

DDRMAX-Extreme Videos Recreation Project (2013-2022+): Release V.3.0

Thank you for downloading.

This is a project I've been running for 9 years. The goal is simple: To remake all 627 of the weird, but charming background videos used during DDRMAX, DDRMAX2, Euromix2, EXTREME, and FUSION in HD. Or at least as many as possible.

These are animations I, and so many other people like, but they are all trapped in low quality, dated resolutions of 304x176 with a lot of JPEG artifacts. As of now, many artificial intelligence upscalers have come out, but they don't always fix the videos.

The only real solution to get sharp 1920x1080s copies would be to manually replicate all of them from the ground up... and try to get them to match as closely as possible. This is the crazy role I've taken on. Since 2013, making these been teaching me a lot of graphic designing principles, and I've also learned what the programs I use excel at, or their weaknesses/limitations, and how to combine their advantages to get the best results.

This in and of itself is a crazy feat... but there's EVEN MORE I add on top of it. I don't just remake the animations in 1920x1080. I actually DOUBLE their framerate to a whopping 60fps (...for MOST of them) and extend their visible frame, making them extremely flexible for all sorts of StepMania themes.

ARE YOU ALLOWED TO USE THESE?:

Certainly! As long as you don't try to make money off of them, as not only did I pour hundreds of hours into these, it could actually get me into trouble. The last thing I want is to deal with KONAMI's lawyers. o_o; Please, I beg you DON'T be the guy that causes the Encisso's DanceStages and Characters cancellation incident to repeat.

These can be in your own StepMania builds, in your own edited video sequences, even in the backgrounds for videos that have nothing to do with DDR. Please credit me though. I go by "Toothy7564" in most places. And let me know, because I'm always interested to see how my content is passed around. 'v'

Tomohiro Ota, Mayu Konishi, Yoshiko Oiwa (YOSSAN), Kanako Yonezawa (RICE.C), Yoko Takeuchi, and Tomochika Moroe (moroEX) were the original designers of the 627 distinct animations. It's unclear which ones they contributed to (moroEX was the designer of the

BEMANI cartoony movies used in EXTREME, that's about the only obvious one). I also suspect there's actually a lot of stuff that went uncredited (see cyber2's info for an example) so there's nothing I can do about it. Regardless, it's my understanding that these six designers from 2000-2002 at BEMANI were the creators for nearly everything in the original videos. These people are legends.

beware for his ripped DDR videos from the console versions and releasing his pack of them in early 2013. Having these helped a LOT.

AeronPeryton and pkgingo for somehow ripping the frames of the videos on the arcade releases, giving me access to a few extra videos such as chase6/7 and the Euromix 2 videos.

midone for a few contributions to the project such as the kaliedoscope17 and spiral4 textures. He also made textures to be used for conductors1, unfortunately I was never able to complete that video due to rendering problems (thanks, Anime Studo... :-).

Air12567 for providing a lot of detailed feedback on the videos since 2018, and he's also the only one who successfully rated all of the videos when I released a 2.9 BETA to a few individuals. He also contributed artwork for clouds1, flower1, kl3, and kl4, and sent me a bunch of abstract images that serve as kickstarter ideas for custom 3DTextura patterns. In addition, he got ahold of the program beware used to rip videos from the console versions and got me rips of console-exclusive videos that beware did not want to rip. Neat! Air also made a cool logo for the project that can be seen in the "V.3 RELEASED" image I made.

Scrap Rabbit and flashgear for putting out AI upscales of beware's videos that, in certain cases, actually proved to be extremely helpful for a few of my remakes (particularly balloon1, cross1, and kaliedoscope11). Scrap Rabbit also ripped and upscaled the 1st-5th MIX BGAnimation assets which will be a big help for many of those types of videos in the next updates to come. He also offered ratings and feedback for some of the videos I released in 2.9. Most of which will be applied in updates.

silverdragon754 for his BEMANI Font Pack.

Mike280 and TikalFan9000 for feedback and ratings on some of the videos. They were also people I sent 2.9 to.

You guys are all great!

I also sent 2.9 to Rage*, Yonabear McGuffin, Zoni, and SomethingRandom but they ended up not putting down any feedback for it at all. :(SomethingRandom still offered other feedback before that though.

There is a lot more. Go down to "SPECIAL THANKS" for a full list of the people that provided things that helped me not give up on this project and stuck with me when I was at all-time lows. True friends to the end, or just people that inspired me in a lot of ways. :)

TECHNICAL DETAILS:

The programs I mainly use...

Anime Studio Pro 9.0: A 2D animation program with limited 3D capabilities. This is what I use for cartoony, or most of the 2D videos.

Blender 2.67: An open source 3D animation program that has way more features than I would ever need. This handles pretty much anything that's 3D and it has insane compositing capabilities. I guess you could call this the flagship program of this project.

Paint.NET: A picture drawing/editing software that, despite being simple, has proved to be more useful than one would think.

Sony Vegas Movie Studio HD 11.0: A video editing software. I use this for some animation, effects, and to encode all of the videos. So technically it's used for all of the videos, but it only actually contributed to about a third of them, content wise.

There are also a few other miscellaneous programs that contributed, mostly from other people's contributions such as PhotoImpact, Adobe Illustrator, and GAIA-CG AI.

I have two versions of the videos. 800x600 .avis, for older computer/StepMania versions, and 1920x1080 .mp4s, for newer computers/StepMania versions. The .avis are specifically designed to be perfectly compatible with beware's 2013 video pack. All of the framerates, names, and cuts are copied exactly, except for two videos which have a doubled (ferriswheel1) or halved (lines4) framerate, both of which still have the exact duration as their original counterparts.

The .avis are encoded with the Xvid MPEG-4 Codec. They use the Profile @ Level MPEG4 SP @ L0, the "Single pass" encoding type, and the target quantizer of 5.00.

The .mp4s are rendered with Vegas Movie Studio's MainConcept AVC/AAC codec. The bit rates vary from 50,000,000 to 15,000,000. One of my goals with the next big release, 4.0, WAY in the future, is to streamline them more and reduce bigger bitrates on videos.

The 800x600 .avis can be downloaded here:

An expansion pack for the .avis can be downloaded here:

The 1920x1080 .mp4s can be downloaded here:

https://mega.nz/file/75dgiKCY#VTYrz9xkXRE6s0_eX5Mgvblm9zpqfXwFRiSGqHvvWEk

NOTE: These .mp4s are not fully interchangeable with the beware videos. If it gets requested enough, I'll re-encode some of the .mp4s that are differently cut or go at different speeds. DM me on Zenius-I-vanisher (CuzcoBlocko) if you need cuts or reverses or even .pngs of any of the videos and I can provide them.

GENERAL QUALITY OF LIFE CHANGES FOR 3.0:

Okay so keep in mind, 3.0 isn't a perfect release. There's still a mistake or two in a few videos and a handful that are just incomplete. Any animation errors that you see, most likely, I AM aware of and will try to get them taken care of in updates, whether it's 3.1, 3.5, 3.9, 4.0, or 5.2. After all, 3.0 isn't gonna be the final release. Far from it. Now that said, let's get into what 3.0 excels at..

I decided to make the .avis higher quality. I think the bigger size of each clip is worth it. Also, I changed them from the 800x450 resolution that had been the staple for V2-2.2.

A weird quirk I had during previous releases was to stretch half of the videos horizontally bit (X: 1.1, Y: 1) because it "looked more natural". I have decided to completely get rid of this trait, and nearly all of the videos look correct now. As of now, there's only four (two official) videos that haven't been fixed.

Up until now, I never actually released the actual HD versions of my videos. Only 800x450 .avis.

A lot of new techniques I didn't know about during the 1.0/2.2 releases were discovered. Blender's Glare node is one of the most useful effects, making colors on many videos softer and giving them amazing glows. Videos such as wheel3, bubble1, cube2, egg2, disco3, heart2, and piano3, and so many more have benefitted from this alone.

Videos added or updated in 2022 have better specular lighting that actually compliments the object's colors better instead of just looking like a white blob. Compare how kaliedoscope8

looks, which hasn't been updated since 2018, to how egg2 looks, which was updated only a few days ago (October 30th, 2022).

Text shapes have been improved in a lot of videos, and spot-on fonts have been located with the help of Oni-91, silverdragon754, and jch02140.

NEW OFFICIAL VIDEOS:

All of the V2 releases had 124 official videos combined, and seven custom videos for a total of 131.

V3 blows everything out of the water: Nearly all of these 131 videos have been cleaned up and improved in huge ways. But more importantly, the amount has DOUBLED. 283 videos. 243 officials, 40 customs.

However, there are about ten videos from the V2 era that are not present because I determined them to be too shoddy or bad to be included. More on that will be in "DEPRECATED VIDEOS". There are also five videos that never made the release. pills1, pills2, lava1, a custom ribbon3 video, and a custom text35 video. lava1 and text35 may be able to show up for V3.1.

Even so, 283 is still a lot. More than enough to make up for the cut videos. So let's get into the new official ones.

2014:

This continued immediately after I released 2.2...

circle6: The "DDR" circles video used exclusively in DDRMAX songs like FRECKLES and Do It Right. This one is quite intriguing as Sony Vegas did ALL of the work on this one, a trait only one other video shares. [Sony Vegas]

circle9: The red and dark green rings from Midnite Blaze. [Anime Studio]

disco1: The weird dancing jukebox thing with a bunch of other shit around it. Used in THE REFLEX [Extreme], FANTASY - Lockout, and WONDERLAND (UKS MIX). I made this one extremely cringey in the past. I'm sorry to everyone that had to see that. I don't know what I was thinking back then. >_> ... Ugh. ... anyway yeah. This is good now. [Anime Studio, Blender]

dots1: This simplistic video is from I'M IN THE MOOD FOR DANCING. The triangles were the trickiest part of this. [Anime Studio]

dots2: dots1's blue older brother. Also only used in I'M IN THE MOOD FOR DANCING. I think the "mega" twisting text could be cleaner, but it's not a deal breaker. [Anime Studio]

lines1: This... offputting video. From BYE BABY BABY BALLOON, SOMEWHERE OVER THE RAINBOW, and INFINITE PRAYER. I don't know what the best way to go about this video is. It looks a bit messy and jittery and looked especially jarring in 60fps, so it's one of the videos that should not be anything higher than 30fps. [Anime Studio]

moon1: The moon/water video used in BYE BYE BABY BALLOON and LOVIN' YOU. I like the ripple effect that the water has. [Anime Studio]

phone1: TELEPHONE OPERATOR video. [Anime Studio, Blender]

robot14a: TELEPHONE OPERATOR video. The animation with the arm and camera here is a bit off putting. [Anime Studio, Blender]

robot17: TELEPHONE OPERATOR video. Looks better than robot14a. [Anime Studio, Blender]

sun3: The smiling sun (and dancing... spoon people??) video used in MAKE IT BETTER. This one is very chaotic and you can tell it was made very early on when I was more... ..freeformy with my work. It hasn't been updated since it was first made. A second pass will do wonders for it. [Anime Studio]

text4: Yellow text video used in a handful of DDRMAX songs. Details on how I made the background can be found in the notes for text3. [Anime Studio, Paint.NET]

text5: The "MIND" rings used in Will I?, A, SO DEEP, and a lot of other songs. [Anime Studio]

text20: This video is used in HIGHS OFF U and Get me in your sights. [Anime Studio]

