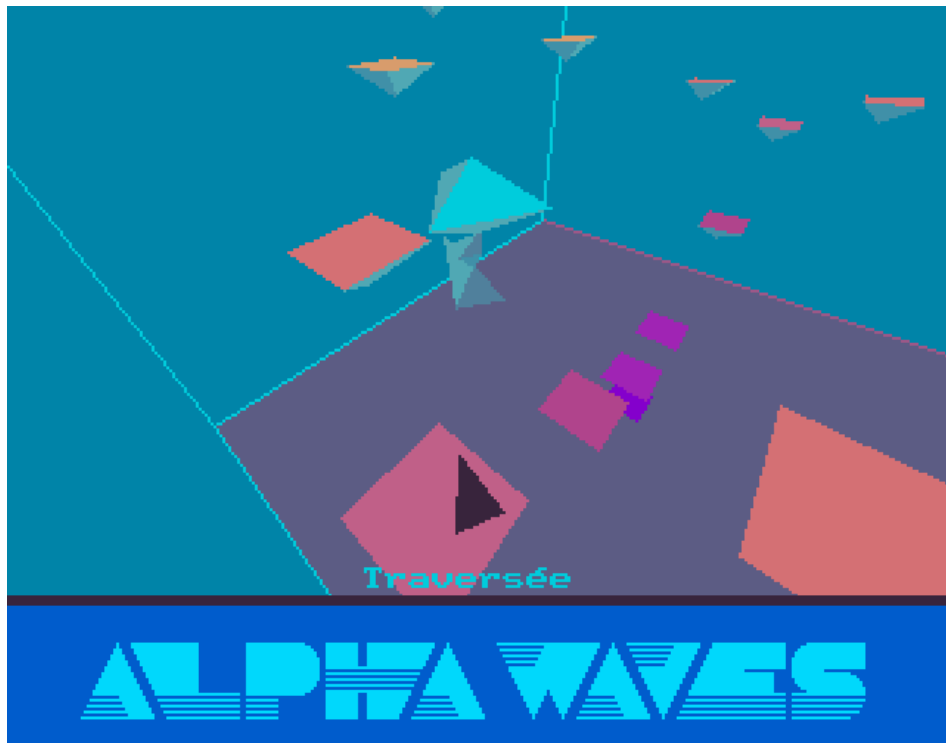
Inspiration

- Vidéomatique
- 70's movies
- Role playing games

Alpha Waves / Continuum

- 1990
- The Cube
- Christophe de Dinechin
- Atari ST to PC
- All ASM code

Traversée

ALPHA WAVES

First vision

- Articulated & polygon skinned 3D characters
- Zombies and monsters
- Adventure & action game
