RealtimeUK Studios Part II. Split/Second Cinematic. HD Video

In this game, players take part in a fictional reality TV programme where participants race for money and glory

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RealtimeUK, established in 1996, is a CG Production house based in Lancashire, directed by important producers and directors from the games and television industry. They work with leading companies, producing CG animations for video games, television commercials and digital campaigns.

To date, RealtimeUK's client base boasts such well known names as Sony Computer Entertainment Europe, Disney Interactive Studios, THQ, Evolution Studios, Eidos, Codemasters, Sega and Namco.

Some of their most remarkable projects have included this Stormbirds for THQ and Split/Second for Disney Interactive Studios, Marketing and Intro trailers for Motorstorm 1 & 2 as well as all the Buzz! intro movies for Sony Computer Entertainment Europe and Juiced 2: Hot Import Nights for Juice Games.

INTERVIEW WITH PRODUCER, STEVEN KERSWELL

Was your company responsible for the whole thing?

We created the 3D animation from storyboard to finished movie, the client added the graphic overlays.div.overlay { width:1040px; height:644px; } #imgplay { margin:87px 0px 0px 190px; } #player { background:no-repeat url('/videos/news/2009/november/splitsecond.jpg') top center; } #splash, #player, #player embed, #player object { width:560px; height:339px; }

Where and when will it be released?

It was released on the web mid March 2009.

What software did you use?
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3dsMax 2009, Vray 1.5, Afterburn 4, Realflow 4, After Effects, Premiere Pro.

What particular distinctive challenges did you face and how did you address them?

The primarily challenge was combining a fast paced racing cinematic with all the destruction & FX - we'd worked on both in isolation but never together on this scale. The FX scenes needed both low & high poly versions so we could work the simulations as efficiently as possible.

Does this work differ at all from your previous work? Were there any technical techniques that you tried out in this piece?

Most individual aspects were already part of our game cinematic pipeline, but we did use a few new techniques which were of benefit and have continued using since. For the pre-viz we created a hybrid 3D/2D animatic which combined 3D racing action with camera mapped 2D concepts for the city & buildings. It worked really well both in terms of communicating to the client our vision for the movie and internally directing the modelling team. At times it can be difficult to make the connection how a 2D concept piece will work in 3D space, particularly when racing down streets, so this basically answered a lot of questions earlier than normal. Following on from Stormbirds, we pushed the use of camera mapping further on this project, utilising for city scenes. The movie was started early 2008 and was the first time we'd used linear workflow on a game cinematic, which allowed us to emulate real lighting conditions more accurately. We also used physical cameras throughout for their true life motion blur and depth of field.

More Information at www.realtimeuk.com. Image and Video Courtesy of RealtimeUK. Video Encoding: 3Dup.com