2015:

Insanely prolific year. This is when I started using Blender for more than just 3DTextura videos and realized just how powerful it can be.

attack1: "attack!" from MATSURI JAPAN. Is it me or do the colors look too sharp? [Anime Studio]

blizzard3: The exploding shards video used in FLASH IN THE NIGHT and Jam and Marmalade. This video's native resolution is stuck in 960x540 because I rendered it that way as a placeholder and, like a dumbass, never saved the file. :([Anime Studio, Blender]

bracelet1: LOOK AT US' signature video. For some reason I can never get the lighting to look right. It's as if there is multiple light sources. Hmm... [Blender]

circle13: circle7's weird cousin, exclusively used in Rapper's Delight from Dancing Stage Fusion. I made this when I didn't know what the full video looked like, and ooohhhh boy as I expected, it's so. Much. Different. I didn't even realize it was actually a double-length animation. I only updated this since 2015 just to adjust the colors. But it needs to be reanimated... [Anime Studio]

crystal1: The colorful shards video used in NOTHING GONNA STOP, THERE YOU'LL BE and I Need You. The rotation animations here are janky but it was impossible for me to figure out the exact axes they were rotating on. [Blender]

cube2: The light spectrum cross pentominoes. Used to be a poor remake. Making this any bit good was pain and suffering and almost made me ragequit the project. ...yeah I wasn't in a good state of mind during 2020. Not even close. (sigh) ... Anyway I figured something out that looks alright during 2022 and I think this version of the video is likable and sustainable. [Blender]

cube3: The colorful cubes used in many songs, such as LOOK AT US, Kakumei, more deep, Believe, and others. This one was extremely difficult for me at first because the camera movement (which I took as orbiting around the cubes vertically) never matched up... until I finally figured out that what's really going on is that the camera is moving down, and ONLY down, while rotating. This video was in the bag after that trick. [Blender]

cube5: It's the Holic freeze blocks! [Anime Studio, Blender]

cube8: The rolling checkerboard cube video used in A Stupid Barber and Funk Boogie. This is the first video that outright avoided Anime Studio and ever since then Blender has become the dominant alpha male of the programs I use to make these. Anime Studio has 3D capabilities but the cases when they are good are actually pretty rare. [Blender]

egg1: Eggs video used in LITTLE BOY (BOY ON BOY MIX), 22DUNK, and deep in you. It's there, but if you want my take, this is one of my least favorite recreations included. The eggs just look dull and lifeless, and the textures are jagged and don't flow well. I didn't even bother updating

this one to have the new background texture (which is used in carnival1, kaliedoscope7, and sphere6) because the eggs alone just make it look crappy as it is. The reason why it's here is because it barely does enough right compared to something like boy3a or feather1, both of which do literally everything wrong. [Anime Studio, Blender]

egg3: A friend described this as a trippy forest. Its... an... ...INTERESTING video. I think there's a reason Konami stopped using it after its only use in NOTHING GONNA STOP. It seems to have an identity crisis and Telperion outright said it was the worst video. The floor the... "eggs" are on looks like a disco floor, so I had the idea to make everything reflective and shiny, which gives the video an actual theme. I think as long as it isn't played at fast speeds, it should be fine. Honestly, this looks leagues better than the rough, low-quality render it was basically trapped in for twenty years. Even AI upscalers hate it. So hopefully this version of the animation is better received. [Anime Studio, Blender]

ferriswheel1: The dreamy ferris wheel used in MOBO MOGA and Don't Stop! (AMD 2nd Mix). I never added the sparkles because I deemed it too tough. The video (save for an animation error in the 60fps version) holds up just fine without it. Oh yeah, and I doubled the framerate in this .avi because this video goes at 15fps in most of its appearances for some reason. I figured making it an 80 frame clip instead of a 40 frame clip (it could've traded with heart4 or heart9...) benefitted it. [Anime Studio]

fire1: The rings of fire used in many songs such as B4U and END OF THE CENTURY. [Blender, Sony Vegas]

heart9: The heart columns used in LOVE2SUGAR and I DO I DO I DO. Figuring out how to finally make these hearts perfectly smooth (especially with the front and back faces of it) after a long time was extremely satisfying. [Blender]

helix1: ribbon2's less chaotic predecessor from DDRMAX. Used in songs like GHOSTS and FRECKLES. In the .mp4s, this video has two versions, one for being in 30fps, the other for being in 60fps. The motion blur is the big difference between the two. [Blender]

kaliedoscope2: I don't really know how to describe this one but it's used in DRIFTING AWAY and Holic [EXTREME]. Making the noisy texture on the blades took a long time. It's all hand-animated. With Blender's glare function and a bunch of other editing, I made it work. [Anime Studio, Blender]

kaliedoscope15: This video is used in AFRONOVA. Not really happy with the textures here. I'm thinking I have to give this a second pass at some point... [Blender, Sony Vegas]

light3: The Space Mountain-looking tunnel of lights used in Abyss and LOOK AT US (Daddy DJ Remix). This one has a weird camera angle. I wasn't sure how to replicate it exactly, but I got close. [Blender]

piano3: The piano used in ON THE JAZZ, RUGGED ASH, and SUPERSTAR. The lighting here kicks ass. I don't even know how I pulled it off but it looks great. [Blender]

planet2: This weird orbiting atoms video used in Destiny Lovers and feeling of love. I used to have the spheres as just flat images but it looked bad. I figured out how to make them 3D and the video has looked a lot better since. [Blender]

rotation5: This is used in KAKUMEI and AFRONOVA. Unfortunately this video is still in beta mode. I rendered what you see in 2015, expecting to add the flashes of light later... and never did. [Anime Studio, Blender]

seaweed1: This one is insane. I don't know how I managed to make it. I don't think it'll ever be 100% accurate but I don't think anyone would want to go through that process. What I have looks solid. This is used in A Little Bit Of Ecstasy, THERE YOU'LL BE, and MAXIMUM OVERDRIVE. [Blender]

snow6: The orange flowers video (why is this called snow???) used in COW GIRL and One Step Closer. [Anime Studio]

space1: Used in Pink Rose and Believe. I lost the space background I used for this so updating this won't be easy. :([Anime Studio]

space2: Used in feeling of love and Miracle Moon. [Anime Studio]

sphere1: This weird video from NOTHING GONNA STOP, CUTIE CHASER (MORNING MIX), and BATTLE BREAKS. Even though the original is technically not a pingpong video, it basically looked like one as is, so I made the second half radically different. But the pingpong version is still there for you to use. [Anime Studio, Blender]

square2/2a/4: The blue blocks and stripes video used in every single game at least once from the MAX-EXTREME era, primarily for PARANOiAs and trancey songs like ECSTASY. A lot of layering and compositing was needed for this one! Getting the motion blur right during the second part was... hard. It works well enough though. [Blender]

stairs1: The blue signal bars video used in a lot of songs. Such as AM-3P, Abyss, Bad Routine, BIZARRE LOVE TRIANGLE, DROP OUT (FROM NONSTOP MEGAMIX)... it goes on. This version of the video has janky stair placement and colors. I was going to make a new, better version

but I got walled because I couldn't figure out how to perfectly replicate one of the stairs around the bottom right area. >.< [Anime Studio]

star3: The glowing orb of stars used in Pink Rose and SENORITA (Speedy Mix). When I first made this it was just as bad and unappealing as something like feather1. I managed to do it so much more justice years later. The stars look really... chibi-ish. It's hard to describe but they need to look more like a cross (or octagons). [Blender]

text10: Alphabet wheels used in NORI NORI NORI, FANTASY (Melissa), and OVERBLAST! [Anime Studio]

text15: This is the "DANCE" lines video used in Groove, ON THE JAZZ, and WAITING FOR TONIGHT. [Anime Studio]

text16: "interview with techno machine" used in The Legend of MAX and Music (Bostik Radio Edit). Blender's glare feature is a lifesaver. It gave me a sparkle shape that didn't suck, which also made another animation down the line so good. [Anime Studio, Blender]

twinbee1: Ah yes. The video that's basically a camera pointed at... three TVs. And playing a weird, abstractly-animated version of Twinbee (because my animations were zanier as a kid :P). It doesn't seem like it but this marked a turning point for the project, it was the first video that was rendered with Blender (but Anime Studio took care of the "gameplay footage") that wasn't a 3DTextura video. [Anime Studio, Blender]

wave1: Water ripples. Used in most of the PARANOiAs, ORDINARY WORLD, Silent Hill (3rd Christmas Mix), and PEACE-OUT. Due to complications, this video is trapped in 30fps and has annoying seams near the center that I can't figure out how to get rid of. :(It still looks pretty good as is though. [Blender]

wheel1: The spinning blades that look as if someone forgot to texture the sides. Lol. It's used in BABY LOVE ME, JET WORLD, DESTINY, and Groove, and a lot of other songs. God this one is so weird and zany. I'm surprised it gets used as much as it does compared to tamer videos like tunnel8 or something. [Anime Studio, Blender]

wheel4: The gleamy gears used in AM-3P, THE SHINING POLARSIS, and SUPERSTAR (FROM NONSTOP MEGAMIX). [Blender]

2016:

Relatively dormant year. But a few videos were massively improved during this time (such as tunnel2 and tunnel5) and five new ones were made...

cross1: The spinning crossy blocks video from DRIFTING AWAY and TRIP MACHINE CLIMAX. This video looked crappy up until 2022. I had the genius idea to take Scrap Rabbit's upscale of the original video, take a section of the clip where the animated gradient is perfectly visible, then mapped it onto an elaborate mesh I made in Blender, and then I used Paint.NET to quickly add a pinch effect to all of the frames of this texture, and just like that, the video looks a lot better. The downside is the texture is stuck at 30fps for now, but I can probably figure out how to enhance its framerate later on. [Anime Studio, Blender, GAIA-CG AI]

egg4: The spinning, narrow eggs animation that looks as if someone fused kaliedoscope11, kaliedoscope14, and another (unknown, cut?) animation together. This is only used in the AFRONOVAs from DDRMAX2. [Anime Studio, Blender]

fireworks2: The blue and white particles video from DESTINY, WILD RUSH and TSUGARU. [Anime Studio]

numbers2: The blue, glarey number hall used in Pink Rose, Frozen Ray (for EXTREME), and SENORITA (Speedy Mix). Looks too bright and sharp, not sure what to do to remedy this and I think I lost the source files for the glare effects so that's not gonna be fun. [Anime Studio, Blender, Sony Vegas]

numbers3: The green number hall used in AM-3P. The numbers still look too sharp here... I don't know why. [Anime Studio, Blender]