- Alone! (no dialog)
- 1920 modern age without electronic
- Old haunted manor
- Three words scenario: Get out alive!
- Need texts for scaring story and clues
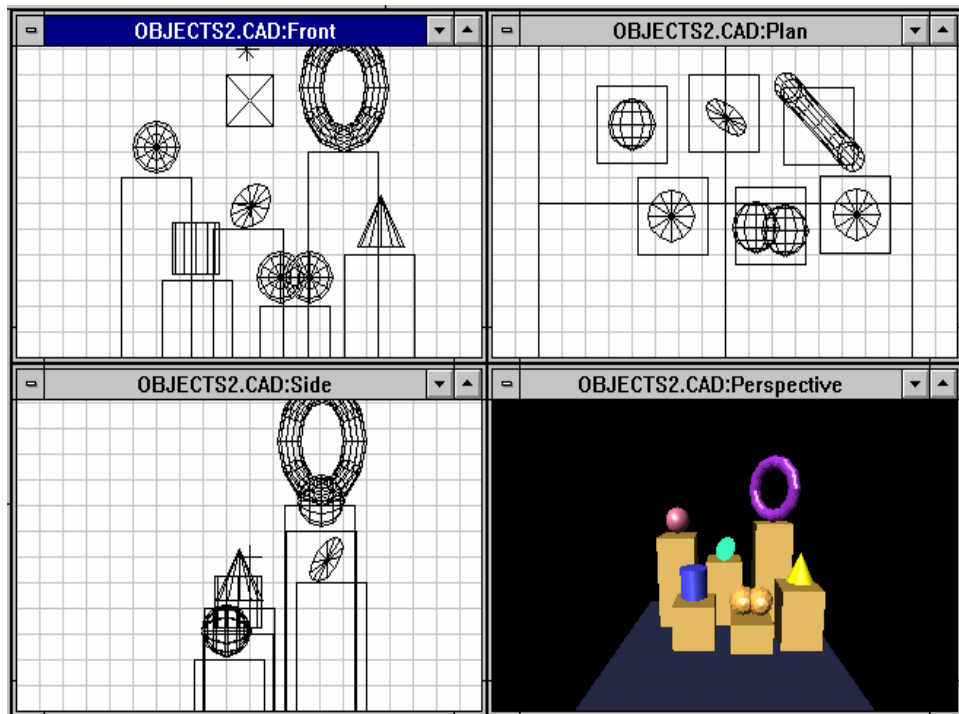- 3D backgrounds from real pictures <- ERROR
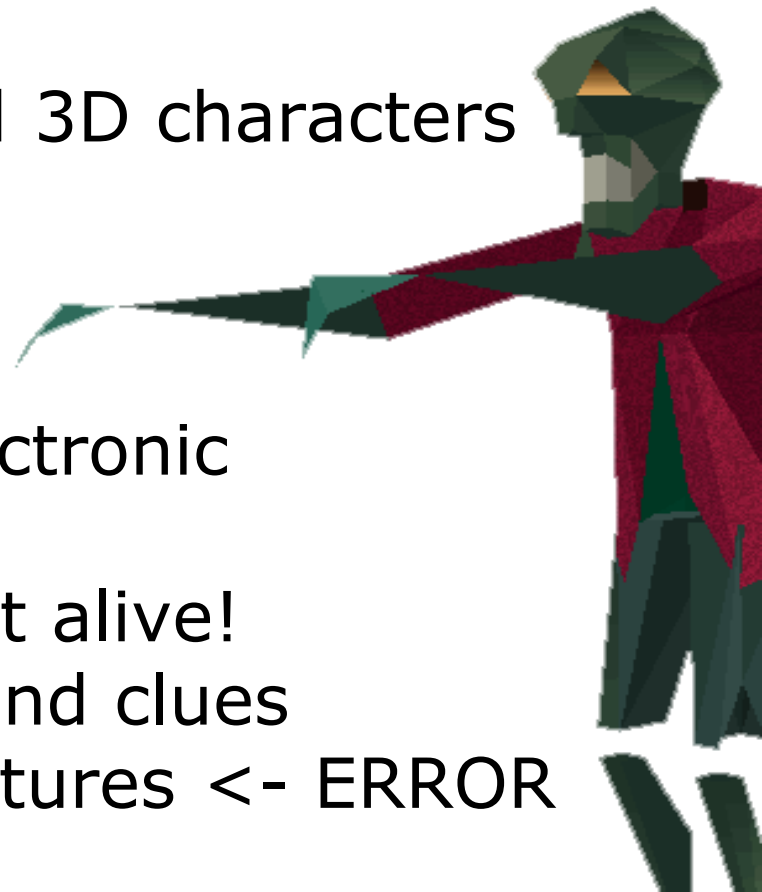
The Goal

- My vision explained
- Artist:

Didier Chanfray

3D modeler?

