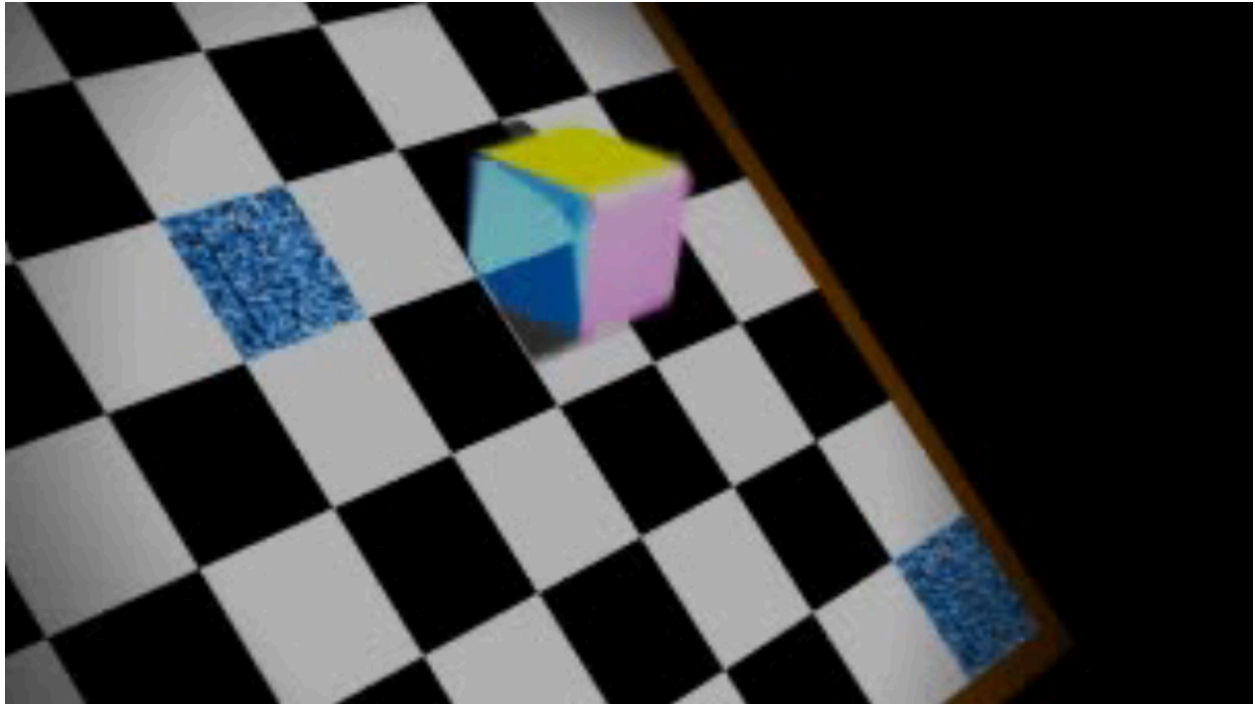


CuzcoBlocko Videos 2015

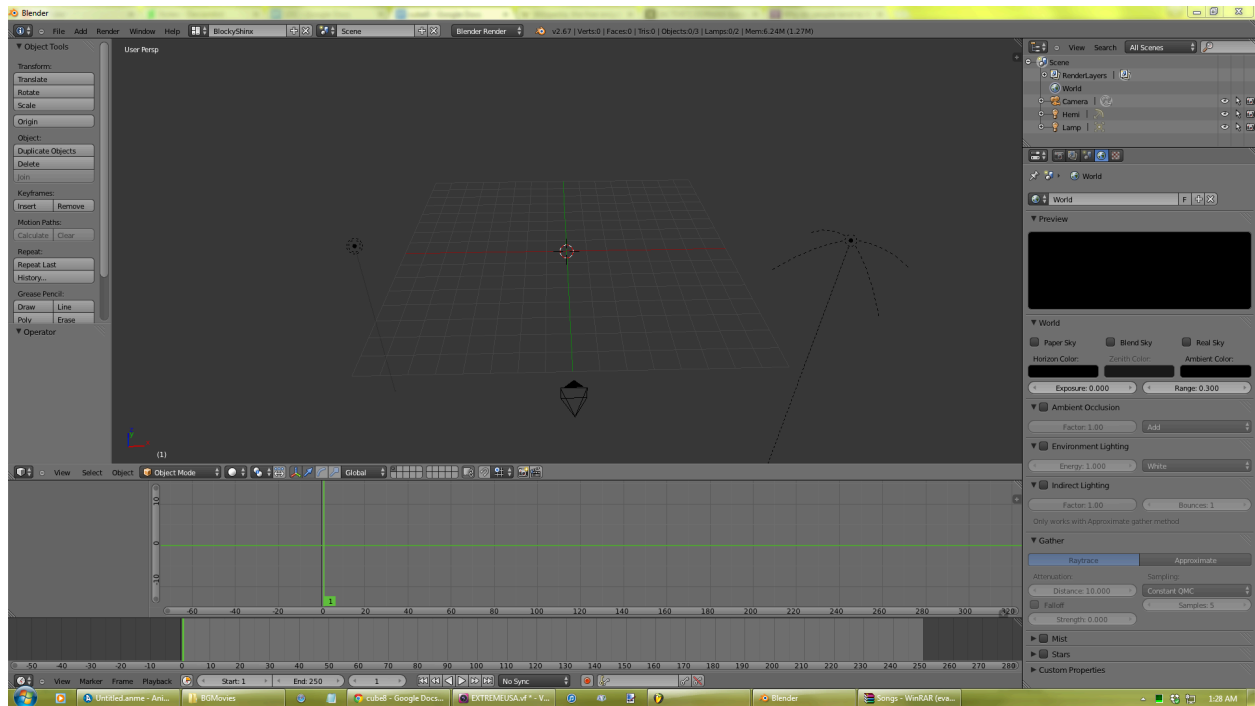
Recreational process #1.



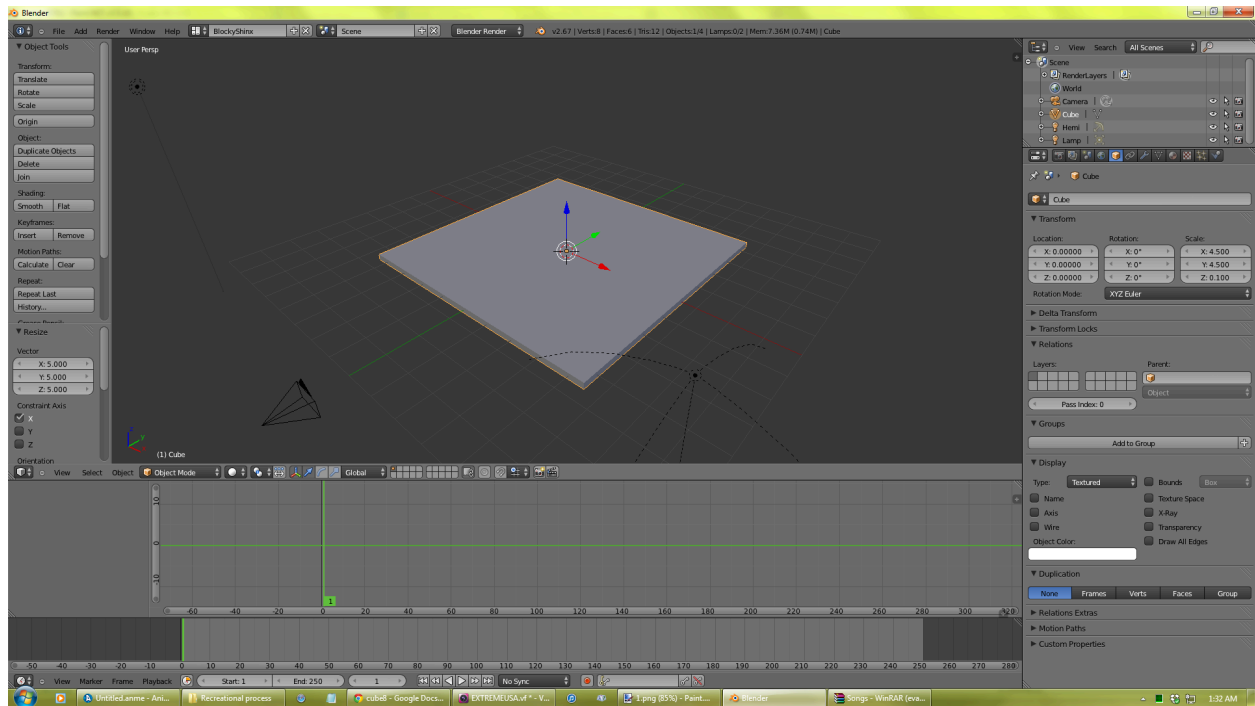
This video is identified as 'jcchec', however, it is commonly known as cube8. It debuts in DDR Extreme, existing alongside other cartoony videos like jcpbox and jctrof. It appears in about 8 songs. It has been played in reverse before.

[1:28 AM]

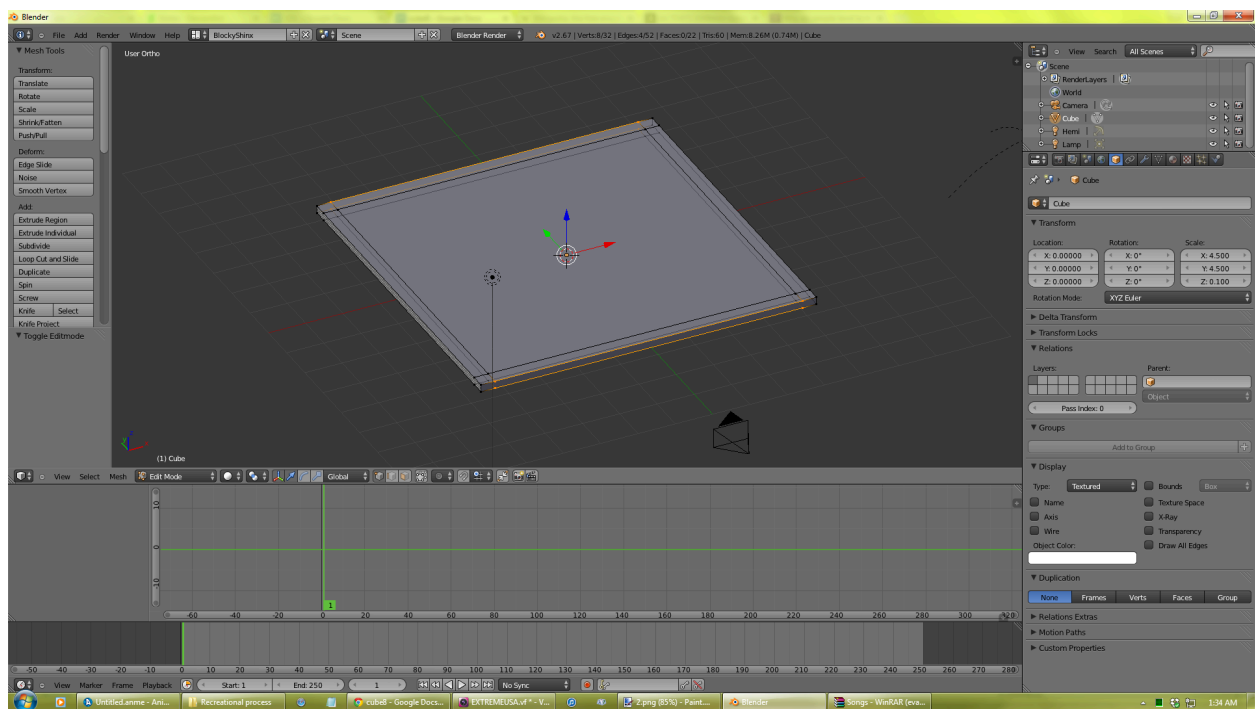
Start movie recreation.