2017:

This is when the quality really started to go up. Every video I made or finetuned during this year was just about on par (if not better) with their original counterparts. :D

aliens1: The 8 bit aliens video from TRIP MACHINE and If you were here. I made the background an actual 3D animation instead of just a photo. It makes it cooler to me. [Anime Studio, Blender]

cube9: The purple blocks video used exclusively in DDRMAX. This one fixes the bad layering and disappearing-at-the-sides bits. [Blender]

girl2a: The flashy wheel animation used in Wannabe and SUPERSTAR (FROM NONSTOP MEGAMIX). I still have to actually make the first half of the animation. [Anime Studio]

green1: The green lasers video used in AM-3P and B4U in DDRMAX2. [Anime Studio, Sony Vegas]

heart5: The varying arrays of hearts used in LET'S GROOVE and celebrate. It needs to be more red-tinted. [Blender]

heart6: Red, pink, orange flying hearts animation used in LET'S GROOVE, celebrate, and CUTIE HONEY. I gave this depth perception and I like it better that way. [Blender]

planet1: The cartoon, musical-note rings planet used in HIGHER (next morning mix) in DDRMAX2, Come On Eileen, and GAKUEN TENGOKU. I love how this looks so much. [Anime Studio, Blender]

ribbon1: BABY LOVE ME's signature video, also appearing in LADIES' NIGHT and sync (for EXTREME). I was originally going to use Anime Studio for the texture but it was very tedious and it would've looked kinda lame. Instead, I accidentally stumbled across how to distort the circular pattern how it is in Blender, and then this video became practically free. I think the crystals need to stand out a bit more though. [Blender, Sony Vegas]

ring10: The teal radar used in FIRE DUB, NEMESIS, and OUTER LIMITS from DDR Festival. This video was officially made all the way back in the DDRMAX arcade release but DDR Festival (and Ultramix) are the only games that acknowledge its existence. [Anime Studio]

spiral3(!): I'm gonna be honest I have no idea how this one exists AND looks good. And so early too. It's like I went on autopilot for this one, or threw stuff at the wall until it stuck. It's given me a deep appreciation for the video though. This video is used in WAKA LAKA and BAILA BAILA. [Blender]

square3: The falling cards video from The Centre of the Heart and A Little Bit Of Ecstasy. It's just one animation repeated and moved over and over again. I enhanced this one by giving the models some depth, so they look different the further to the left or right (or closer to the camera) they are. [Blender]

wave3: This looks kinda like the Pikmin 2 Memory Card menu. It's used in Healing Vision ~Angelic Mix~ and NEMESIS. [Anime Studio]

wheel5: Oh dear oh dear what have we here? I thought this video was nearly impossible until I focused on just getting the solid, non-wireframe parts right. It made this remake so much easier to deal with. The wireframe part is bigger and tilted a bit more but honestly I don't care. I like this one a lot. [Anime Studio, Blender]

2018:

This. This was the most prolific year. I don't remember why I didn't just release something this year since what I had at the time as a whole was very good as it was. This list doesn't even go into how many videos I had cleaned up or made better. text12, text14, ring2, ring6, the existing spikes movies, many of the other text videos... There's no doubt. This year set the bar.

beads2: This video is used in GAKUEN TENGOKU. I meant to also make beads1 but for some reason I never got motivated to make the weird... ..overlay, whatever it is. [Blender]

bear1: The first cartoon bears video used in WITCH DOCTOR (Giant Toons Version). I enhanced the animations a bit. [Anime Studio]

bear2: The second cartoon bears video used in WITCH DOCTOR (Giant Toons Version). [Anime Studio]

bird1: A bird hatching out of an egg. This is only used in Be in my paradise. The original video was extremely primitive so I decided to enhance it a bit. I actually put circle2 in the background as an effect so despite this supposed to be reminiscent of the 1st-5thMIX animations, there's a bit of anachronism here. :P [Anime Studio]

blackhole1: The green fountain used in SUPER STAR (FROM NONSTOP MEGAMIX) and WILD RUSH. Fun video. [Blender]

bluey1: ring5 but it's distorted and has wheels and circle outlines stacked on top of it. This one was nearly impossible because I couldn't figure out how to have that animated distortion until 2018 when I discovered Blender has a feature to animate UV maps. That feature is why this video exists now. [Anime Studio, Blender]

bottle1: Bottles animation used in IF YOU WERE HERE. The animation is more fluid here. This is the idea behind sun3's current state done correctly. [Anime Studio]

bricks1: The colorful blocks video used in 5678 and Like a Virgin. [Blender]

bubble3: The rising bubbles video used in HIGHS OFF U and MY SUMMER LOVE. Getting that background correct (it has a faint, circular ripple in the background) was certainly interesting. What helped me finish this was the fact that all of the bubbles of their respective size move at the same speed AND they're identically placed. I like the inclusion of this one because it's so different compared to what I usually make. [Anime Studio, Blender, Paint.NET]

circle12: The special, orange version of circle7 made exclusively THEME FOR ENTER THE DRAGON. See circle7's info for details as they're basically the same video. [Anime Studio]

clouds1: "THE FLYING DOG" from KICK THE CAN, BUTTERFLY, and Chihuahua 2002. Yes, I fixed the typo. Air12567 designed the UFO people for me, which was neat. I did the rest. [Adobe Illustrator, Anime Studio]

dance10: The teal silhouette with all sorts of wacky text and effects behind it. Used in LADIES' NIGHT, feeling of love, SENORITA (Speedy Mix), and more. It was mainly the fonts holding me up for this one, and to this day I think some of them still aren't accurate. Oh well I guess. I am pretty happy with this one. [Anime Studio]

dance12: A 1stMIX animation! Used in Scorching Moon and WONDERLAND (UKS MIX). The background is a bit... odd... to say the least. It seems desaturated. I recently got sent a rip of the actual image by TikalFan9000 and it showed me more detail on the "DANCE" sign (it's actually reflective) so I'll be able to copy that when I release 3.1. [Anime Studio, Blender]

fan1: The fan silhouette over a billiards table used in jazzy songs like ON THE JAZZ, Funk Boogie, and SUPERSTAR. I have no idea WHAT the billiards table is reflecting, so I just imported some random Sonic Adventure 2 test model for the occasion. Lol. [Blender]

film7: Used in the Euromix 2 version of Electro Tuned. I edited out all of the lines to get the background and then blurred and enhanced it to make it look just right. This also fixes some looping errors. [Anime Studio]

fireworks1: The colorful sparkles video used in a shit ton of songs. Like, you have ANY DDR game from DDRMAX to Dancing Stage Fusion, you've seen it. Even beyond that game era, you've likely seen it in some X2 songs. It took me a long time to get a sparkle shape I was happy with. I tried stock images, I tried existing textures like the ones from ROBLOX... it wasn't BAD, but nothing was really making it the best for me. Until I figured around with the glare compositing node in Blender on a single, tiny white dot and gave it a red tint in Paint.NET. And just like that, the video was perfected. [Anime Studio, Blender, Paint.NET, Sony Vegas]

fireworks3: The tan fireworks video used in THE WHISTLE SONG and TRANCE DE JANEIRO. [Anime Studio, Sony Vegas]

flower1: The rising flowers video used in Gamelan de Couple, Y.M.C.A., and MOBO MOGA. Air12567 made the clouds background for me and I took care of the 3D models. The colors are a bit off to me... I'll have to fix that at some point. [Adobe Illustrator, Blender]

kl2: The pulsing rings and sliding blocks video in Kind Lady. This video is missing text, making it identical to "kl2tl" at the moment. If you intend to use it with text, use "kl2". If you intend to use the version WITHOUT it, use "kl2tl". The text will show up for "kl2" soon! [Anime Studio]

kl3: Used in Kind Lady. Air12567 designed the Kind Lady illustration and I made two videos out of it. Pretty simple. [Adobe Illustrator, Sony Vegas]

kl4: Used in Kind Lady. I discovered this actually has a second variant that'll hopefully be included in 3.1. [Adobe Illustrator, Anime Studio, Sony Vegas]

lines4: The visualizer in ON THE JAZZ/RUGGED ASH/MEANING OF LIFE. [Anime Studio]

orange1: This is used in MY SWEET DARLIN' and never let you down. [Blender]

ribbon2(?!?!?): Here it is folks. One of the most notorious, infamous animations in DDR, causing headaches in songs like DRIFTING AWAY, THERE YOU'LL BE, Love2Sugar, LOGICAL DASH, and so much more. This one will never be 100% accurate. No human will want to put themselves through it. The fact that I even have a decent remake of this video is insane in and of itself. Its not without its fixable flaws though. The animation of the colorful rings (I think they're rings...are they just sticks?) somehow turned out way different than I intended them to. This video also takes way too long to render so fixing it isn't gonna be easy. [Blender]

ring4: Dear god this is an insane, elaborate animation. There is so MUCH it has going for it. I almost thought I wouldn't be able to ever make it. My strategy was to first ignore the scanlines outright and just make everything else I saw... and it got me far enough to motivate me to complete the rest of the video. It's one of my alltime favorite remakes. [Anime Studio, Blender] ...Worth mentioning I used Blender to create the spinning squished globe animation, everything else is all Anime Studio.