- Early 1991
- Never saw a professional modeler
- P.O.V. modeler
- I need mine

3Desk

- Cube inspiration
- "High Res" EGA
- 3D Modelisation
- One 3D view
- "Texturing"
- Real time animation
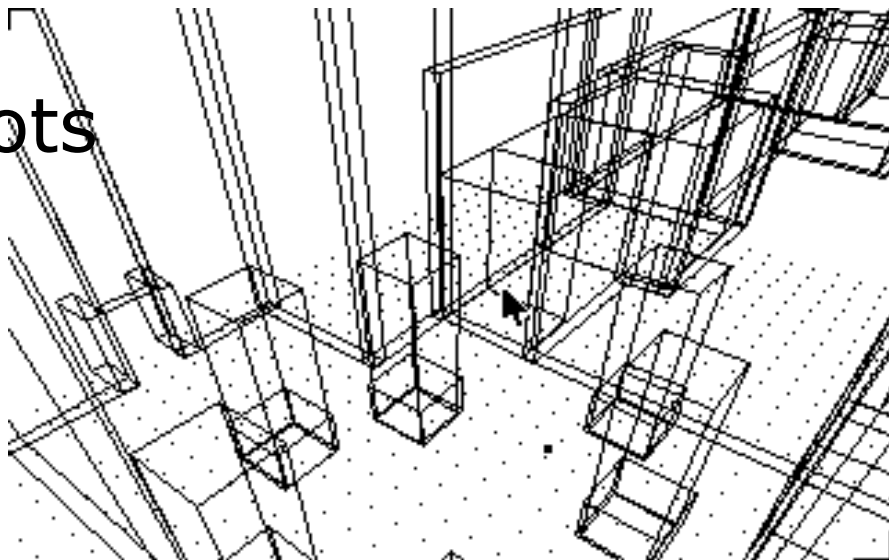
3D Scenery tool: ScenEdit

- 3D polygon scenery: no way !
- Rooms wireframe collisions editor
- Import scanned pictures
- Basic 3D projection: too simple
- Wide angle camera distortions
- Fixed point math
- Need hand drawn bitmaps
- Tool used to create manor's floors plan
- Trainee programmer: **Franck de Girolami**

Internal Contest

- Self-motivated artist
- 4 wireframe screenshots
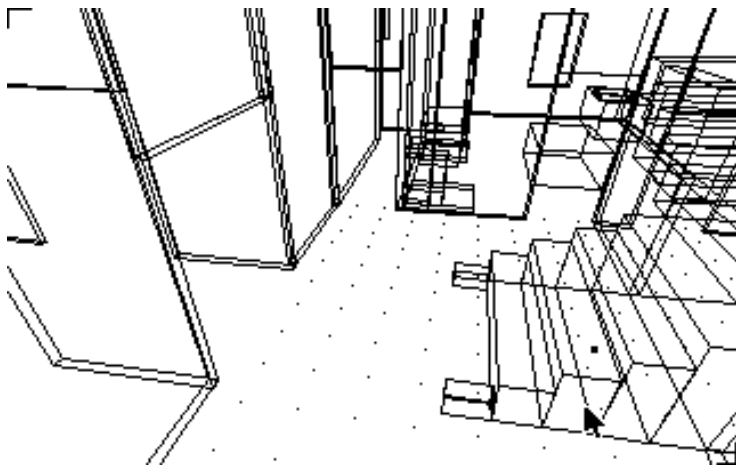
Human ray-tracing