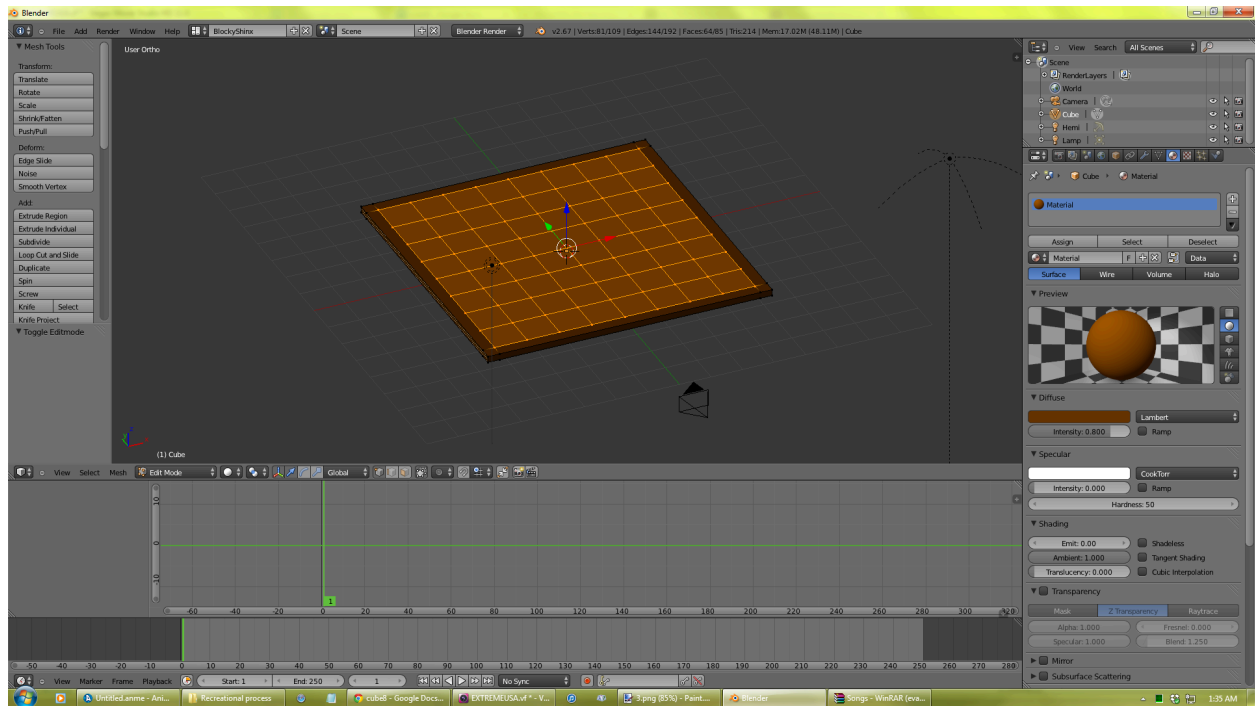
Open up Blender 2.67.



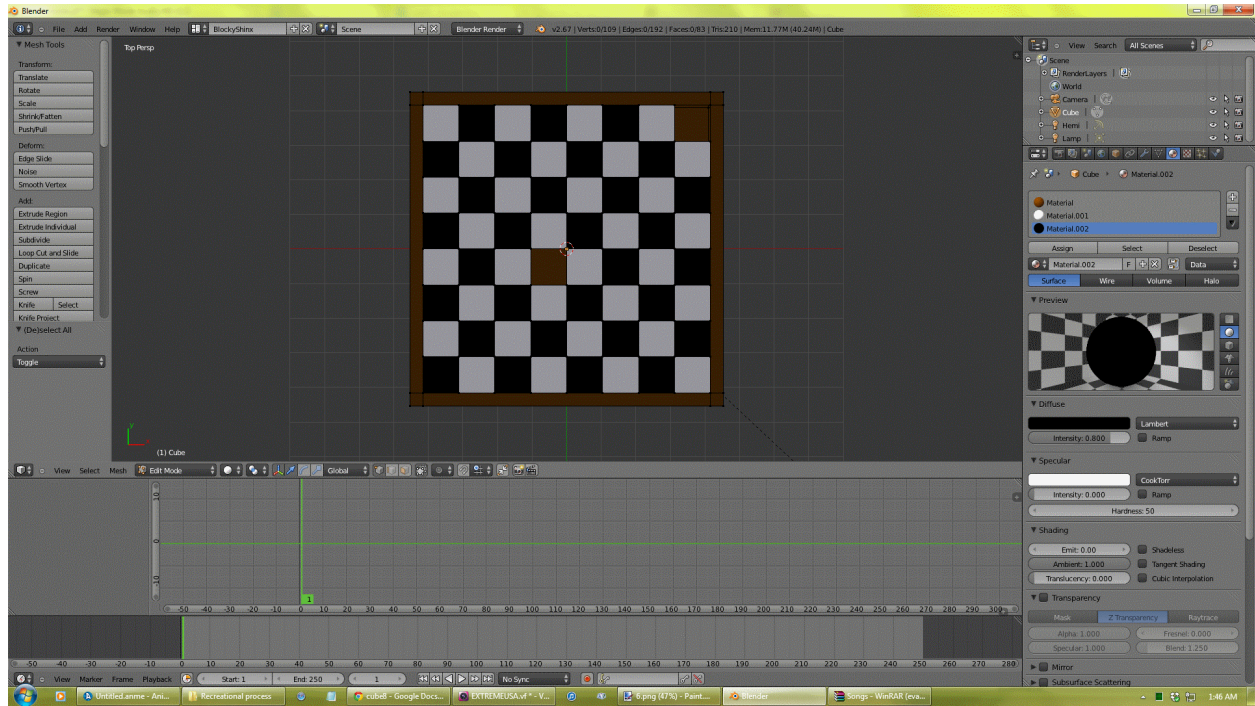
Floor.



Prepare different filling areas.



This is looking promising.



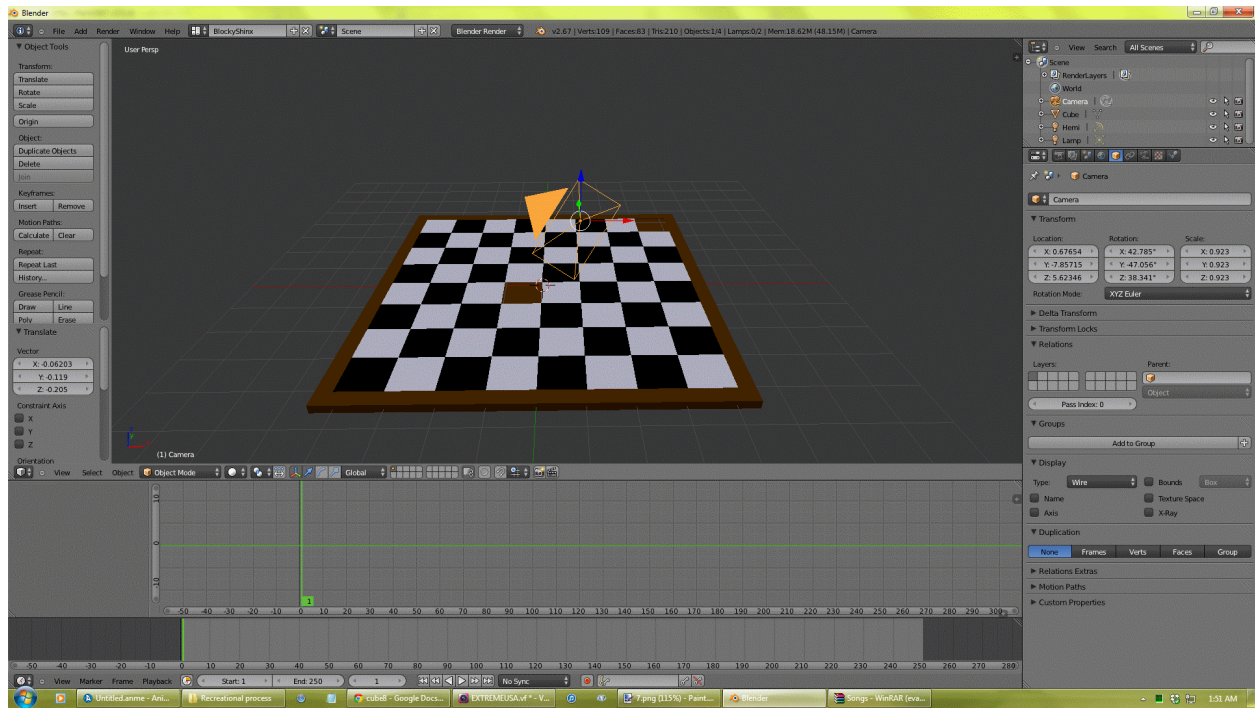
Precise filling. That 'assign' tool really rocks.

[1:46 AM]

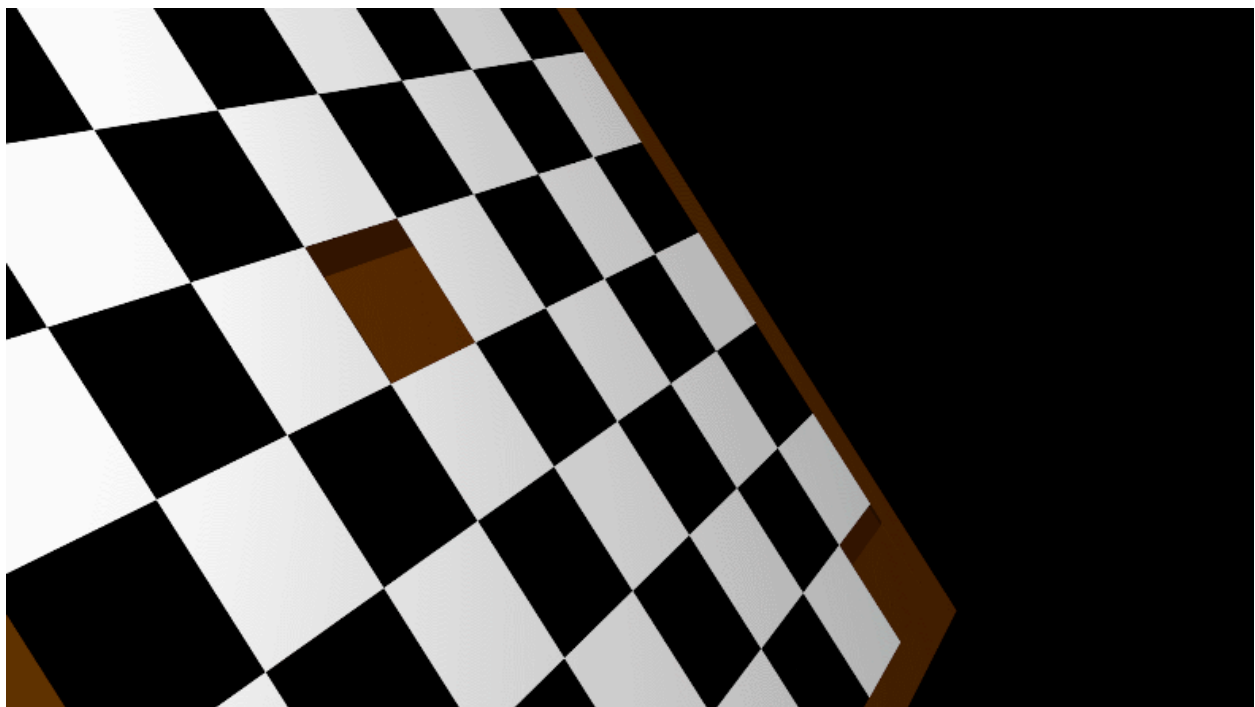


This is what we get when we render...