ring13: An all 2D animation... made in Blender. Yep. It was the only way to animate the rings effectively because they are not all quantized to frames (the original could be 300fps for all I know). Blender has a way to pull that off, but not Anime Studio so yeah. It's still not an exact match but it looks practically perfect so I'm pretty happy with that. Oh yeah and this appears in CANDY (DDRMIX) and Firefly. [Blender]

room1: The walls of cloud photos used in a lot of songs, such as HIGHS OFF U and Y.M.C.A. [Blender]

roulette1r: This appears in Funk Boogie and Mikeneko Rock. [Blender]

scratch1: The cartoon turntable people video used in WITCH DOCTOR. [Anime Studio, Sony Vegas]

snow1: The "SHOW ME YOUR MOVE" flowers used in Sweet Sweet Love Magic and SUPER STAR (FROM NONSTOP MEGAMIX). This is a 240fps animation, I did it this way to get the motion blur in the first half looking right. [Anime Studio, Sony Vegas]

spikes5: The row of spikes with flying words used in MAX 300 and DROP OUT. I gave slight depth perception to each of the spikes. [Blender, Sony Vegas]

spikes8: The spinning spirals of spikes used in MAX 300 and DROP OUT. [Blender, Sony Vegas]

spikes9: The orbiting spikeball with "SPINNING!" used in MAX 300 and FIRE DUB. [Blender, Sony Vegas]

text9: "are you enjoy?" All three programs worked together for this one. AS for the lines in the background, Blender for the blocks, and Sony Vegas for the flying, chaotic (but all positive) text in the second half. [Anime Studio, Blender, Sony Vegas]

text11: The purple "ORIGINAL STEP" video used in ON THE JAZZ and Do It Right. If you ask me, I sure think this remake was done right. 'v' [Blender]

tunnel1: Here it is. The pink pixel bubbles video. I intended to have a version of this all the way back in 1.0 and it kept getting delayed and delayed all the way up to when I finally managed to complete it in mid-2018. There were some points when I thought it'd never exist. It helped that during its production hell, I made the pixel texture in the background look nearly perfect (and this was all the way back in 2014). This video taught me that on some videos, spheres have this distorted effect around the top/bottom (or in this case, the front and back). Sometimes it actually looks like a cool effect. I decided to copy it here. [Anime Studio, Blender]

tunnel13: This remake was actually sort of easy. It's used in HIGHS OFF U and Quickening. [Anime Studio, Blender, Sony Vegas]

tunnel14: Tunnel1's darker, claustrophobic-inducing cousin. Used in Kakumei, TRIP MACHINE CLIMAX, and THERE YOU'LL BE. The camera animation doesn't match tunnel1's at all. I feel like I should redo both it and tunnel1 so the camera animations between the two are identical but that might lead to all sorts of problems... [Anime Studio, Blender]

water3: The river of hearts used in Share my Love and KEEP ON MOVIN'. Wild video. I had to hand draw the text as I couldn't locate the font for it and neither could other people I asked. [Anime Studio, Blender, Sony Vegas]

wave2: The blue wavy stripes video used in Healing Vision (Angelic Mix) and most of the PARANOiAs. And Radical Faith. [Blender, Sony Vegas]

web1: Used in Let the beat him em! (R&B Style) and Groove (DDRMIX). I think this could use the same treatment circle1 got. [Anime Studio]

2019:

No new videos were completed during this year. :(Only a few were adjusted to be better.

2020:

I almost cancelled the project during this year. >.> But there were three new videos I was able to produce as well as edits to a handful of others.

circle10: The glowing rings video used in Midnite Blaze. The background is a fast, upscaled version of spark1 since I was never going to make that blue noise otherwise. Completing this was, for me, one of the only saving graces of 2020. [Anime Studio, Blender]

geometry1: The green crystals video used in a lot of songs like TSUGARU, THERE YOU'LL BE, and Burning Heat! yeah okay this is a beta movie. I just couldn't get motivated to complete a good remake of the video, but I had a crude remake all the way back in 2012 that I managed to tweak just enough to make it look... okay. I have since lost the source file for it so it's stuck like this for now. [Anime Studio]

ring1: Used in NORI NORI NORI/OVERBLAST. That glare effect in the second half was probably the hardest part of this. [Anime Studio/Blender/Sony Vegas]

2021:

No work on the project at ALL was done during this year. :(

2022:

And here we are now. This year was the final push. The new video count here may be low, but don't be fooled. A lot of the other videos from before were also improved during this time, and I finally took care of enough problems for me to feel okay with a release this year. And it totally wasn't just disco1 and the god forsaken swirly texture in kaliedoscope12. [cough]

amoeba4: This video is used in HYSTERIA and END OF THE CENTURY. This video is beta. I actually first made this in 2020 but it looked too different and unappealing (especially with how the tunnel1 texture was recolored) that I just didn't count it as a true video. To be honest, I still don't think I would use this now. However, after fixing some of the details about it I didn't like, I decided to include it in the pack. And I even rendered it in 1920x1080, unlike blizzard3 (and two custom videos). It's there if you need it. [Anime Studio, Blender]

balloon1: Balloons! This appears in every game in the MAX-EXTERME era (if you count the credits for DDRMAX2 USA, that is. :P), but you'll likely recognize it in KEEP ON MOVIN, HIGHS OFF U, and CARTOON HEROES (Speedy Mix). I edited out all of the balloons and ran the clouds through an upscaler (I don't remember which one... sorry!) and discovered that it was actually a texture that can repeat horizontally. Luck! I went on to extend it on the top and bottom and then added the balloons. I kinda like the dynamic colors here more but others have argued that the colors should be muted a bit more. I guess we'll see. [Blender, GAIA-CG AI, unknown other image upscaler]

blizzard2: The shard field video used in FLASH IN THE NIGHT and Jam and Marmalade. [Anime Studio, Blender]

blizzard5: The rotating red star video used in FLASH IN THE NIGHT and Jam and Marmalade. This video is missing the little shards in the front that zip by the camera, and I intend to add them at some point but as this video is... it seems fine. It also uses different lightning but considering how hard it was to make the lightning used in spikes3, I don't think I can be arsed to replicate this video's original lightning. [Blender]

bubble1: The rainbow bubbles video used in A, ORDINARY WORLD, and LET'S GROOVE. The colors on this video were astonishingly hard to replicate. I basically had to resort to copying its palette every 6.666 frames. In the end, it paid off. [Blender, Sony Vegas]

film6: This is used in 5.1.1. and DAM DARIRAM. This video is honestly a bit creepy and desolate. I tried to balance it out a bit by making the rainbow outline around the circles have a dynamic glowing effect, and it even tints the color of the film inside of them. Oh yeah, also, Scrap Rabbit's upscale for the lady film (along other 1st-5th MIX BGAanimation sprites) helped this one exist. It does its job well. [Anime Studio, Sony Vegas, unknown upscaler]

light5: The spinning spotlights video used in Bad Routine and AM-3P. I half-assed making this one. At first it looked kinda meh as expected. Days before the release date of this pack, I actually ended up figuring out how to improve it. The key was to put emphasis on the spotlight shapes while still making them look blurry/blobby. It's not a groundbreaking remake like ring4 or blackhole1 (I'd say it's around the 2016 level of quality) but it's still pretty good. [Anime Studio, Sony Vegas]

mesh1: The spinning grid used in ECSTASY, DIVE TO THE NIGHT, and Silent Hill (3rd Christmas Mix). I half-assed this one. It somehow turned out actually really good. Sometimes things just work out nicely. [Blender, Sony Vegas]

spikes2: The giant spikeball behind bars and a grid used in MAXX UNLIMITED and BATTLE BREAKS. This was actually really easy and I don't know why I didn't make it earlier. [Blender, Sony Vegas]

spikes3: The purple spikeball lightning animation used in MAX 300 and DROP OUT. Designing the lightning sure was wacky. It's actually a series of 2D meshes in Blender with a gradient applied to it... and they're all mixed together. It was hard to complete especially since I got sick during that time but it churned out two pretty good movies, even though one of them is incomplete. [Blender, Sony Vegas]

spikes10: The spinning wheel with spikes video used in MAX 300 and DROP OUT. My GOD getting that wheel to look right was hard. It was easily the big reason why I had so much trouble getting this video to exist earlier. In the end, I think I got it to work. [Blender, Paint.NET, Sony Vegas]

spikes11: The yellow and red spikeball wireframe used in MAX 300. Another incredibly difficult background! Sony Vegas' TV simulator/noise and gradient mapping FX saved the day here. [Blender, Paint.NET, Sony Vegas]

spikes12: Like spikes11 but green and the spikeball is solid. Used in MAX 300. [Blender, Paint.NET, Sony Vegas]

text17: The spinning screens used in A STUPID BARBER and TRIP MACHINE. Again, Scrap Rabbit's upscales of the BGA animations that this video is made out of helped me get this one done quickly. Well, that, and the original rips of course, so the "ORIGINAL STEP" and dancing pixel stickman could look nice and sharp. [Anime Studio, Sony Vegas, unknown upscaler]

tunnel10: The blue webby tunnel used in .59, Music (Bostik Radio Edit), ORDINARY WORLD, and other songs. This is ring2's brother. My first remake of ring2 was in 1.0, but this video had never been completed until April 2022.. eight and a half years after 1.0's release. That's just how things work around here. (shrug) Easily the hardest part of this video was getting the orbiting web overlays just right. They're animated in a weird way. [Anime Studio, Blender]

water1: The water drops video used in KEEP ON MOVIN' and HIGHER. This was a much better way of handling this video than wave1. It was held up for so long only because I needed to complete bubble1 first since its used as a blurry overlay in this video. My only gripe with this is I think the wave shading is a bit faint but otherwise I am pretty happy I got this one. [Blender, Sony Vegas]

RETURNING OFFICIAL VIDEOS:

DEBUTED IN 1.0:

pentagon1: The glowing pentagon tunnel movie from DROP OUT (FROM NONSTOP MEGAMIX) and MORE THAN I NEEDED TO KNOW. This is it. The one that started it all since it was one of my favorites when I was a little kid. Its first iteration was all the way back in 2012, and has been updated many, MANY times since. It's impressive how many intricate details can be in a seemingly simple animation, as getting the colors and glow effects on videos like this was a bit challenging. I think my copy is just about perfect now and I don't see it changing anytime soon. [Blender]

And then of course...

bear4: The walking bears video from JANEJANA and KICK THE CAN. The animation for this is janky. I was working on a new version but didn't complete it. Hopefully it'll be included in 3.1. [Anime Studio]

bubble2: The cyan and lavender concentric circles movie used in a lot of songs (A MINUTE, Bad Routine, HYSTERIA, I'M FOR REAL, etc.). [Anime Studio for textures, Blender for models]

circle3: "LOADING..." tunnel from BYE BYE BABY BALLOON. The old version of this video was pretty bad. Anime Studio simply couldn't do this one justice. Blender on the other hand made it win. :D [Blender]

circle4: The red rotating "C"s from YOU LEAVE ME ALONE and JUSTIFY MY LOVE. The shapes are a bit bumpy for some reason but it's barely noticeable. [Anime Studio]

circle5: This is a weird one. It's a green screen with emitting circles only used in the MAX2 script for LIVING IN AMERICA. [Anime Studio]

circle7: Green bars and dots video used in 321STARS and MAXIMIZER and others. Anime Studio's motion blur system isn't great, so my solution was to make this animation in 240fps and let Sony Vegas' motion blur system (for clips that have framerate higher than the entire project framerate) do the rest. [Anime Studio, Sony Vegas]

circle11: The red and cyan circle tunnel used in MORE THAN I NEEDED TO KNOW and SOMEWHERE OVER THE RAINBOW. A companion video to pentagon1. [Blender]

cube11: A weird, lavenderish video of rotating cubes used only in a random script in DDR Ultramix (Healing Vision, to be exact). It's a shame this is basically treated like a throwaway video. I actually like it. [Anime Studio, Blender]

cross2: The crosses video from LITTLE BOY (BOY ON BOY MIX) and BATTLE BREAKS. I didn't like how flat my other takes on the checkerboard texture looked. I spent a lot, a LOT of time trying to use exclusively Sony Vegas to make the texture, constantly switching between its different palettes... and it paid off. This video looks fantastic now. [Blender, Sony Vegas]

fabric1: This is a weird one. It appears in I'M FOR REAL and WONDERLAND (UKS Mix). I think the texture here could be better but on this movie, it seems fine. [Blender]

