



NEWS RELEASE

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LOST BOYS UNLEASHES ANARCHY ON THE WORLD

(Vancouver, BC) Digital animation and effects production company Lost Boys Studios has just completed the production of the cinematic opening for the much awaited release of the MMORPG (Massively Multiplayer Online Role-Playing Game) ["Anarchy"](#).

Lost Boys Studios was approached by European video gaming giant Funcom to create a completely computer animated storyline opening movie for their flagship video game property. The science fiction tale sets up Anarchy's background story of the terraforming and colonization of a barren desert planet, the construction of high-tech cities and the eventual uprising of the oppressed workers against the mega-corporation Omni-Tek and its armored security forces.

Starting with the basic artwork and designs used in the actual game Lost Boys Studios artists and animators set to work modeling and texturing the numerous digital sets, props, vehicles and characters needed to tell Anarchy's epic tale.

A mix of keyframe animation and motion capture data was then used to bring the 3D characters and their detailed environments to life. Keyframe animation was used primarily on the main characters. This artist driven technique allowed for a greater emotional quality to each character's performance. Motion capture data was used on background characters and allowed Lost Boys Studios to create the large number of battling workers and soldiers showcased in Anarchy's story.

The animated elements were then composited together with windstorm, smoke, and steam elements. Several digital matte paintings were also created and used as scene backdrops. Final effects touches on the animation included heat wave distortion, camera shakes, laser blasts and lens flare. Several shots required over 100 layers of composited elements to complete the detailed end result.

An in-house production pipeline that had been previously developed and used to create video game cinematics for Electronic Arts was applied to Anarchy's production. This process enabled Lost Boys Studios the ability to efficiently create the immersive environments and expressive character animation needed to tell Anarchy's tale. The resulting organization also allowed the Anarchy cinematic to be expanded from its originally planned 2¼ minutes to over 3 minutes in length.

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Founder and President Mark Benard formed Lost Boys Studios Inc. in 1997 for the production of 3D animation and digital effects for the film, television and videogame industry. For more information please visit our website at www.lostboys-studios.com