...it doesn't look all that lively. Better start adjusting the camera.

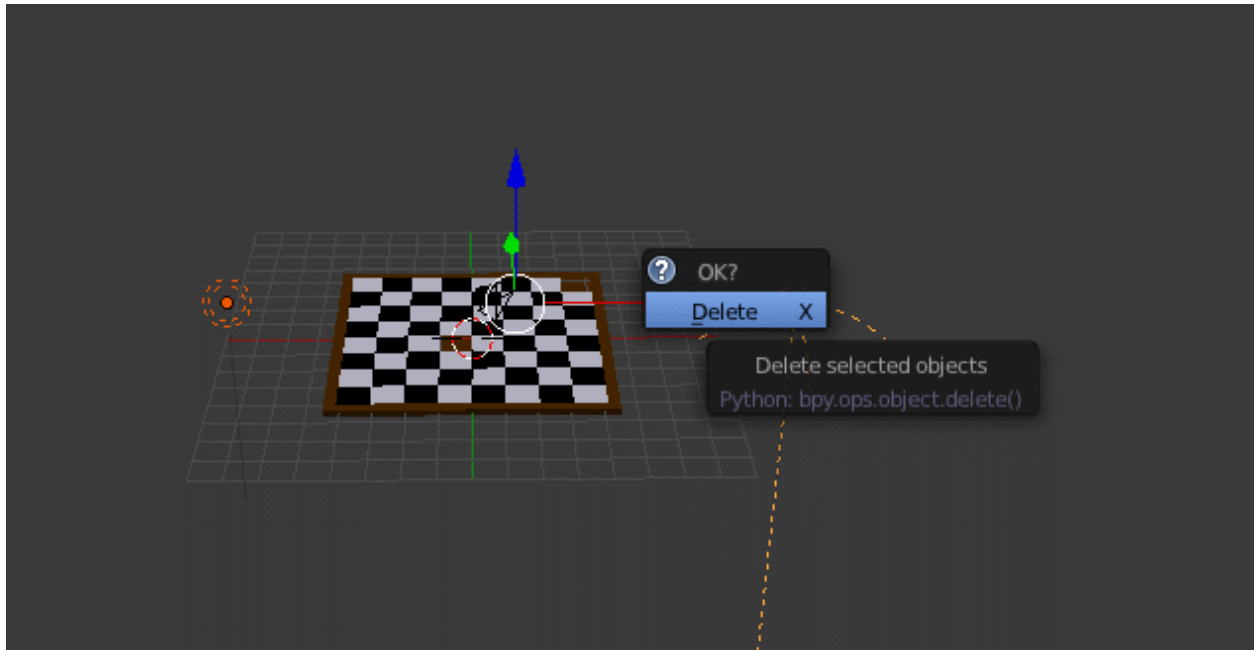


Some modifications...

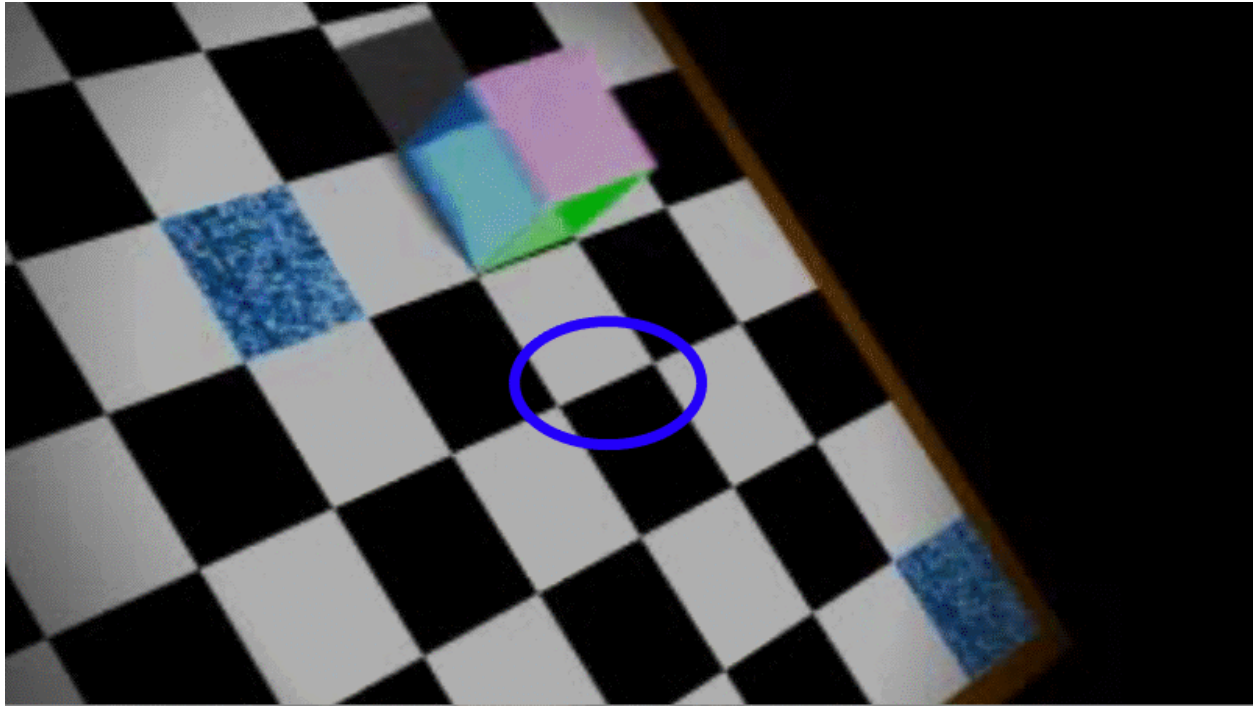


Yes. It's coming together already.

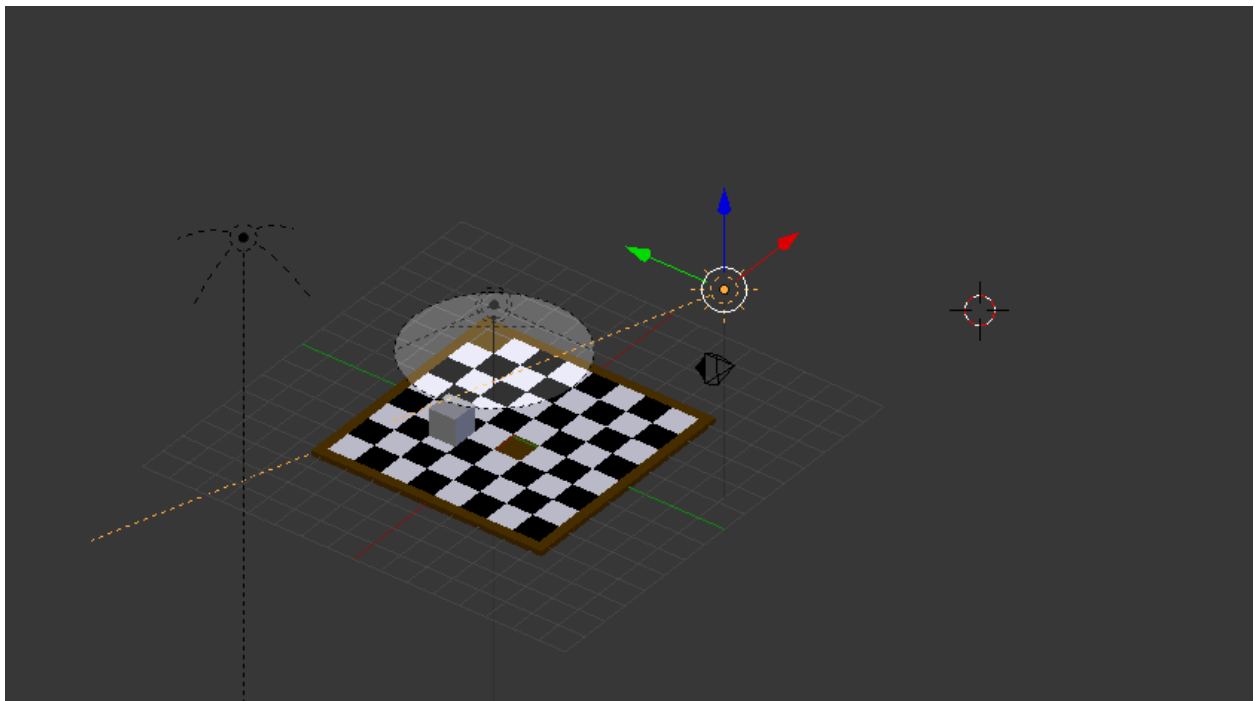
That lighting looks weird, though...



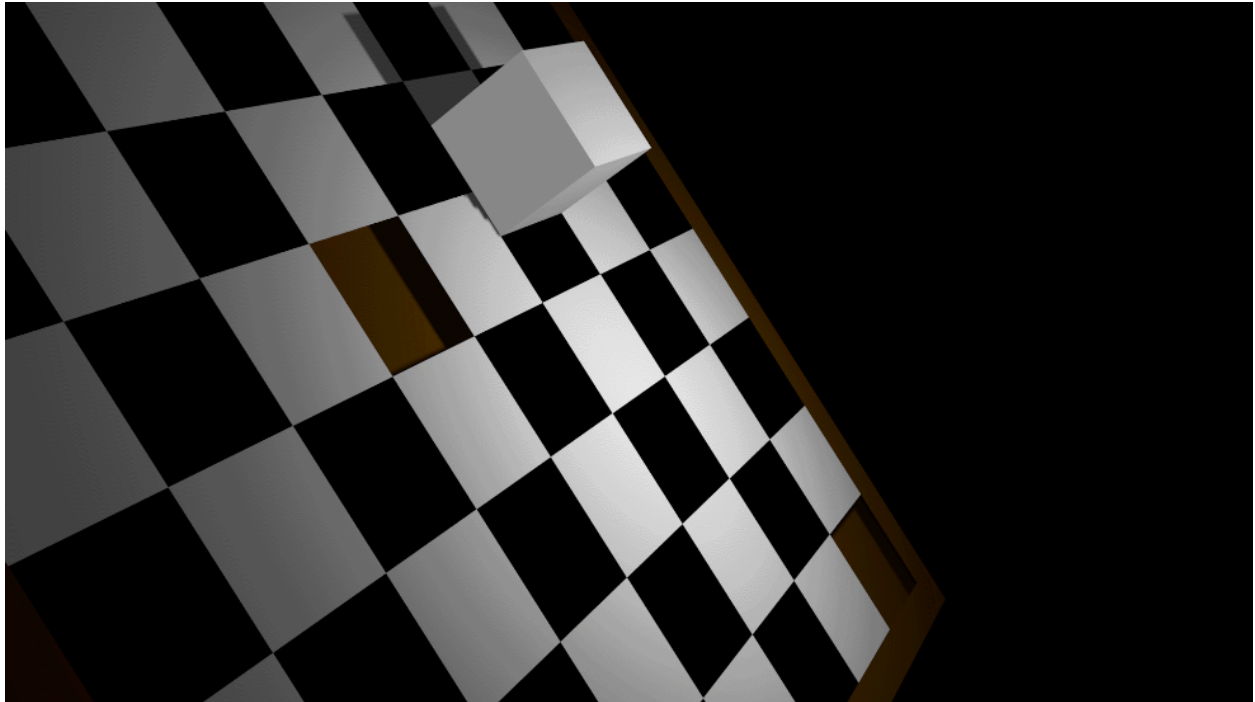
Delete the standard 3DTextura lighting.