heart1: The yellow and pink heart spiral used in BREAK DOWN, Sweet Sweet Love Magic, and a lot of other songs. Getting the heart animations right was pretty hard, and it shows: If you look carefully, the hearts actually have this unintentional jitteriness to them especially in the center. But I figured it's not so bad for now. [Anime Studio]

heart2: The ever so iconic rainbow heart tunnel used in a lot of songs, CANDY, CAN'T STOP FALLING IN LOVE, KICK THE CAN, you name it. Working on heart5 and heart6 helped me make this one look fabulous. Good thing too because this video is the one used in the most songs across the entire MAX-EXTREME era (and even beyond it). [Blender]

heart12: A bunch of objects flying past a pulsing background of hearts. Used in KICK THE CAN, think ya better D, Scorching Moon, and BUTTERFLY. This was a remake I made in 2012... and ten years later, it's still almost exactly the same. :^) Heck the only thing I truly updated about this was adding a bit of texture on the toast, and that happened all the way back in 1.0. If it looks okay, it looks okay. I'll probably give this a proper remake in a future release. [Microsoft Paint, Paint.NET, Sony Vegas]

kaliidoscope1: The kaleidoscope used in DRIFTING AWAY and the DDRMAX2 AFRONOVAs. I remember when I used to think this kaleidoscope was made out of extremely thick, guitar-pick-looking shapes. As it turns out they're just spheres. Heh. [Anime Studio, Blender, Sony Vegas]

kaliidoscope7: A cute, underrated video that only appears in the AFRONOVAs in the arcade DDRMAX2. This is probably **the** best recreation out of all of these weird, trippy videos that MAX2 has that I refer to as "3DTextura" videos. It's just a name I pulled out of thin air years ago. [Anime Studio, Blender, Sony Vegas]

kaliidoscope8: Halloween-colored egg kaleidoscope video used in A MINUTE (Extended Mix), HYSTERIA, LADIES' NIGHT, and more. This video is okay. But the problems with the animated

texture are more prominent here and it makes this video look more off-putting than it should... [Blender]

kaliedoscope12: Oh boy. THIS video. This is a video I have a complicated history with. On one hand, it's special to me because it was the first video I rendered with Blender. On the other, it has also been the root cause of so much misery trying to make it look any bit good. You see, animating spinning cubes is easy. The red, pink, blue, white swirly texture on the otherhand dear god it's a fucking nightmare fucking hell on earth mad twatter god DAMN FUCK.

The problem is that I would make a version of the texture good for 2012 standards... but it would slowly become dated and wouldn't hold up a year after I make it. MULTIPLE times. What doesn't help is this texture is used in six other videos and has a variation, where the second half is different, and OF COURSE it's only on videos where seeing it in full is impossible. The only reason this and the five other videos using this texture are in the pack now is because I had the idea to have radial motion blur and adjust the colors and those... were good steps to make it not bad to look at on all of its videos.

I wish I could make it completely feathery though. I made a test frame in 2018, and it looks SO GOOD... but it's only one image. Not animated. And I don't know HOW I'm going to animate it exactly... .. god I hate this texture.

Anyway uh... yeah this video's good for now. You'd recognize it in Holic, Y.M.C.A., I'M FOR REAL, and DROP OUT (FROM NONSTOP MEGAMIX). [Anime Studio, Blender]

lens1: The green lens/bubbles rings used in THE REFLEX and BROKEN MY HEART. My god, the stuff that happens near the sides is insane. I was able to make it work though. [Blender, Paint.NET]

light7: The spinning spotlights video from SO FABULOUS SO FIERCE and Groove. This new remake of it is so good. I almost wasn't able to make it work because I couldn't figure out how to copy the cross rotations accurately... until I discovered it by complete accident (all three axes are rotating 360 degrees). [Blender, Paint.NET, Sony Vegas]

ring2: Blue cylinder wireframes. Used in .59, ORDINARY WORLD, Silent Hill, and a lot of other songs. The thin outlines on this surrounded by a glow made this one win. [Anime Studio]

ring6: The rotating grey rings video used in bag and Simply Being Loved (Somnabulist). I think I might be the first person (outside of Bemani's headquarters) that noticed there are faint numbers (the same ones from numbers1/2/3) scrolling in the background. [Anime Studio, Blender]

ring8: The colorful, jiggly rings used in Kind Lady, SO IN LOVE, Cartoon Heroes, and Funk Boogie. [Anime Studio]

ring9: The teal torus wireframe used in Music (Bostik Radio Edit) and Simply Being Loved (Somnabulist). [Blender]

rotation2: Yellow cascade from STAY/gentle stress. [Blender]

rotation4: Green cascade from STAY/gentle stress. [Blender]

smoke1: The blue polygonal streams used in Try 2 Luv U, THERE YOU'LL BE, and I Need You. This needs a second pass, it looks kinda janky as it is. I actually kind of prefer the 2D version I made in 2.2 (and I still have the source files for it!), but this version looks more technically correct. [Blender]

spikes4: "18 SPIKES / 18 PAINS" from MAX 300 and Across the Nightmare. [Blender, Sony Vegas]

spikes7: The "PRESSURE" spikeball video from MAX 300/DROP OUT. [Blender, Sony Vegas]

square1: The square tunnel used in KAKUMEI and MORE THAN I NEEDED TO KNOW. You probably understand this guy. You may also recognize it from sakura storm from DDR X2/IIDX 18. [Blender]

star2: The colorful stars video used in BREAK DOWN!, Sweet Sweet Love Magic, JET WORLD, and many other songs. The colors during the green section are a bit off but I usually don't pay it too much mind. I like this new version of the video enough. [Anime Studio]

text12: The orange spinning text video used in ON THE JAZZ, Do it Right, and SUPERSTAR. [Blender]

text13: The "keep moving!" text used in DESTINY. [Anime Studio]

text25: The "ACCESS" circuitboard video used in TELEPHONE OPERATOR. [Anime Studio]

text26: The orange "SCREAM" video used in TELEPHONE OPERATOR and YOZORA NO MUKO/Sandstorm. Motion blur made this one win. [Anime Studio]

text28: The orange "SIGNAL" video used in MIRACLE and PEACE-OUT. text26's obvious brother. [Anime Studio]

text29: The orange DISTURB LOOP wheel used in MIRACLE and PEACE-OUT. This remake is one of my favorites because it's the second one I pulled off entirely with Sony Vegas. It's a simple, and yet industrial-looking video that I always liked when I first got it in beware's 2013 pack. [Sony Vegas]

timer1: The timers and glowing shapes video used in PARANOiA SURVIVOR/ETERNAL/CAPTAIN JACK (GRANDALE MIX). This is impressively old and it shows. The 3D is primitive, the glowing and motion blur isn't too good, and this is one of the very few remaining videos that still has the stretch quirk I applied to many videos during 2013-2015. Overall it needs a redo at some point. [Anime Studio]

tunnel5: Pretty colors. The version in 1.0 was one of my least favorite remakes and I stopped supporting it when 2.1 was released. It took until 2015 for me to make a version that I could live with. But then 2016 changed everything. I started deforming a tunnel with a curve object in Blender, and managed to get impressively close to how it looks in the original video. The only updates I made for this video since then were just getting the colors like. This is one of my all time favorite videos now. [Blender]

tunnel6: The triangle tunnel used in NEVER ENDING STORY and Radical Faith. Another one of these. [Blender]

tunnel7: And another one of these! This one's used in HYSTERIA and KAKUMEI. [Blender]

tunnel9: And a SIXTH one of these. This is used in SO FABULOUS SO FIERCE and Groove. This one is a bit behind, it didn't get updated with the rest of these shape tunnels. It looks fine as is for now though. Also I have no idea why there is a reverse of this clip in beware's pack since, well, it's used by absolutely nothing. [Blender]

tunnel11: The orange spirally tunnel used in MAXIMIZER and Mikeneko Rock. This was a nightmare to make not suck because I was originally gonna use Blender but I couldn't figure anything out for this. Then I started tweaking the source files for the version made in 1.0... and ran it through some effects and compositing in Sony Vegas... and that fixed it. For once, especially in 2022, Anime Studio got the upper hand over Blender. [Anime Studio, Sony Vegas]

virus1: This was my all time favorite recreation when I first released 1.0, it was something that I never would've been able to make a year (or even two months!) prior. Looking back, the 1.0 version of virus1 is still kinda okay. 9 years later, it's been brought to its full potential. You'll recognize this one in all of the AFRONOVAs and in Will I? [Blender]

wheel3: The spinning rainbow tires video used in FANTASY - Lockout and stomp to my beat. Such a simple, but lovely animation. Has a little bit of everything. And it even made it in the Hottest Party titles. [Blender]

wheel7: This is a favorite of mine. Used in feeling of love, Simply Being Loved (Somnabulist) and A Stupid Barber. Experimenting with unrelated 3DTextura stuff actually made me discover the way to remake the complex blue background, and after that it was just a matter of getting the colors right. By the way they're spiral staircases. Not wheels. Or lily pads. [Blender]

DEBUTED IN 1.1:

circle2: The lavender wind and rings video used in BYE BYE BABY BALLOON. [Anime Studio]

circle8: The simple, rainbow circle tunnel video used exclusively in certain DDRMAX songs like YOZORA NO MUKO. This uses Blender because it's actually the exact same tunnel used in circle8, just solid. (And it also gets used in face1, a video not present) Easiest video to animate ever. [Blender]

heart3: The squishy hearts video used in CANDY and La Senorita. [Anime Studio]

kaliadoscope5: The black and white crystal video used in STAY and gentle stress. This one REALLY needs an update but I have no idea how to go about it... I can't even make geometry1 look good. -.- [Anime Studio]

kangaroo1: The exercising chihuauas video used in 321Stars. Yes, they're dogs, not kangaroos (evidenced by the official DDR EXTREME website). This video... has not been updated A SINGLE BIT since its release in 2013. :)))) Oh yeah baby. ...and yet it's not so bad. [Anime Studio]

rotation3: Blue cascade from STAY/gentle stress. [Blender]

star1: The yellow flying stars from BABY LOVE ME, Forever Sunshine, KICK THE CAN, Y.M.C.A., and a lot of other songs. For not having been updated since 2016, it sure holds up extremely well. [Blender]

text2: The purple text and wheels video used in LOVIN' YOU and SO DEEP. Trivial. [Anime Studio]

text30: The "link it all" video that gets used by nothing. [Anime Studio]

wheel6: The wheel of fortune video used in ON THE JAZZ, SUPERSTAR, and other songs. Like kangaroo1, it has never been updated since its first appearance in 2013. Lol. But it holds up well enough for me to let it slide for now. Maybe I'll finally make it awesome in release 3.1. [Anime Studio]