with Deluxe Paint
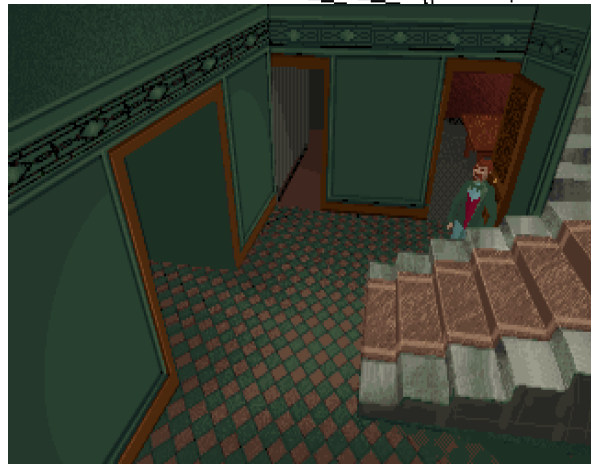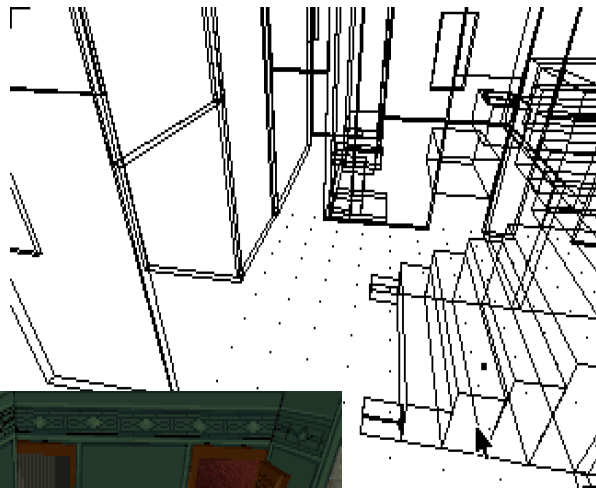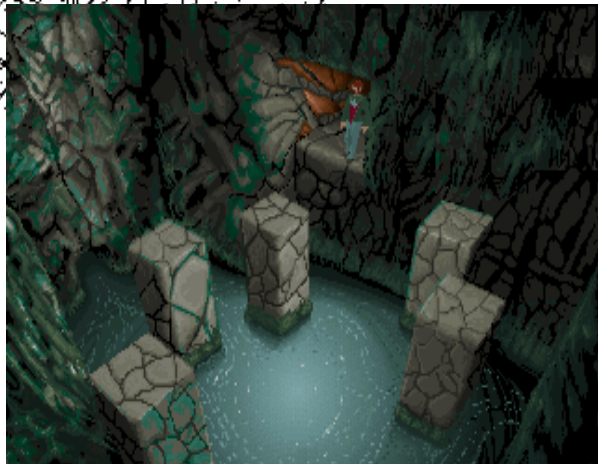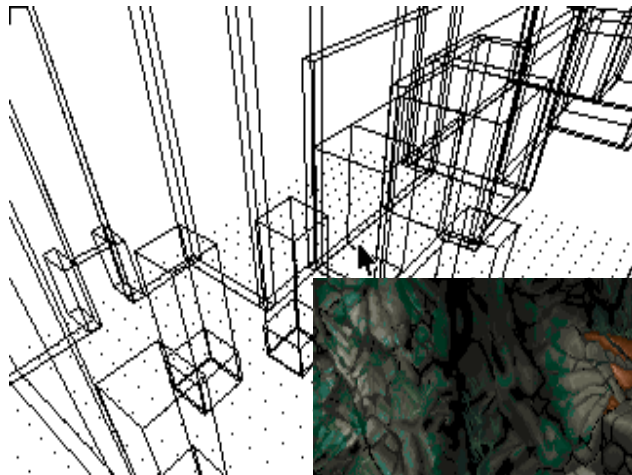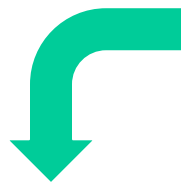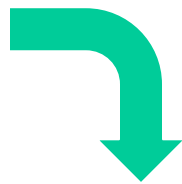
First room

- Artist:

Yael Barroz

- Art school
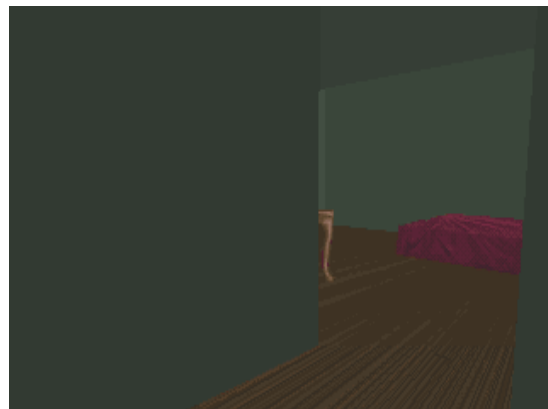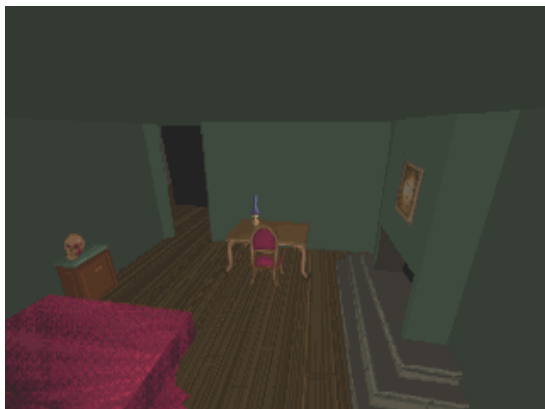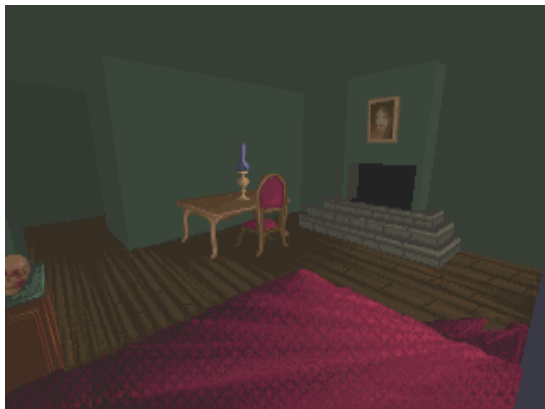
First main character