We need a spotlight right here...



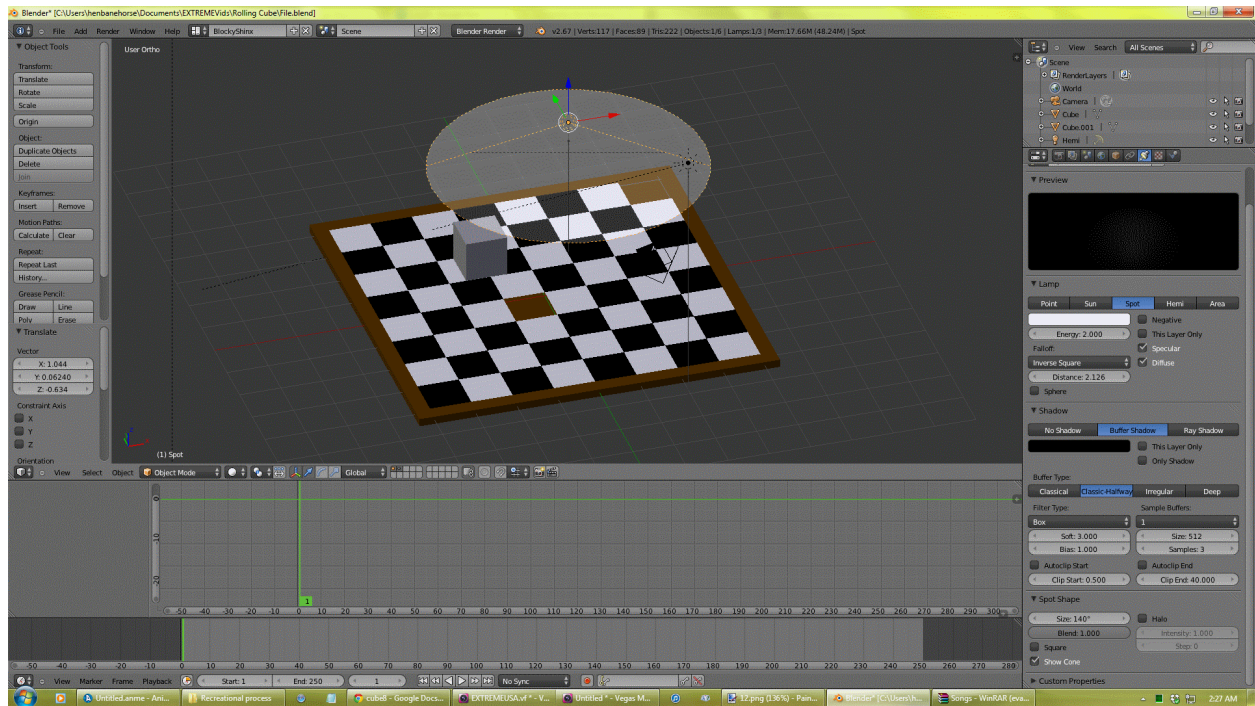
Some new lighting and the cube.



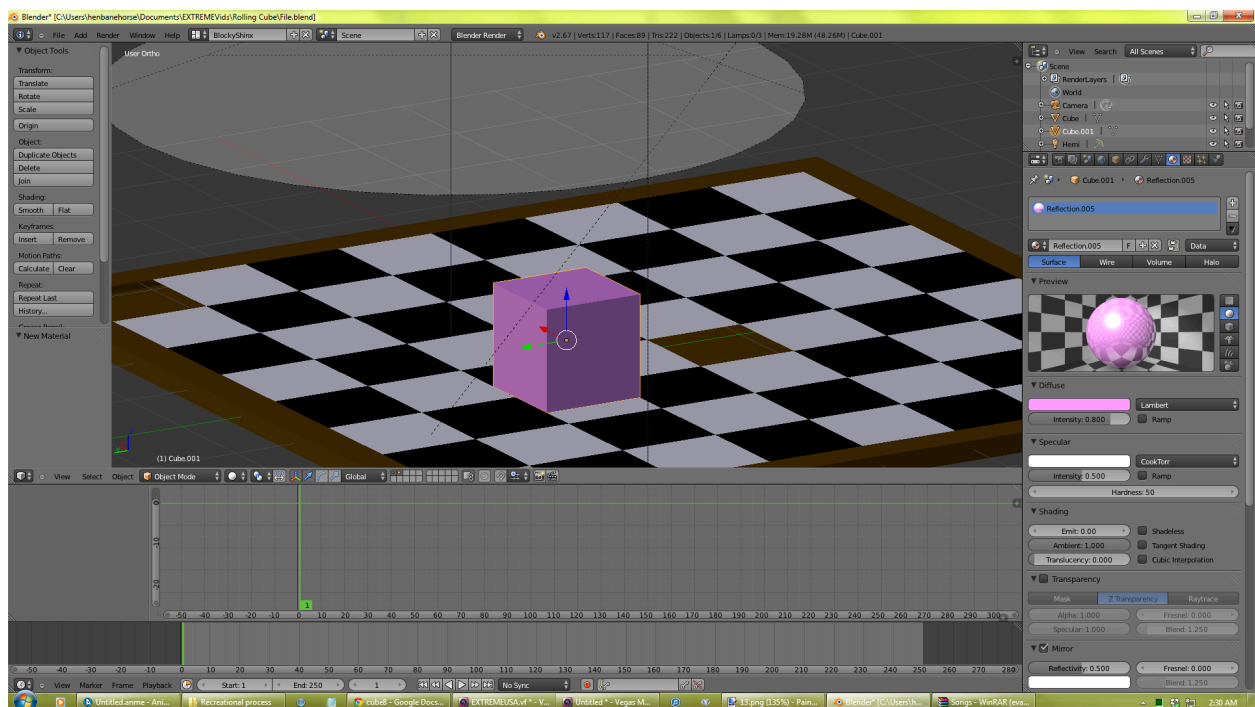
Perfect.

The cube rolls 1 square in 5 frames in 30fps. That's 10 frames in 60fps. We are making this movie in 60fps because I insist every movie, unless I feel a framerate difference adds an artistic value to the movie, is 60fps.

[2:27 AM]

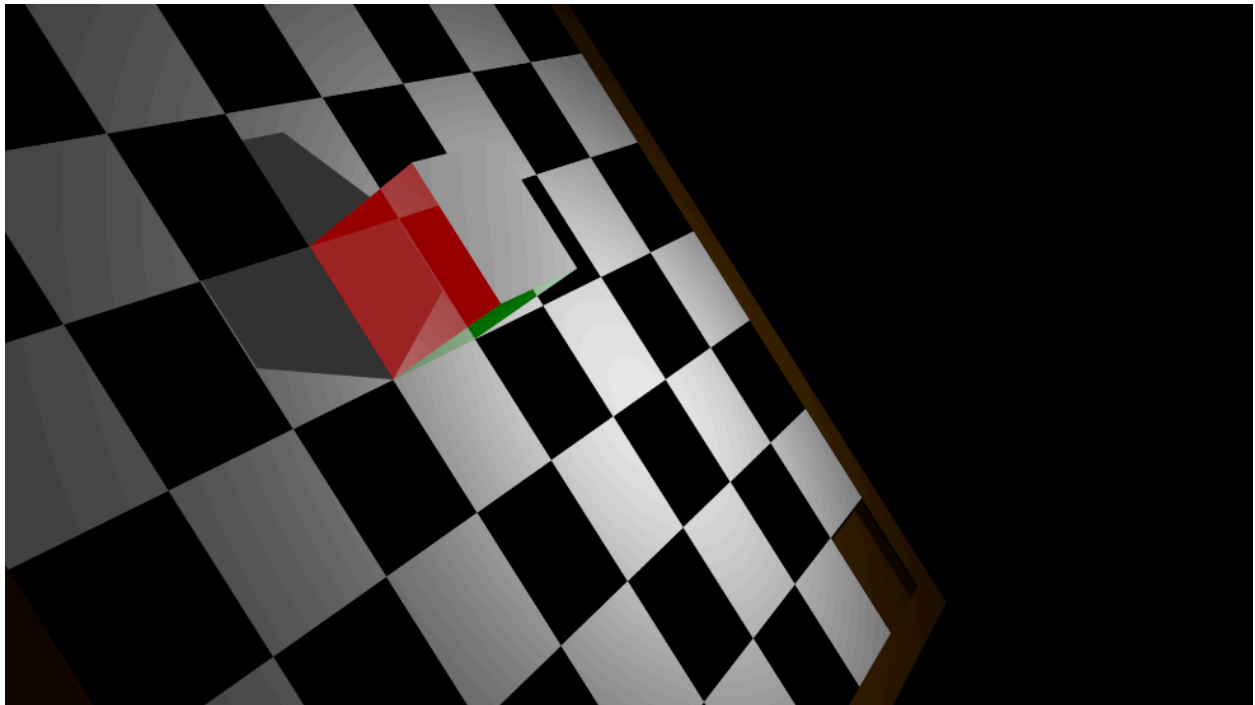


Workspace so far.