DEBUTED IN 1.2:

disco2: The cyber turntable with bouncy gears used in LIVING IN AMERICA and ODORU PONPOKORIN. There's definitely some silliness sprinkled throughout this one, like how the gears are animated and the text on the pads they jump off of. I like the video more than enough though. [Anime Studio, Blender]

kaliedoscope10: The weird hexagon tube rings used in Holic and BROKEN MY HEART. I had someone say "it was like looking at a PS5 render" when they saw this new iteration of the video so... make of that what you will. 'v' [Anime Studio, Blender]

light2: The box of colorful lights used in LOOK AT US, Groove (MAX2), and THE REFLEX. [Blender]

pills3: The blue snakey pills video used in Busy Child and MORE THAN I NEEDED TO KNOW. Making the texture for this was an interesting experience. I made an image in Paint.NET, then had Blender distort it in three separate animations. It got the best results. [Blender, Paint.NET]

rotation1: This... cascading prisms video used in HOLIC and CUTIE CHASER (MORNING MIX). Basically just a variant of kaliedoscope12. Perhaps kaliedoscope12 is really the result of kaliedoscope13 and rotation1 deciding they love each other so much and ---TRANSMISSION CUT OFF--- [Anime Studio, Blender]

DEBUTED IN 2.0:

arrows1: The arrow wheel video used in feeling of love and DON'T CLOCK ME. This is also a 240fps video to get the motion blur looking good. [Anime Studio]

bear3: The spinning bears with flowers video used in Gamelan de Couple and JANEJANA. Again, the bears are animated weird here, especially around the hips. The only update I really did for this one was to undo the stretching I applied to the video, that's it. It could use a thorough update. [Anime Studio]

disco3: The iconic speakers video from SO FABULOUS SO FIERCE and HYSTERIA. This was my favorite remake when 2.0 was released, but it came with so many animation errors and armature deformation didn't do the speakers justice. When I finally figured out how to use curve deformation in 2015 and adjusted the speaker models, this animation became solid. [Anime Studio, Blender]

disco4: The "MUSIC" discoball used in THE REFLEX and Y.M.C.A. This video... has never been updated since its release in 2013. Yep. And unfortunately, I don't like it. ./ Something about this

video just makes it hard for me to want to work on a proper remake. I'll get it soon though.
[Anime Studio, Blender]

heart4: The pink and purple heart tunnel used in A Stupid Barber, LOVE LOVE SHINE and Y.M.C.A. Getting the colors right on this one was really. REALLY hard. It's still not perfect but it looks leagues ahead of what it used to look like during 2013-2017. That version only existed because I blotched ring6 and couldn't include it at the time, by the way. [Blender]

heart10: This weird video of hearts used in LADIES' NIGHT and Groove. This was another video that was heavily dampered for a long time by how bad the background texture was. That and I poorly copied the shapes and placement of all of the hearts, making it look like a knockoff instead of a proper remake. Fortunately I finally managed to make it look decent. [Anime Studio, Blender]

kaliedoscope4: The blue triangle kaleidoscope used in NEVER ENDING STORY and WAITING FOR TONIGHT. This texture doesn't hold up so well. It looks fine during the beginning and end, but the middle part is... not pleasing to look at. [Anime Studio, Blender]

kaliedoscope14: kaliedoscope12's cousin, but with a christmas-colored texture and eggs. Used in DROP OUT (FROM NONSTOP MEGAMIX) and END OF THE CENTURY. I started to make progress on a solid, accurate version of the texture but I ended up not being able to complete it. It was just too... tedious. The only reason this video is here is because I managed to fix up a version of the texture that looked awful, and it serves as an acceptable placeholder. [Anime Studio, Blender]

mood1a: Actually the easiest video to remake ever. It's just 16 symmetrical parallelograms rotating. Done. [Anime Studio]

star7: heart10 but with a better texture and uses stars instead. Used in THE REFLEX and ODORU PONPOKORIN. This one wasn't nearly as much of a nightmare to deal with as heart10. [Blender]

text3: Orange "GO" text video used in MIRACLE/LOVIN' YOU/PEACE OUT. So what I did for the background is edit out the dots and "GO" by using multiple frames, then I resized it, blurred it, used Paint.NET's noise distortion, and bam. Got a good texture that, honestly, I like more than the original video. [Anime Studio, Paint.NET]

text23: From MIRACLE/PEACE-OUT/Sandstorm. [Anime Studio]

text24: The words peeping out of holes video used in YOZORA NO MUKO/Sandstorm and BYE BYE BABY BALLOON. The original video's texture makes no sense. [Anime Studio, Paint.NET]

text27: The orange "UFO UMA" video used in basically all of the songs text23 is. [Anime Studio]

tunnel2: The ominous grassy spiral used in a lot of songs such as KAKUMEI, DRIFTING AWAY, and B4U. This old version of this video got declared a deprecated video in 2.1 because it was just so... bad. I don't know how this new version of the video exists. I just started playing with noise in Blender and it began to actually look good, and then I added the lasers (which were missing in the old version too). I'm so glad this one's here. [Blender]

tunnel4: The ball and stick tunnel used in FANTASY (Lockout), Groove, and THE REFLEX. The textures for this sure were a journey. ... Okay so the stick textures are not correct, they use a distinct texture that I wasn't able to remake, so I used a recolor of tunnel1's texture and it fits... surprisingly well. You can barely tell it's different. The ball textures were really hard to get right, but I think after a lot of revisions, I did it justice. [Anime Studio, Blender, Sony Vegas]

DEBUTED IN 2.1:

candy1: This... weird... video from WAKA LAKA and BAILA BAILA. I added a dark, but visible background texture to this just for the heck of it. [Anime Studio, Blender]

cyber1: The cyberspace monitors used in BABY LOVE ME. I want to give it a makeover at some point but for now it looks good. Also this video is in the disc files for the arcade DDR Extreme and it never gets used. :)))))) [Anime Studio, Blender]

cyber2: The Impact-typoface words used in A MINUTE and HYSTERIA/HYSTERIA 2001. I like how this video actually uses Aurebesh. Yes, the Star Wars language font. And yet none of the DDR games ever mention anything about it in the credits. Really makes you wonder how much other stuff they left uncredited. [Anime Studio, Blender]

egg5: The brown eggs video used in no songs. :(This debuted in 2.1 as a beta movie only. It left the "beta" stage in 2015 but it wasn't truly done justice until 2022, and now it's one of my favorite remakes. :) [Anime Studio, Blender]

kaliidoscope3: The yellow cylinder kaleidoscopes used in Tomorrow Perfume and IT'S RAINING MEN. This remake kinda blows. The kaleidoscope texture has a bunch of imperfections that add up (and it has mapping problems, some parts of the cylinders are brighter than others for some reason), and to top it off, the background texture doesn't exist, instead I make it a sphere that's 100% reflective, and it looks... odd. It's just that the background texture is fucking pain and agony to remake and I've never been able to complete it and everything about spiral1 blows so the video's stuck like this. [Blender, Sony Vegas]

letters1: The matrix letters used in Vanity Angel and Try 2 Luv U. What a facelift this new version of the video is. [Anime Studio, Blender, Sony Vegas]

sphere2: The bouncing balls video used in NOTHING GONNA STOP and Cool for Cats. The floor texture for this... is still primitive. But I don't see a solid remake of it happening any time soon. [Anime Studio, Blender]

text18: The vacation graph video used in SOMEWHERE OVER THE RAINBOW. I think the graph needs to be polished a bit more. [Anime Studio]

wheel2: The "2 DIGITAL SOUND" gears used in PARANOiA SURVIVOR/ETERNAL/CAPTAIN JACK (GRANDALE MIX). This needs a second pass but I never got around to it. [Anime Studio]

DEBUTED IN 2.2:

arrows2: The aquamarine dots and yellow arrows used in SOMEWHERE OVER THE RAINBOW and There 4 U. I remember when I used to think the dots only had blur in one direction... good times. [Anime Studio, Sony Vegas]

chain1: The pink chains used in DRIFTING AWAY. The textures are pingpong in the original, but I decided to spice this remake up and have the second half of the textures play out here. [Blender, Sony Vegas]

circle1/light10/light11: The pink, changing tunnel used in DIVE (more deep and deeper style) and B4U [Extreme]. I love the thin outlines and thick glows on this remake. It makes it translate extremely well in HD. :D [Anime Studio]

egg2: The teal eggs on the dance floor video used in all of the same songs as egg1 (not counting Ultramix songs). Released in 2.2 as a beta movie, a year later I got a decent remake of it, and it's been polish ever since. I decided to embrace the shininess in the original video's floor and make this video glowy, to make it a good companion to egg3, which also got similar treatment. [Anime Studio, Blender, Sony Vegas]

groove1: The rainbow "groove" video used in, wouldn't you know it, Groove in DDRMAX. Also There 4 U. Sony Vegas basically did everything for this one. Underrated video. 'v' [Sony Vegas]

heat1: The red "heatud up" video used in Midnite Blaze and FANTASY (Melissa). [Anime Studio]

kaliedoscope11: Goodness. Bless your soul.

This is kaliedoscope12/14's marbley cousin. Used in TRIP MACHINE ~Luv Mix~ [EXTERME], MAXIMIZER and DROP OUT (FROM NONSTOP MEGAMIX). Another movie that started as a crude beta, as did kaliedoscope13 below. I tried substituting another texture on this video but it

looked bad and way too bright so I almost didn't even include this one. And things stayed that way... until early 2022.

While fooling around with a possible new version of kaliedoscope15's texture, I discovered the Displace compositing node in Blender that could distort any image in the way of another image, like, say... black and white noise. Remember when in cross1, I talked about taking the gradient directly from an upscale of the clip and mapping it onto a mesh? I did the same thing here, with a curving mesh...

And then from there it was minutes, perhaps up to an hour of searching for good noise patterns to distort the gradient just right. It was basically like scrolling for just the right presets in FL Studio's Autogun synth: You have almost no control over anything. Really, I just needed two, because if you fade between the two noise patterns, the distortion will actually merge between them, which is certainly what the original video does.

While I found a really good replica of the first pattern, unfortunately I couldn't do the same for the second. I did find a pattern I ended up liking, but when I first got it, I didn't like it, so naturally I overwrote all of the source files for it, and, oh yeah it's stuck in 30fps, so it was too late at that point. :(Though I did a poll with some people and they ended up liking the second pattern in this version more anyway.