- Man_0
- Programmer's crash test dummy
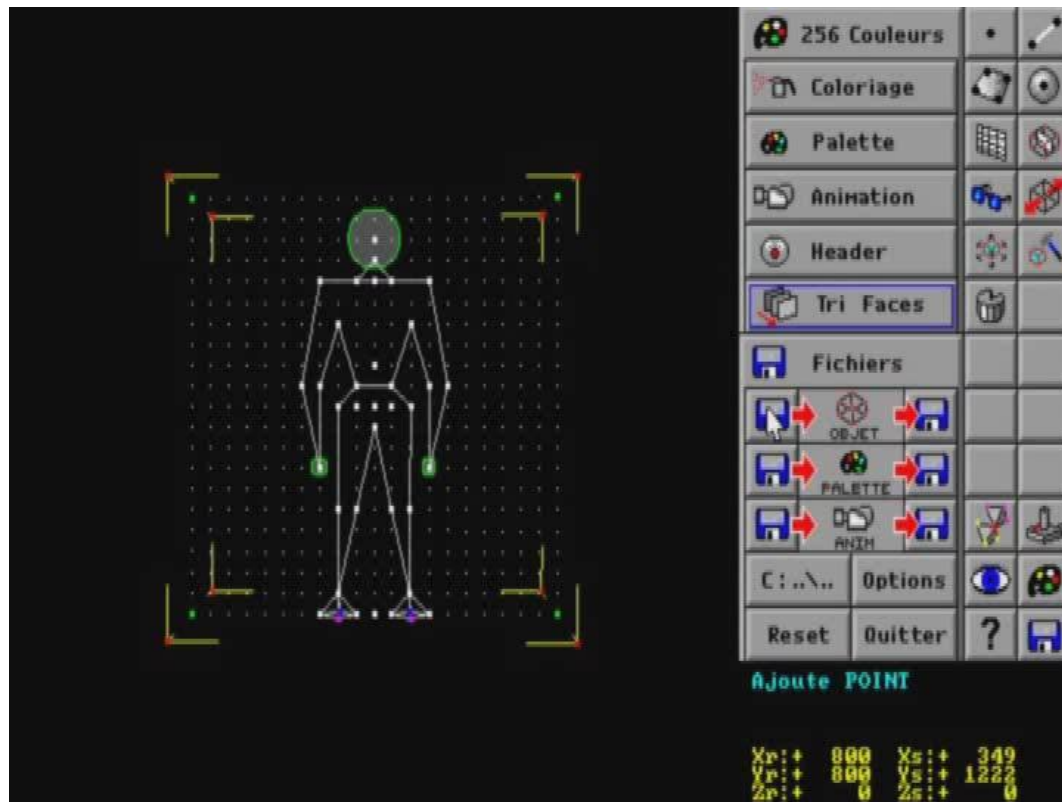
Proof of concept demo

- Sept. 1991
- It works !
- No team yet

- Learnt a lot
  - Better to see the biggest ground surface
  - Avoid half screen useless ceiling or wall
  - Try to avoid shot / reverse shot

Concept Approved !