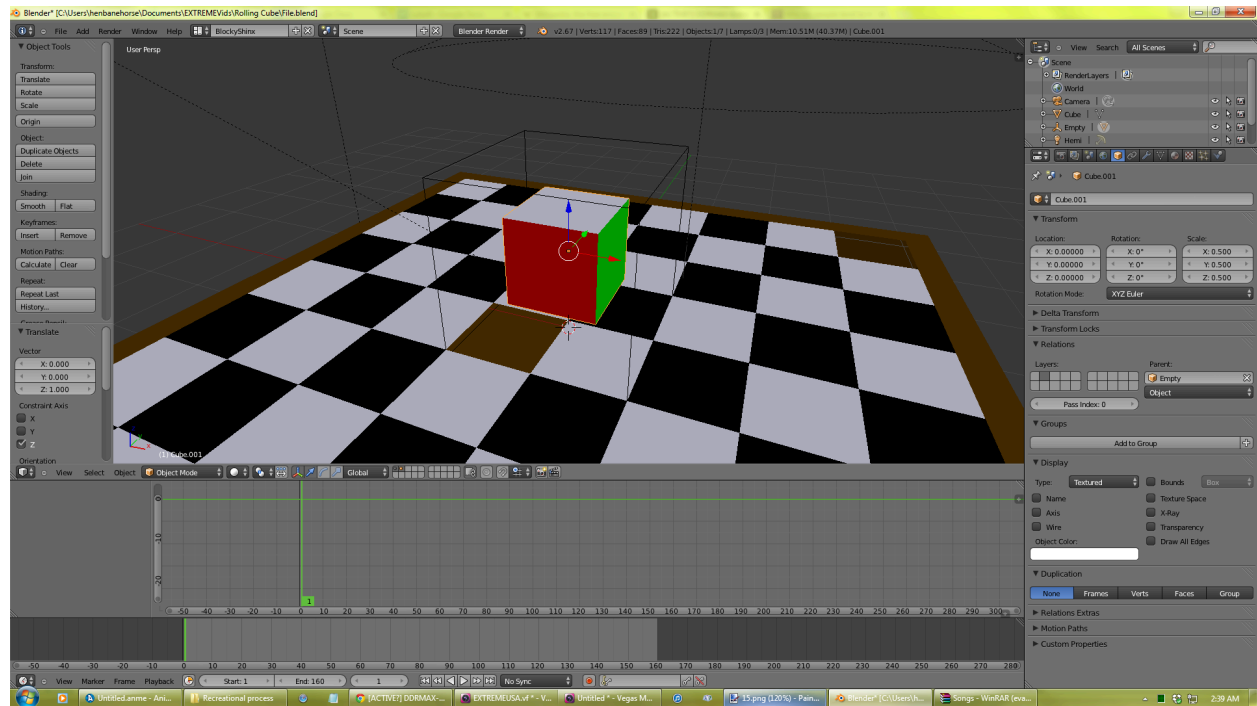


Got all 6 materials ready.

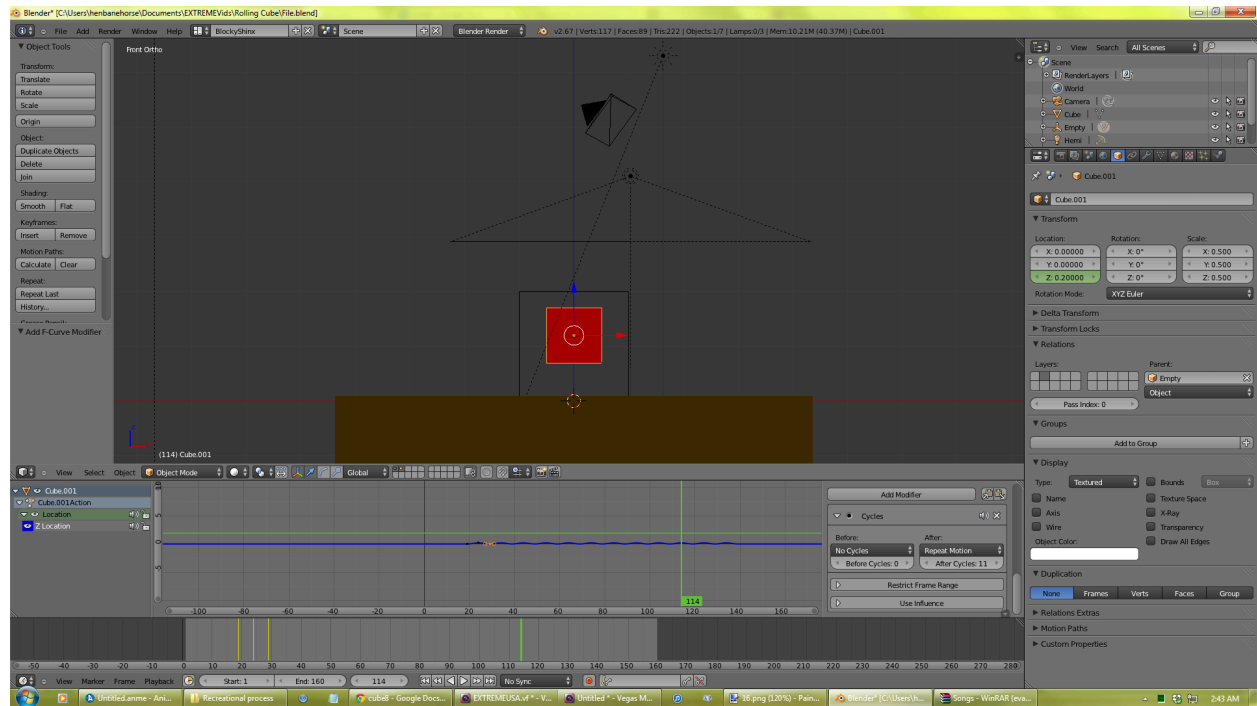
Once I finish the cube, I will have to work on the screen portal texture and then it'll be done.



Excitement slowly builds up.

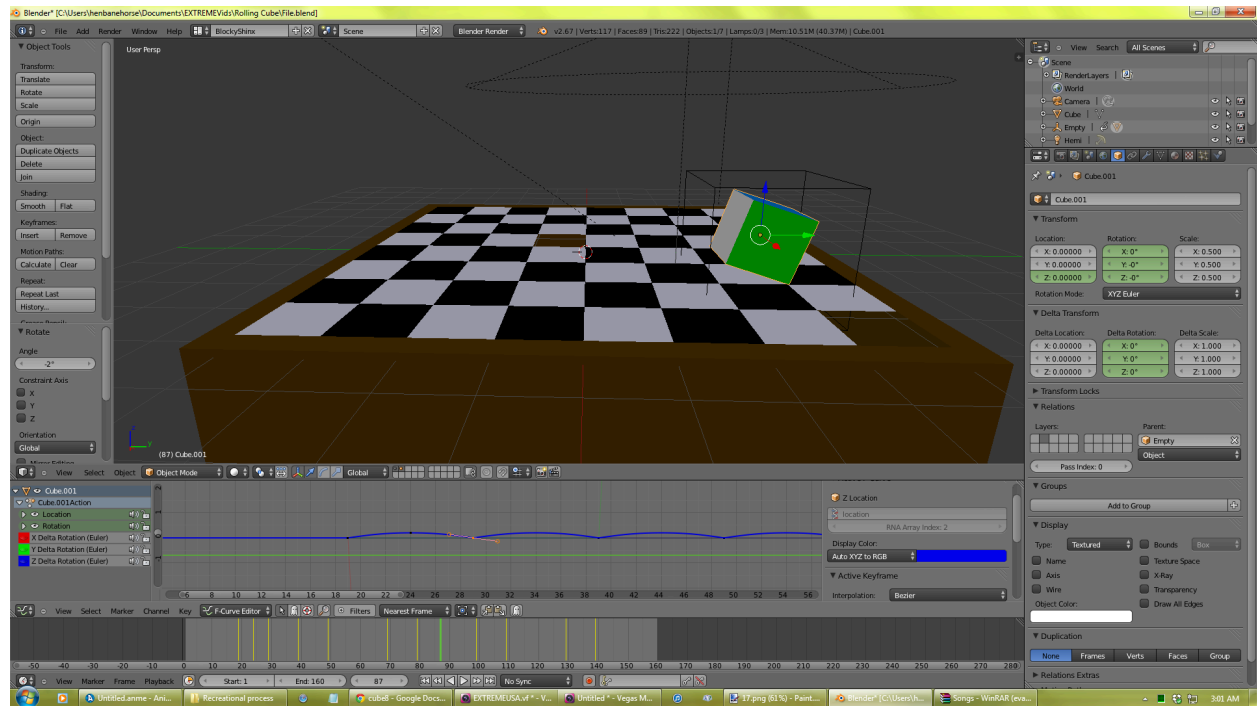


The cube needs to be in an additional mover.
The cube can have it's own looping motion
without it being disturbed by other keyframes.

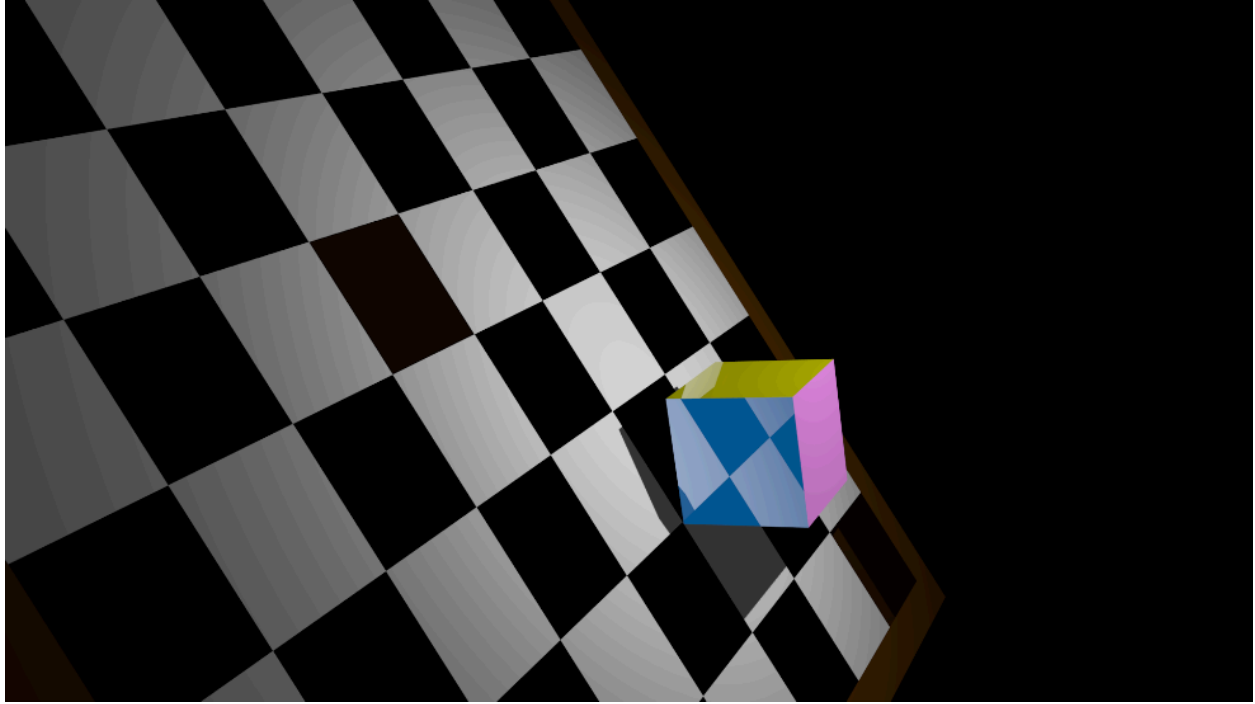


Installed cube pre-movement.