And... yeah. Just like that, I somehow made an actually good remake of what I thought was one of the most brutal, hardest textures in the entirety of the 3DTextura series. Even though it's not officially a 2022 video, it might as well be because my GOD just the fact that it exists and looks mostly accurate is a monster of an accomplishment for me. It's probably in my top twenty remakes in all of V3. [Blender]

kaliedoscope13: kaliedoscope11/12/14's ring cousin. Used in DROP OUT (FROM NONSTOP MEGAMIX), never let you down, and END OF THE CENTURY. Easily the weakest of these rotating object videos. As far as I'm concerned, this is just a knockoff of the original. I'm not really a fan of the placeholder texture at all. But... maybe other people will like it. [Blender, GAIA-CG AI, Sony Vegas]

kl1: The colorful stripes video used in Kind Lady. A version exists without text if you'd prefer to use that instead. [Anime Studio]

lines2: The minimalistic squares and lines animation used in SOMEWHERE OVER THE RAINBOW. The background is actually the exact same moon used in ninja5 and moon1, just without the glow effect. [Anime Studio]

lines3: Yellow "Reduction" animation used in YOZORA NO MUKO/Sandstorm. This is where I mastered the spray-paint text animation that this and spikes6 (a video that doesn't exist yet, but will soon) use. [Anime Studio/Sony Vegas]

night1: The clipart-looking city used in Spin the Disc and LIVING IN AMERICA. Never changed since its release, and it still holds up pretty well. [Anime Studio]

rainbow1: Rainbow circles from SOMEWHERE OVER THE RAINBOW. [Anime Studio, Sony Vegas]

rainbow2: Rainbow blocks from SOMEWHERE OVER THE RAINBOW. [Anime Studio, Sony Vegas]

ring3: Blue wireframes and rings. Used in MY SWEET DARLING, Bad Routine, Will I?, and Xenon (and more). [Anime Studio]

ring5: bluey1's background in its undistorted form. It's a nice video. It's used in A Little Bit of Ecstasy and BURNIN' THE FLOOR (MAX2). [Anime Studio, Sony Vegas]

scissors1: The juice and scissors video used in MAKE IT BETTER and KICK THE CAN. The scissors have subtle, but snappy animation to them. [Anime Studio]

sirens1: The sirens used in the CUTIE CHASERS in DDR EXTREME. One of the only 3D things Anime Studio did correctly. [Anime Studio]

spikes1: The grid of spikeballs used in MAXX UNLIMITED and BATTLE BREAKS. Everything with spikes2 applies here too. [Blender]

square5: The colorful squares used in Kind Lady. What a long animation this is. [Anime Studio]

symbols2: The red exotic symbol wheel used in i feel... This is outdated, I made symbols3 a lot better but never got around to updating this one. It'll be fixed in 3.1. [Anime Studio]

symbols3: The blue/pink exotic symbol wheel used in i feel... There's subtle motion blur on most of this video, and it has gradient mapping. Again, it's insane how so much detail can go into a seemingly simple animation. [Anime Studio, Sony Vegas]

text1: "NYLON FEVER" text. Appears in LOVIN' YOU and SO DEEP (Perfect Sphere Mix). The background is practically impossible to remaster so I just did my best shot at it. In some way, I actually like how much neater and cleaner it is. But your mileage may vary. In any case, the entire rest of the video is solid. [Anime Studio, Paint.NET]

text6: "system factory machine tool" text used in SO DEEP and BYE BYE BABY BALLOON. I needed a LOT of Sony Vegas' help with this one, especially when it came to blurring the text. And then Blender took care of the layer blending. [Anime Studio, Blender, Sony Vegas]

text7: The "STEP UP" arrows video used in MIRACLE, YOZORA NO MUKO, LOVIN' YOU, and Keep Ya Body Moving. I changed the font to be Helvetica instead of Arial Black. Just to see how it looks. [Anime Studio]

text14: text12's chaotic cousin, used in SUPERSTAR, Tomorrow Perfume, and DO ME (H.I.G.E.O. Mix). The original video's background is... interesting. The different parallel walls of the tunnel constantly go out of sync and there's another tunnel way in the back that DOESN'T move...? ...huh. [Blender]

text31: Ring8 with text. It's used in nothing. [Anime Studio]

tunnel8: And the final official video remake! This is... only used in LIVING IN AMERICA. Sad because I like it a lot. [Anime Studio, Blender]

NEW REVERSES/CUTS OF EXISTING VIDEOS:

I have two criteria for these because I feel like the pack would become 1.5x as large if I started including every known reverse or cut for the CS games.

Will I still encode them? Of course. I like the complexity of scripts that FESTIVAL/EXTREME US/Fusion go to. But I'll probably only add them as an extension pack. For getting into the main pack...

Criteria 1: All that's really to it is the missing reverse/cut from beware's pack must appear in an arcade release from DDRMAX to EXTREME. (These would be DDRMAX, DDRMAX2, Dancing Stage Euromix 2, and EXTREME)

Criteria 2: A song that uses a missing reverse/cut on the console games appears on an arcade release before DDRMAX (e.g. DO ME (HIGEO MIX) and WONDERLAND (UKS MIX)).

There may be a tiny amount of videos that fall outside of these but I've included anyway, usually to complete otherwise incomplete sets (e.g. bricks1a and bricks1r add onto bricks1 and bricks1ar).

amoeba4c: Used in HYSTERIA and HYSTERIA 2001 [EXTREME/Euromix 2].

bear4a: Used in Gamelan De Couple.

blackhole1a: Used in SEXY PLANET (FROM NONSTOP MEGAMIX) [DDRMIX2/EXTREME].

blackhole1b: Used in SEXY PLANET (FROM NONSTOP MEGAMIX) [DDRMIX2/EXTREME].

blackhole1c: Used in SEXY PLANET (FROM NONSTOP MEGAMIX) [DDRMIX2/EXTREME].

bricks1ar: Appears in 5678 [Euromix 2].

bricks1a, bricks1r: Due to how often bricks1 plays from the middle and gets used either in reverse or forwards, I felt it was the right thing to include all four possible permutations here.

bubble3a: Appears in La Senorita [EXTREME].

crystal1r: Appears in Can Be Real [Party Collection]. This should be here too since square2ar is included in beware's pack and that exact song is its only appearance, and scripts for it exist

cube3b: Appears in KAKUMEI [DDRMIX2].

cube3r: There's several other songs that require a cube3r and I've always considered cube3a not all that flexible.

cube9r: I consider mood1 a bad edit just like dance14 is. Appears in I'M IN THE MOOD FOR DANCING [DDRMIX].

cube12br: Appears in 5678 [Euromix 2].

cube12r: I don't know if this officially appears but I'm including it here just in case.

light5r: Appears in CAN'T STOP FALLIN' IN LOVE ~SPEED MIX~ [DDRMIX2].

numbers3r: Appears in EVERY SINGLE SONG it's used in on DDR EXTREME. This video, in beware's 2013 pack, is actually wrong and it should still be going backwards (counting down) like it is in his 2005 pack, but he overlooked that detail. However, it's really hard to notice so I don't blame anyone that didn't notice it always plays in reverse. (I think SEXIEST MAN IN JAMAICA from DS Fusion is the only song that plays numbers3 forwards.)

ribbon1r: Appears in sync (for EXTREME) [EXTREME].

ring13r: Appears in FIREFLY [DDRMAX].

square5r/a/ar/b/br/c/cr/d/dr/e/er: Introduced for more flexible editing for other songs that use this set of 5 videos (pssqua-pssque).

sun3r: Appears in jam jam reggae [EXTREME].

text11r: Appears in ON THE JAZZ [DDRMAX].

text14a: Appears in CARRIBEAN QUEEN [Euromix 2].

timer1r: Appears in PARANOiA ETERNAL [EXTREME].

wheel1a: Appears in BABY LOVE ME [DDRMAX2].

wheel2r: Appears in PARANOiA ETERNAL [EXTREME]. This is the native direction of the video on the arcade/console discs: PARANOiA ETERNAL is actually playing the video correctly, and the songs that use wheel2 are actually playing it in reverse.

Having 100% completion on a song (such as BABY LOVE ME or MIRACLE) can help me catch permutations no one else may have too.

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ADAPTED EXISTING VIDEOS:

I don't like when videos feel "incomplete", such as kaliedoscope15 constantly resetting in AFRONOVA [MAX2] or tunnel8/tunnel2 being forced to pingpong when there could be theoretically more to the video. wheel5, bricks1, snow1, night1, and others have two parts, and some videos such as square5 can have up to 5, so how come many videos (seemingly specifically the 3DTextura ones) don't extend outside 80 frames? I recreate the videos, I have a whole set of shapes, layers, and movement in an animation program and that (usually) means I can do anything I want with them, so I've added to some videos that don't feel right as one-parters.

fabric1-160: The... lines? rotate another two times while the texture reverses.

kaliedoscope8-160: The eggs rotate one more cycle while the texture reverses.

kaliedoscope15-160: The second half has eccentric creativity, with the oblongs and "fans" shrinking out of the frame while an identical set of them spawns and proceeds to take their place.

lines3: A custom second half was added to this video. Unlike the other items here, I don't think doing this will break compatibility with existing scripts. In fact, accounting for the two scripts it appears in (I checked), I think it lessens the chance of a light-yellow flash just before the next video which could be distracting in gameplay.

sphere2-240: An interesting case where I added 160 frames to an existing video instead of the standard 80. To sync the bouncing balls to a song (most likely its backbeat), just divide the song's BPM by 120 to get the playrate for this video.

timer1-80: The timers make one loop every 16 frames, which doesn't fit neatly into 40 (2.5 loops). Doubling its length fixes the problem (5 loops).

tunnel2-160: Similar to kaliedoscope15, in the second half, a new set of lasers start to appear in the back while the ones in the front fade out. This video was actually very easy to add a second half too.

tunnel8-160: Finetuned how spread apart the three layers (rotating squares, thin square tunnel, and circular rings) are so it loops perfectly.

I also fine-tuned some videos that had blatant looping errors:

candy1: The rotating triangles in the background are a TINY BIT off between frames 80 and 1 but I think it's close enough.

cross2, kaliedoscope10: The items pulse every 30 frames in the originals. That doesn't fit nicely in 80 frames. I edited this so the items pulse every... roughly 26.6667 frames instead.

cube5: In the original, the texture didn't quite loop if you looked carefully. I compromised a little bit here to fix that.

cyber1/disco1/disco2/disco3/icube1: The stripes texture, ignoring the colors, made one loop every 48 frames. ...Seriously, making it 40 could've been an easy fix, why was it left like that in the official games? .-.

dots1, ring13: Everything that isn't the background fade out in the last 20 frames.

kaliedoscope1/kaliedoscope4: The textures were fine-tuned for seamless looping (think feather1, ribbon1, spiral1, spiral2, it's possible).

lens1: The rings of lens had a blatant overlapping problem that I decided to fix. I consider this a 60 frame clip but made it 80 frames just for compatibility. Regardless, to sync this to a song as a 60-frame clip, again, just divide the song's BPM by 120 for the playrate and then rewind every measure or so.

spiral3: The original was really close to being seamless, but missed it by a couple frames.

For the .avis, candy1, cross2, ring13, kaliedoscope4, lens1, and spiral3 will remain pingpong, but can be carefully scripted in a song's BGChanges to discard the reverse halves (rewinding).