- My own team
  - 3D artist: Didier Chanfray
  - 2D artist: Yael Barroz
  - Programmer: Franck de Girolami
- Manor plan: Franck Manzetti

3D animated characters

- Man_2
- Animation system
- Computed in-between frames
- First monster
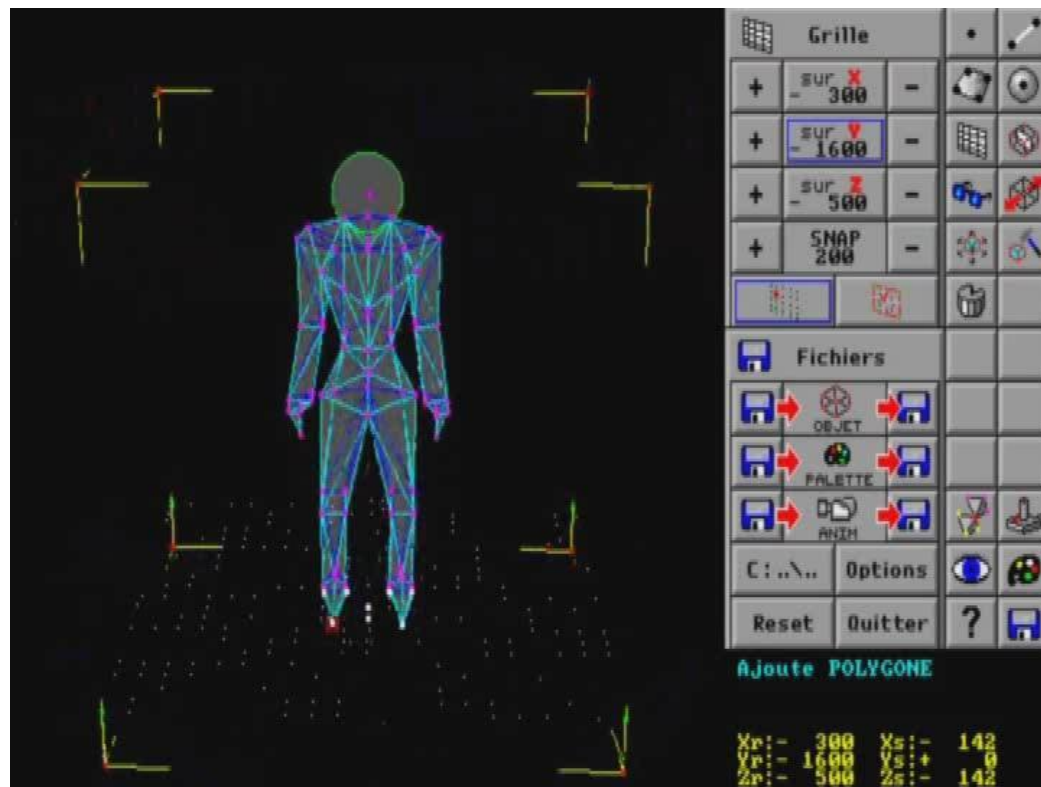
Scripting language