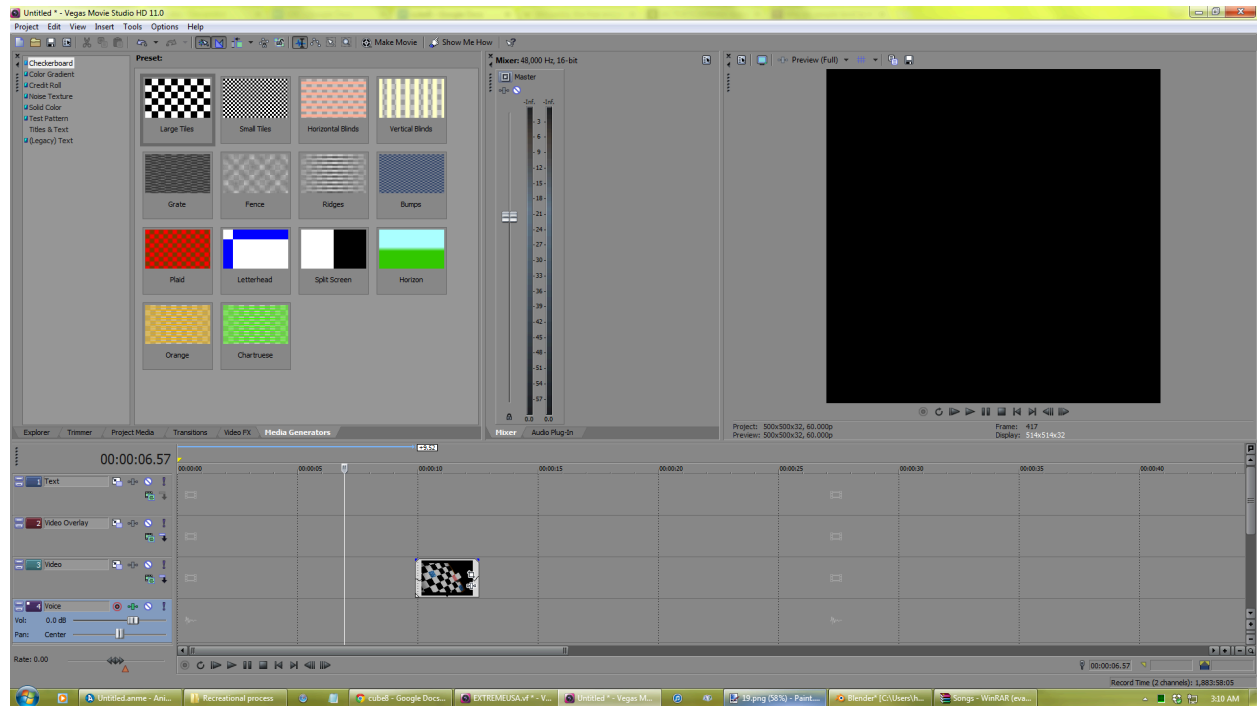
[3:02 AM]



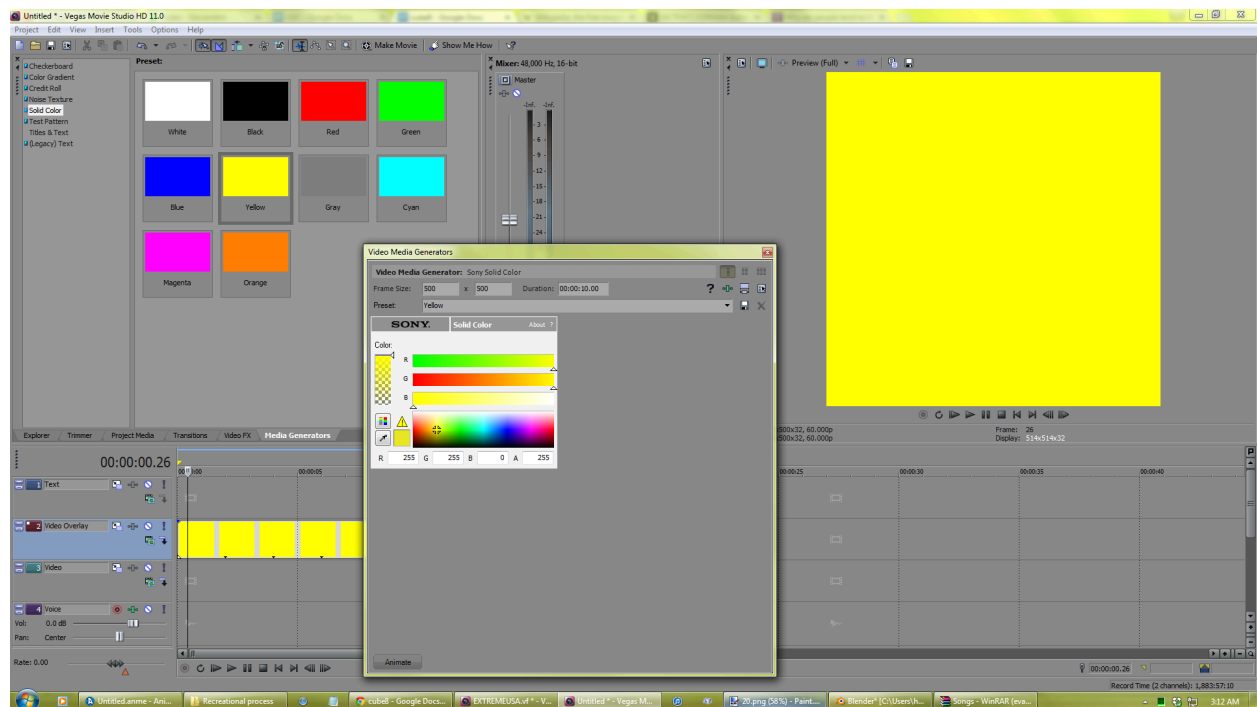
Phew. This cube rotation was exhausting because I had to take advantage of that Delta Transform feature since the rotation kept...glitching somehow. But anyways;



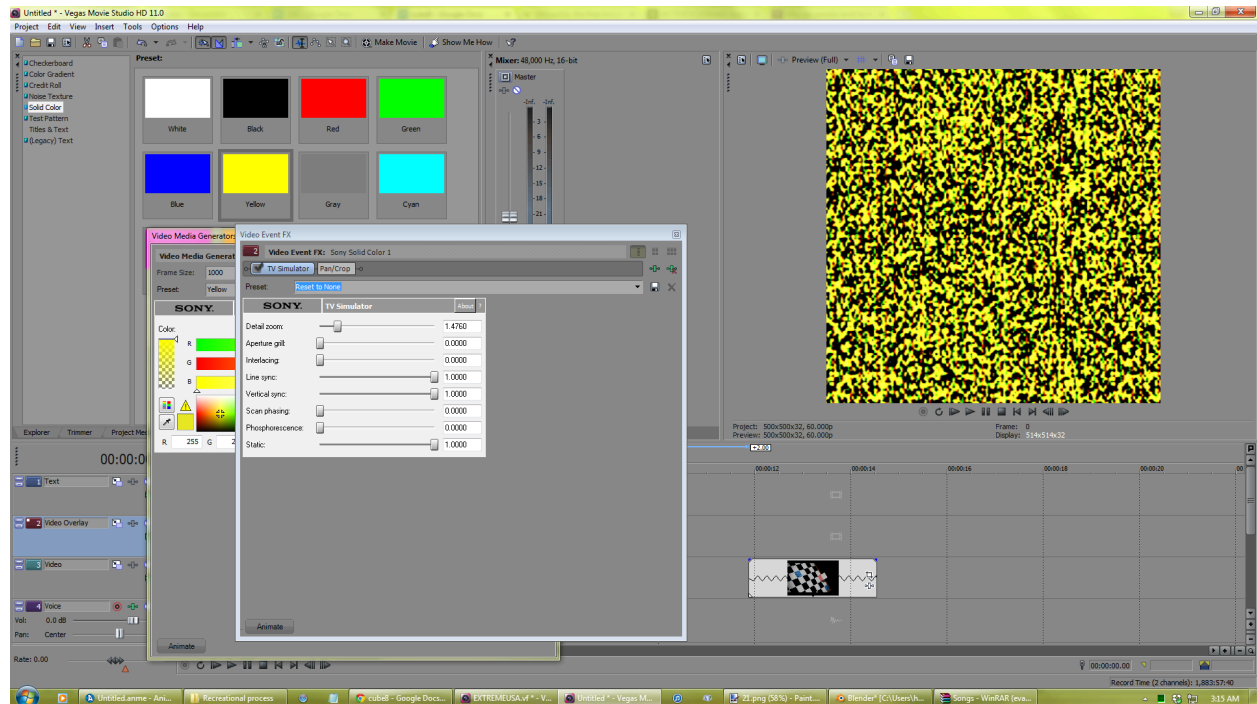
This is looking AWESOME. After some lighting tweaking, it looks like the original! ...almost. First, we need to get out Sony Vegas Movie Studio HD 11.0.



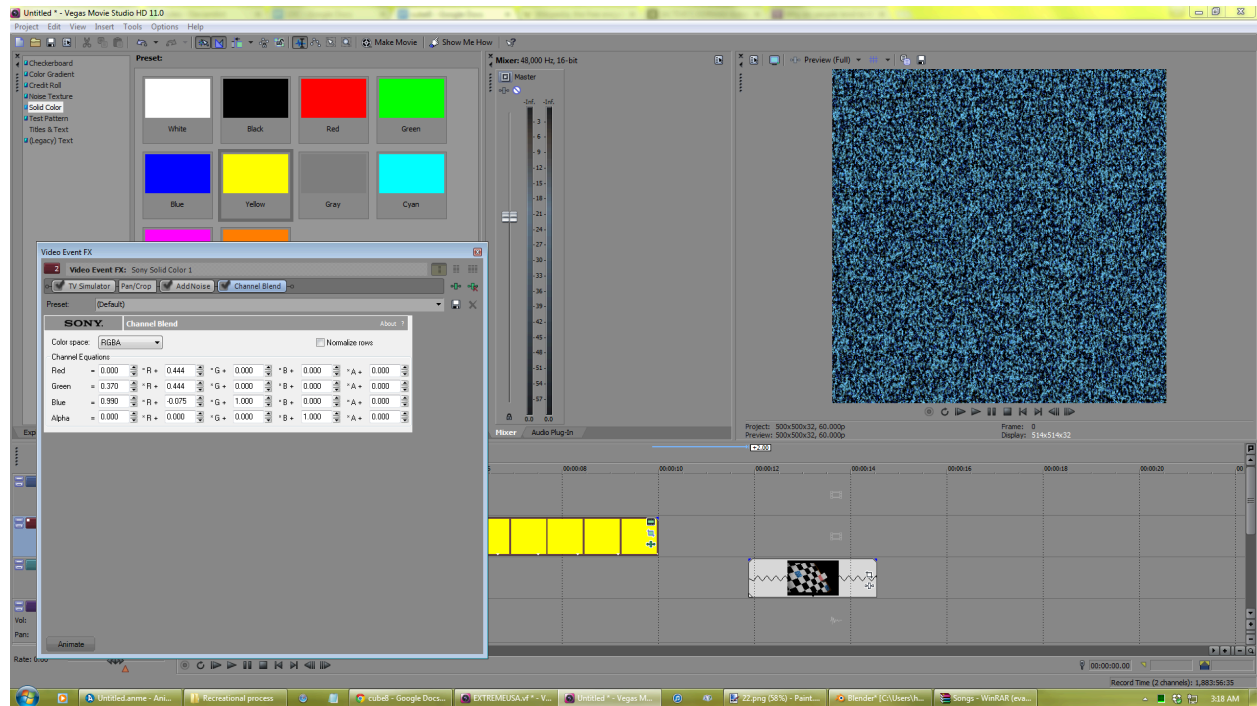
Square frame (chose 500x500 for quality and space at the same time).