I wasn't able to adapt all of the videos that I feel should be extended. cross1, ribbon2, seaweed1, tunnel1, and tunnel14 (as well as the pink-grey cell texture used in cyber1/disco1/disco3/egg6/heart10/tunnel1/wheel1) are still stuck as non-loopable/ping pong videos even though I'd love to have looping versions of them... I just don't know how to handle these videos. All of them were massive pain in the asses to even exist (and not suck). Maybe someday I can figure them out.

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CUSTOM VIDEOS:

Videos that are either interesting edits of existing ones, or entirely new videos in similar styles that the MAX-EXTREME era offers. A majority of these are 3DTextura videos.

FROM PAST RELEASES:

disco5: Phonograph version of disco2 introduced in 2.1. It hasn't been updated since 2015, but meanwhile disco2 was updated in 2016 so that needs to be fixed at some point.

egg6: Pink and blue eggs squishing on a block that vaguely looks like a dancepad. Introduced in 2.1. It hasn't been updated since 2014, it could really use the facelifting but I never got around to it. :(

hexagon1: The first custom video introduced all the way back in 1.0. A new friend for circle11/tunnel6/tunnel7/pentagon1/square1/tunnel9 (And if you really wanna reach, fire1, heart2, star1, and tunnel4). Got a new style and color scheme in 2.2, and now that it and the other shape tunnels have been perfected, it fits in like a charm. :)

star9: Remake of a BGAnimation from "go on, baby!". First appeared in 2.2... and has never been updated since.

symbols4: Green variant of the "i feel..." symbols wheel. From 2.2. It has an eerily giant silhouette of the wheel in the background. The resemblance to the symbols3 edit in "i feel... (T.O.Y. remix)" from Ultramix 2 is a coincidence as I had no idea that animation existed when I first made this.

tunnel16: An array of ominous octahedrons. Based off of a dream I had. From 2.2. Not really happy with it.

NEW FOR 3.0:

amoeba5: This is the result of two test animations (one being the models, another being the texture) I made in 2015 that weren't good by themselves. The texture, some simple moving marble noise, was mapped onto a mesh (using reflection co-ordinates) that has a bunch of wave modifiers applied to it and thus one of the craziest animated patterns I think I made was born.

carnival1: Welcome to "how many textures can be put in a 3DTextura animation at once???". ...there's only eleven unique textures out of sixty used. But that's still a LOT. disco1 uses four. This is a crazy, bouncy clip that was just me throwing kaleidoscopes and other animations at the wall and seeing what sticks. My initial idea was for it to be a big pillar but I ended up running out of ideas. I like how it looks as it is though.

cones1: This was me trying to figure out how to make egg3 without having the textures required. I don't like it that much, it's so dated and the texture used is also kinda rough. But it's there.

cube14: Spinning, flying cubes animation. I wanted to showcase the full (looping, and square) version of the blue/red/gold blobby texture in egg3 and kaliedoscope2 and just freestyled from there.

cyber2i & cyber2o: Custom, abstract intro and outro for cyber2. These honestly don't follow 3DTextura conventions at all but I made them like this anyway because of boredom.

cyber3: Green-vibed text animation. Fits in with the SO DEEP (MAX) and BYE BYE BABY BALLOON sets of videos. Think text5, circle3, text2, and a few others.

cylinder1: Companion video for cube11 (what kaliedoscope11 is for kaliedoscope12). I like the idea of this one...almost. Too bad the texture itself is kinda crappy.

egg7: Another companion video for cube11 (the kaliedoscope14 equivalent). The colors could use work but otherwise I like this.

egg8: A weird hybrid of egg1, cross2, and fireworks4 based on a dream I had. Does what it needs to do great.

egg9: Rings of pulsing eggs. I had a newer version of this, but I never ended up making it in 1920x1080 so it's not included for now.

fan3: Spinning fans animation. This is way too chaotic for my taste and it uses an outdated version of that one texture in cross1 and sphere2 and I meant to update it but I never did. :(

grid6: Combination from Super Monkey Ball 2 turned into a 3DTextura video. One of my favorite videos. Unfortunately it's stuck in 960x540 at the moment.

groove2: A variant of groove1 where there's now two sets of "groove" outlines, alternating with each other.

icube1: I don't see myself ever successfully remaking the blob in amoeba1 anytime soon, so meet the next best thing. A bunch of ice cubes merged in with each other. My only real gripe with this nifty substitute is that for some reason, the stripes in the background are too tall. I don't know how that happened.

kaliedoscope16: Those that downloaded 2.1 may remember this being an icosahedron variant of the kaliedoscope11/12/13/14 videos. I decided to scrap it because it sucked. Instead, this is a purple, blue, and white cylinder kaleidoscope video. The cylinders spin sideways to distinguish it from kaliedoscope3 and 8. The texture used has jiggly problems though.

kaliedoscope17: This video is the result of an interesting texture midone sent me in 2014. This is just squishy, spinning octahedron sets.

kaliedoscope18: Cone kaleidoscope. The philosophy behind this video was to make a seamlessly looping clip where, even if you split it in half, the two halves will still loop seamlessly on their

own. The textures used to be the other way around but I found this version to be better on the eyes. Comes with a and b subclips right off the bat.

kaliadoscope19: A bright, pastelly disc kaleidoscope. The background texture was inspired by an idea Air12567 sent me. I love the colors on this one. :)

lines7: Masked sets of blurring words. This is supposed to be a companion to videos like text27, text26, text23... but it's too plain and weird.

notes1: Musical notes animation. Wanna see more of those 3D notes from disco5? Here they are. I love the color scheme of this video.

pentagon3: "ANGLE" text video, meant to fit in with the SOMEWHERE OVER THE RAINBOW/BYE BYE BABY BALLOON videos.

pills4: pills3 but red/orange and from a different angle. It makes the moving sets of pills look reminiscent of a tiger or cheetah.

ring7: The kaliadoscope13 equivalent for the egg7/cylinder1/cube11 set of videos.. The texture for this is kinda just a remixed kaliadoscope4 video. I don't like this one so much... not sure what I can do to fix it though.

sphere5: Shiny, pulsing marbles. One of my favorites. I deliberately copied the UV distortion effect that the tunnel1 bubbles have because I think it adds personality in this case.

sphere6: This video only exists to showcase the full version of the kaliadoscope7 background texture. :) Hopefully it's not too chaotic. This also copies the UV distortion that tunnel1 and sphere5 have.

spiral4: A bit of a crude video, this really only exists to showcase another texture midone sent me that I adapted. It's like... ... a cheap knockoff of all three of the spiral movies at once. I had no idea how to handle spirals. Maybe I can figure out a way to make this awesome later down the line.

spiral5: A test animation. It's something you can use... but... If I'm gonna be honest? I don't think I would, it's very loud and busy.

star10: This is a nifty substitute for fireworks4. The UV mappng could be a bit better, but otherwise I'm pretty happy with this. It has a galactic vibe to it.

star11: This is an incomplete animation. I tried to make this in the style of star2, heart1, and snow1. Basically a MAX2 Konami original song. I'm not sure where to take it from here. Also it's stuck in 960x540 only.

text32: Another video like lines2/text32/text1/cyber3. Has a shout out in the background (that still fits in the video's theme).

text33: And another SO DEEP/BBBB/SOTR video that honestly only exists to give the Verdana font some love.

text34: More MAX text movies. "HARDCORE" "SUPER FAST" ...however I think this one is fairly behind the times. Most of the MAX text movies were updated in 2018 (or later), this hasn't been changed since I first made it in 2015.

tunnel18: This is tunnel8's weird cousin, a cube tunnel with illuminating square rings. This video looked so different during 2015-2021, but when I finally gave it a face lift, it became one of my favorites.

tunnel19: Space Mountain tunnel. I made this out of boredom in late 2016 and decided it works well enough as a video.

wheel8: This video references a quirk I had when I was younger, which was making videos stretched horizontally a bit. My first recreation of wheel7 in 2012 had me squish the wheels themselves... and THEN rotate them, so I had to resize the wheels every 20 frames. This created this effect where it looked like the wheels were bopping to the beat a bit. In 2020, I decided to make a variant based on this. This variant is at its best when it's synced to the beat.

DEPRECATED VIDEOS:

These are videos from V2-V2.2 that I have dropped support for because I do not like how they look at all and they have almost no redeeming features about them, if any.

boy3a: This is hilariously bad. Everything about this is wrong. Probably not going to be re-added for a long time given how bad I am with character animation.

cube7 and cube12: As well as all of the subclips. 2.9 downloaders determined these to be the weakest videos, and, you know... they're flat. They have Z-fighting in some cases. And cube12 in particular has a bunch of unnecessary stuff added on top of it... and then there's the shoutout I put in the first half of it. I'm not going to explain why that's a problem. But long

story short, these two NEED overhauls and basically, I'm convinced no one would wanna use them as they are.

feather1: This is way too cartoony and hasn't been updated a single time since its release in 1.0. It may have been good for those standards, but unfortunately, the bar has been raised, and this is well below it. I intend the new, much better version to be in 3.1.

fireworks6: This is a crude custom clip that is stylistically messy and isn't sure what it wants to be. Fortunately, I have a theme in mind for this one and it will also most likely return in 3.1. Perhaps as a DDRMAX-styled video.

ring12, ring12a: These look so dull and flat and incomplete. I started a remake of them in 2018 but got walled because getting the rotation of the rings correct was actually surprisingly difficult. :S

star6: Too dark and flat. Basically. It needs an upgrade.

And then of course, we have the videos that were made AFTER V2.2 was released that failed to make it in...

lava1: This isn't bad. This would've actually been eligible... except for a big problem. This clip only exists in 480x270. Yeah. Rendering it takes AGES for some reason. Maybe now that I have a new computer, I can fix that. Or maybe it'll still take stupidly long to render. In any case, I need to make the texture for this better anyway.

pills1, pills2: Trust me, these are so unappealing on the eyes. They don't flow well at all. The textures substitutes don't look good. Ultimately, these are worse than even boy3a. As they are... Having all of the videos for WAKA LAKA in this pack just isn't worth it.

ribbon3: This is a streamer video that I wanted to serve as a possible alternative to ribbon2... sadly it looks even worse. And it's painfully polygonal, and for a 1920x1080 video that's not good. I learned my lesson years ago.

text35: I just didn't like it. The colors on this one aren't pleasing and the words don't blend with the background well. I started a remake in 2022 but lost interest, but it'll probably be available for 3.1.

If you, for some reason really need ANY of these videos, I can send them over... but just know I don't support any of them at all, as they are.

Well. That's about all there is to the pack. For the .avis, there will be a secondary release containing more cuts of the videos (mostly used in console videos, some of them just there for the heck of it), AND just like V2.2, it'll also contain all of my available 3DTextura textures since they're interesting animations in and of themselves.

Have fun!

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Zoni

beware

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pkgingo

Saotome2U

DarkFeline

NicolasNRG

Quickman

Quickened

E24K

t7r

forcednature

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tak
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