- Separate work
- Prog / Script
- Dedicated tools
  - Keep main direction
  - Efficiency

```
DEF_OBJ zombie_of_the_trap
{
        BODY_FILE          zombie_body              monstres\m2

        ANIM_FILE          rien                     monstres\M2_RIEN
        ANIM_FILE          marche                   monstres\M2_march
        ANIM_FILE          choc                     monstres\M2_choc
        ANIM_FILE          attaque                  monstres\M2_attac
        ANIM_FILE          meurt                    monstres\M2_mort
        ANIM_FILE          monte                    monstres\M2_Monte

        BODY               zombie_body
        ANIM               -1
        POS                -5600 3000 2000
        ANGLE              0 0 0
        STAGE              0
        ROOM               0

        TYPE_ZV            CARRE_ZV

        TYPE               ANIMATED /* + SCAN_DEC */

        LIFE               wait_life
        LIFE_MODE          ROOM

        MOVE               NO_MOVE

        DEF_VAR            pointsdevie                10
        DEF_VAR            flag                       FALSE

        DEF_LIFE wait_life
        {
                Body -1

                if Var  ( Poulet_Grenier ) mort == TRUE
                {
                        if Chrono >= 20
                        {
                                if Var flag == FALSE
                                {
                                        Life( trappe_grenier ) ouverture
                                        Var flag = TRUE
                                }

                                if Alpha( trappe_grenier ) == 700
                                {
                                        LIFE        life_arrive
                                        Rnd_Freq  0
                                        Music       13
                                        Next_Music          5
                                        Camera_Target zombie_of_the_trap
                                        MOVE        TRACK       entree_trappe
                                        Body        zombie_body
                                        Anim        monte       Repeat
                                        Inc         (Perso) nb_monsters
                                }
                        }
                }
```
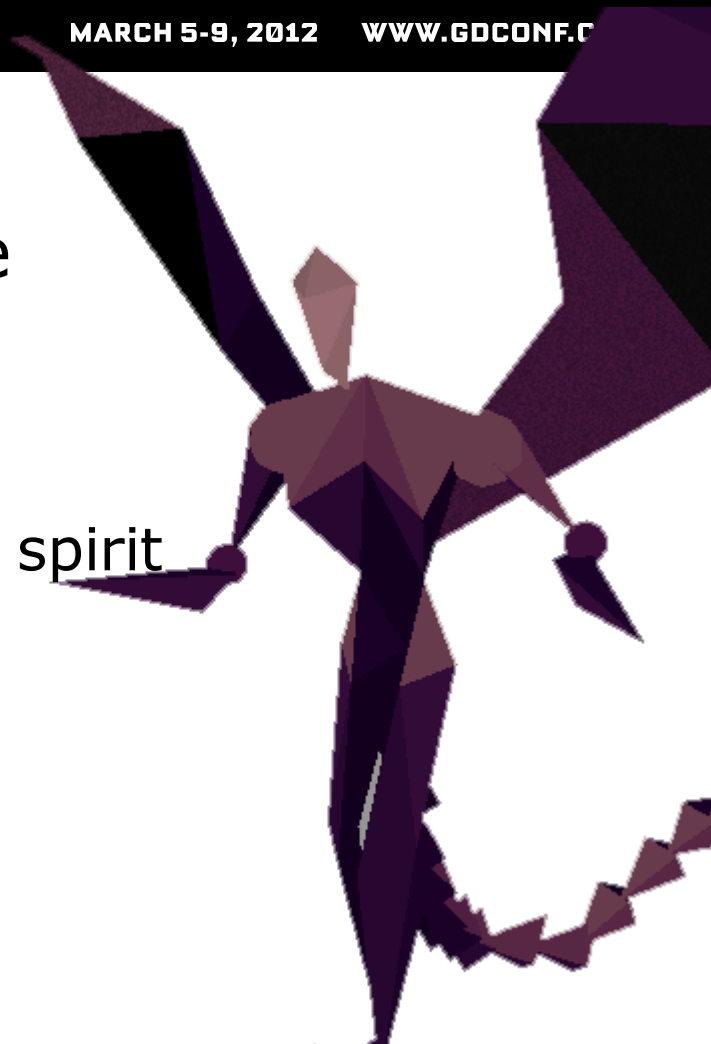
Work in progress

- December 1991
- Game engine
- First Derceto's room
- No OSD

Call of Cthulhu

- I asked for a writer for in game texts
- Infogrames & Chaosium:
  - Call of Cthulhu / Lovecraft ?
  - OK but I only need monsters and spirit for the background story
- Writer: Hubert Chardot
- License refused by Chaosium
  - Too far from RPG
  - I didn't want any character sheet anyway

A three days meeting

- The whole team in the same room
- The storyline from start to end
  - As a game master
  - Inputs from all
  - Tasks list

Additionnal Production Team

- 2D Artists
  - Jean-Marc Toroella
  - Frederique Bourgin
- Music & sounds
  - Philippe Vachey
  - Adlib FM chip musics
  - Sound Blaster audio samples !

Panic !

- September 1992
- Master state but no Voxel head

Jan. 1992

Sept. 1992

Nov. 1992

Fake head !

- April 1992: communication visuals !
- Hand drawn head on screenshots
- Still exist:
  - On box back cover
  - Slide show in game !

Staging of fear

- Books
  - Imagination stronger than polygons
  - Background story
- Afraid of playing
  - 80% time for moving so make walking scary
  - House is an enemy
    - Unavoidable traps
  - Stress up
    - Opening doors
    - Reading books
    - using weapons
    - limited inventory

Monsters

- Avoidable fights
  - Save ammos
  - Save life points
  - Force to find another way than brutal force
- All clues in books

Final game

- October 1992
- First item,
  Last action !

The End

- Big Boss
- Last scene
- Final

Thank you !

www.ludoid.com