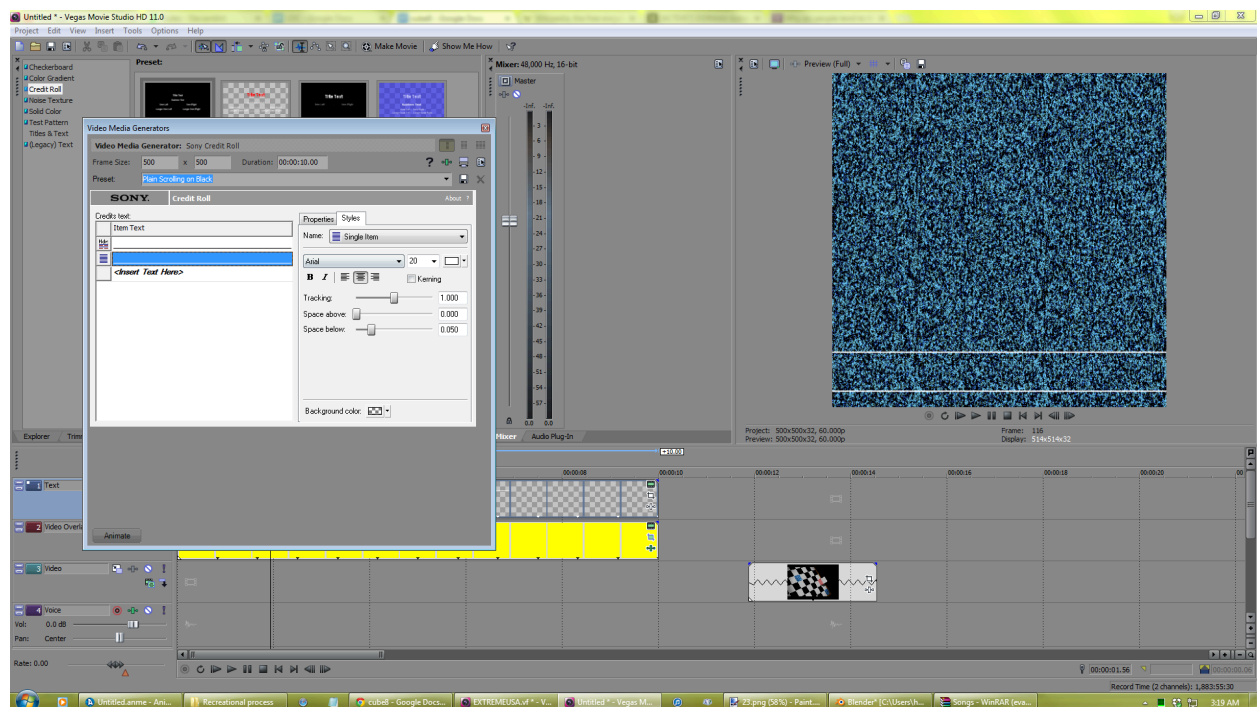
Pick a color...any color.



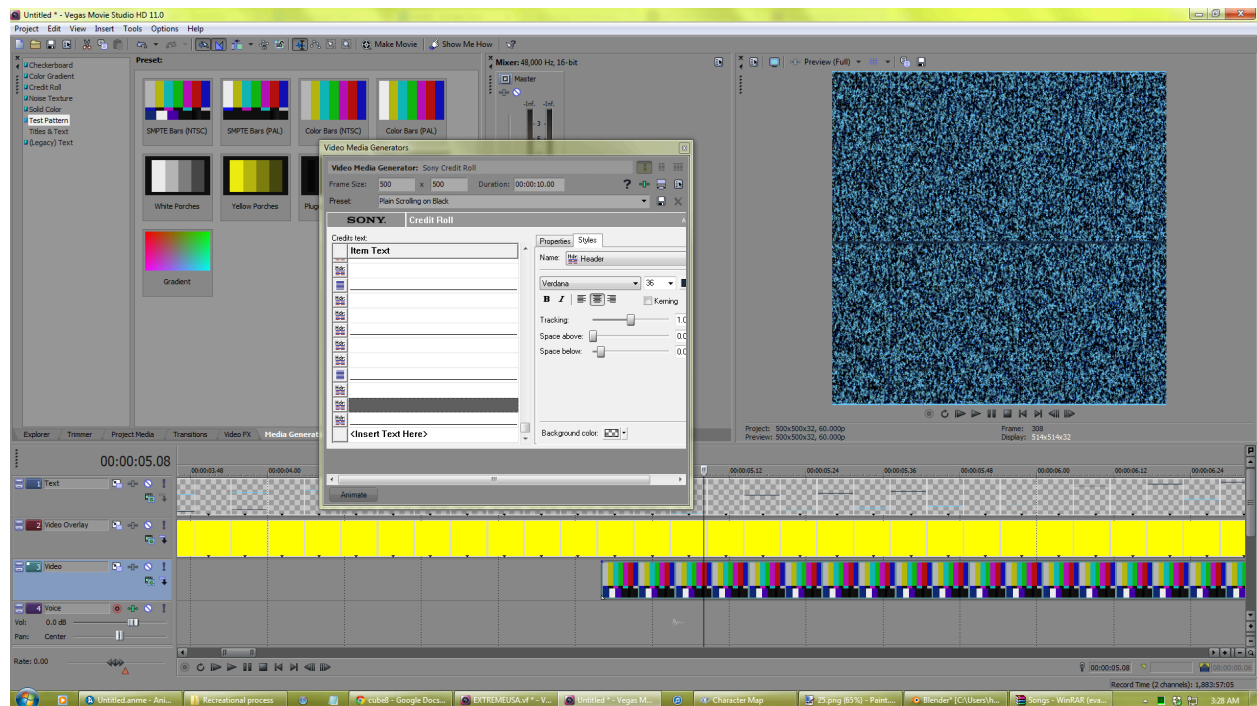
TV simulator effects.



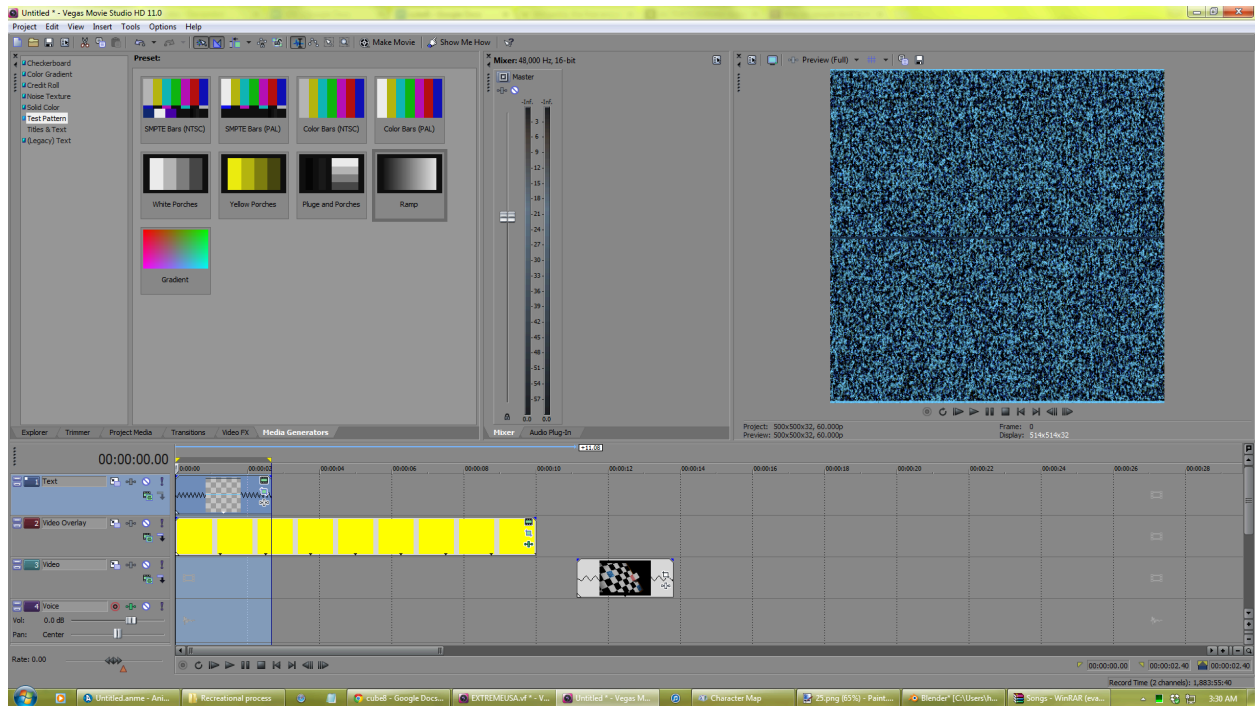
Add some extra noise + color shifting...



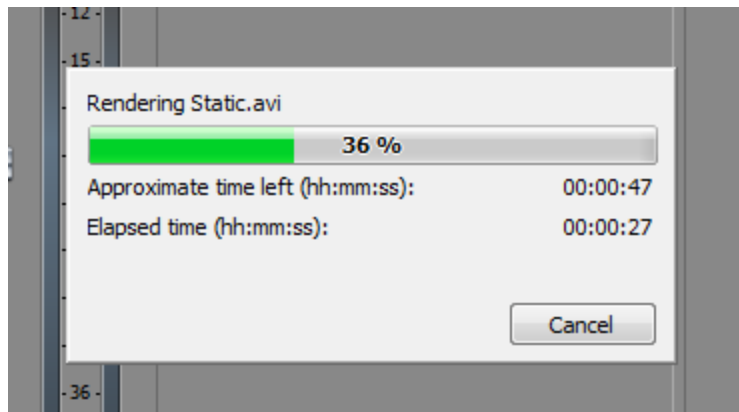
Watch what I'm doing carefully.



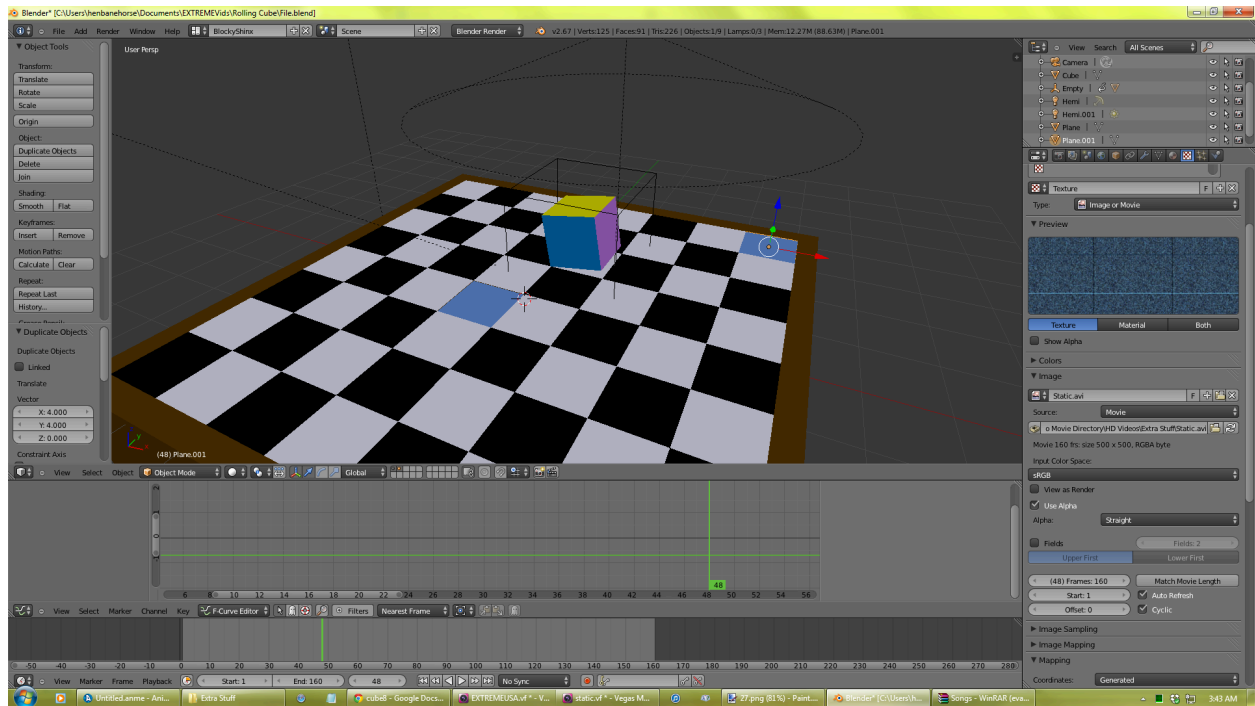
Clever use of credits + underscores. This is a 100% Anime Studio-free movie, it seems.



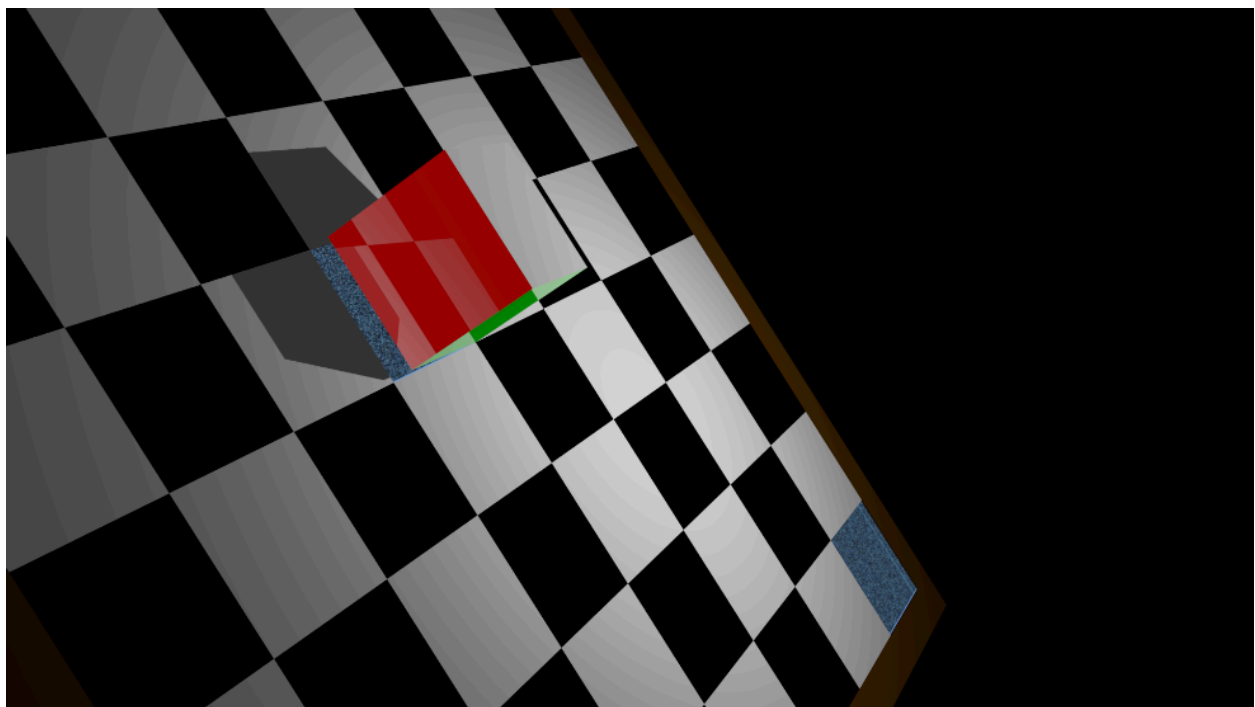
This movie has is confirmed to be finished at this point.



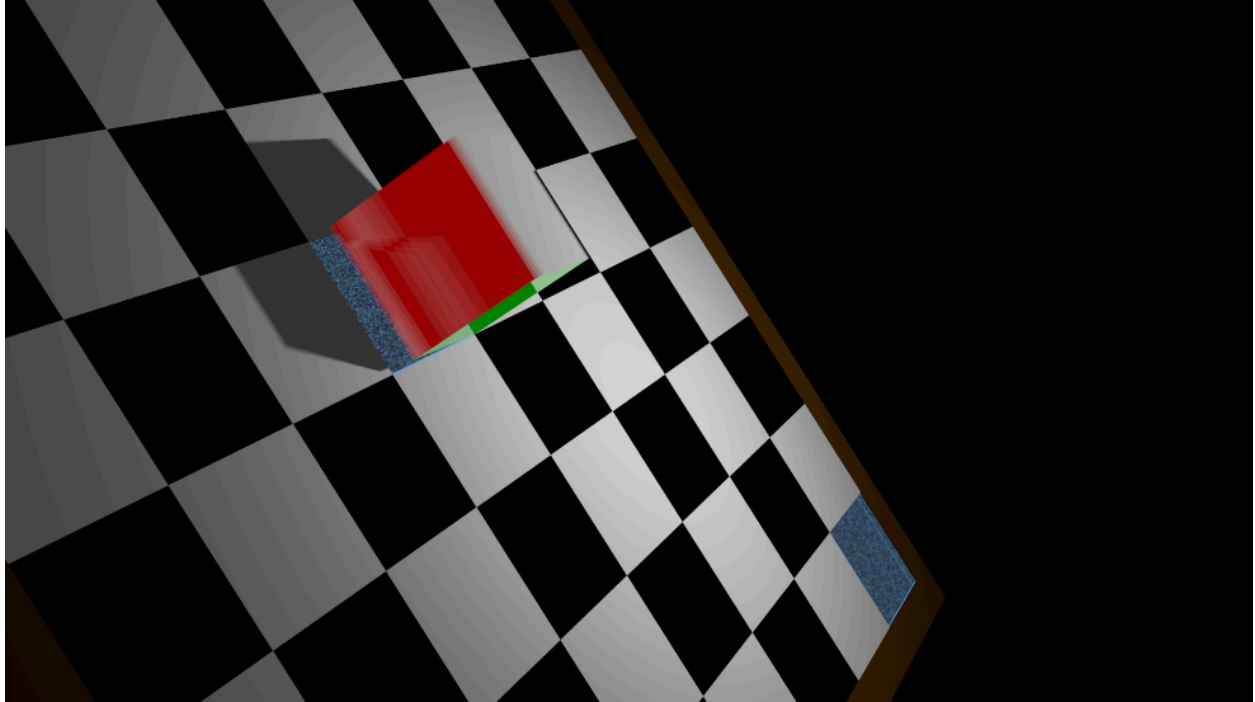
[3:43 AM]



After all of that... the movie is finished!



Here's what the preview looks like. The portals are shadeless.



With motion blur. Shutter is 0.40, there are 4 Motion Samples.

[3:52 AM]

Rendering starts. 3 frames are finished.

[4:08 AM]

25 frames are finished.

[4:34 AM]

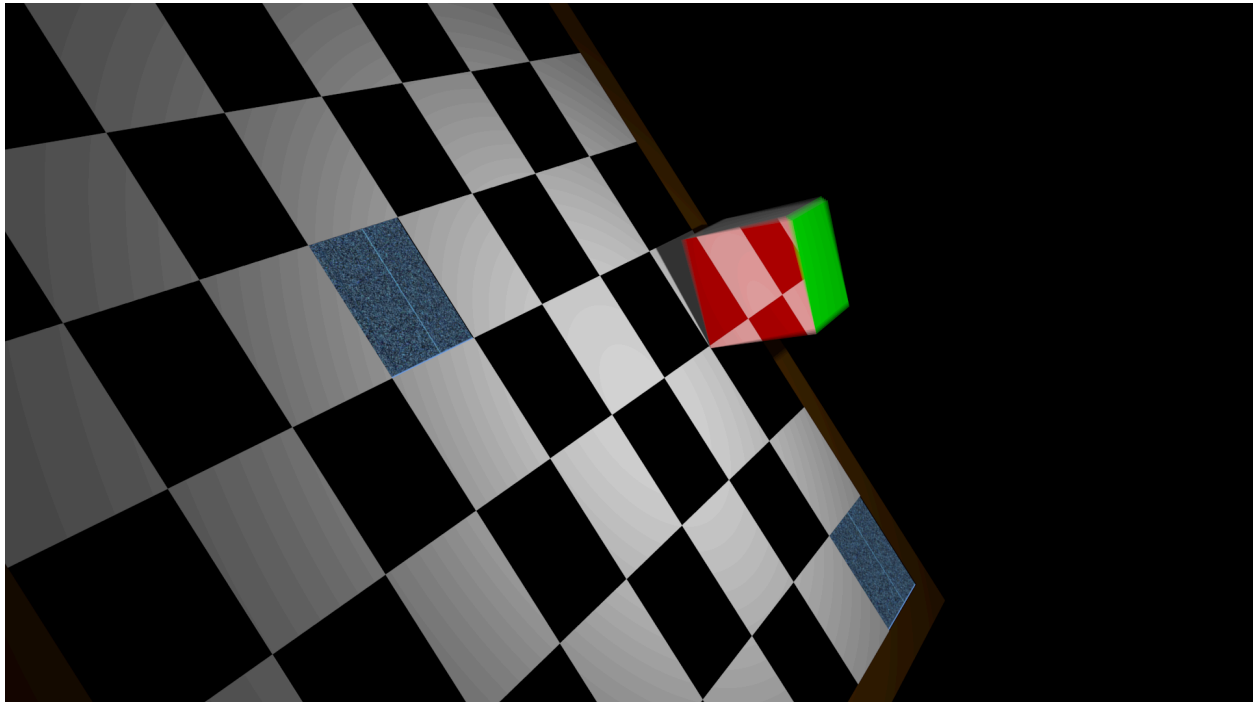
62 frames are finished.

[5:22 AM]

128 frames are finished.

[7:54 AM]

The movie is finished!



Conclusion; This movie was fun to make. It is unique in my collection because it was made

without Anime Studio whatsoever (so if I never got that program, I could still have this movie done anyway) and it's also a movie in Blender that, unlike 90% of the recreations with that program, is not a 3DTextura movie (cosiding with Twinbee1 in its category). I got to be clever with Sony Vegas with the scanlines and static, and an important and efficient part of this movie's process was assigning different materials to faces. The movie would still be remakable, just a bit more cluttered in terms of moving things around.