

"Devil's Mine"

CREDITS :

Little Big One
Showscan Corporation
Dream Factory
present

with the participation of
Le Club d'Investissement
Media
&
Europa Media Garantie

Executive Producers
Jean-Pierre Dazun
Peter Beale
Peter Henton

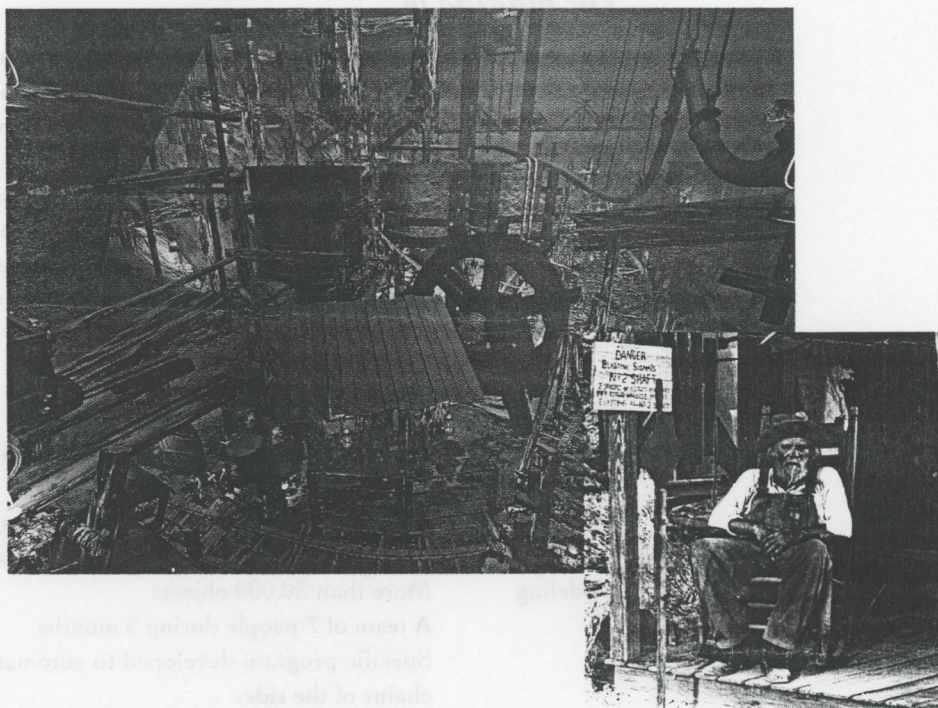
Directed By
Jos Claesen

Live Action Directed By
Peter Szondy

Production Designer
Ray Spencer

Animation By
Jos Claesen
&
Toon Roebben

Produced By
Ben Stassen



A fantastic journey into an abandoned mine that is filled with surprises. Rather than gold or diamonds, you discover unforgettable thrills as your ore cart careens madly past bubbling lava pits and bottomless gorges on its dizzying way to the center of earth. This thrilling adventure, using advanced 3D digital computer graphics animation, is brought to you by Little Big One who produced a visual and visceral milestone with an incredible image resolution of 5.000 lines. A 4 minutes world premiere specialty film for an unforgettable ride produced in the 70mm/60 fps Showscan DMS (Dynamic Motion Simulator) format. A hyper-reality film process and an advanced sound and motion system are combined to push each adventure to the point of total believability and some even say beyond imagination !

The Devil's Mine production was awarded the EUREKA Audiovisual Label for outstanding achievement in the use of new technologies in the field of film.

The making of

Making "Devil's Mine" was a real challenge, as this production was the first Showscan film using fully computer-generated 3D images at very high resolution. This 70 mm film running at 60 frames per second projects images so sharp and so clear that the illusion of reality is total!

The making of a sophisticated sound track takes advantage of the 6 channel sound system, adding to the experience of hyper-reality created by 3D computer graphic images. The hydraulically activated seatings (DMS system) synchronized with the action capture the slightest nuance of motion during the film viewing, creating an astonishing technological mindboggling experience.

Facts about the making of "Devil's Mine"

Workstations	A network of 9 silicon Graphics Workstations
Software	Explore 2.32 from TDI Nefertiti High Definition Paint System from LBO Specific programs developed by LBO's R&D department
Modeling	More than 30.000 objects A team of 7 people during 3 months Specific program developed to automatically generate the tracks and chains of the ride.
Animation	2'38" of animation at 60 frames per second 3 animators during 4 months Extensive use of Khephren, a RAM recorder developed by LBO, for video line tests.
Special Effects	Specific software programs were developed for effects like explosions, bubbles, fire...
Rendering	A total of 9.200 frames in high resolution (5K) Average rendering time: 1 hour per frame Average memory size per frame: 40 Mb Total rendering time: 3 months using 9 workstations, and 2 technicians were dedicated to management of disc space and processing power.
Shooting	The 9.200 frames were shot on 70 mm film using a Solitaire 8XP film recorder driven by a Silicon Graphics Indigo. The shooting programs and the work produced were totally developed at LBO by 2 programmers. Total duration (development + final shooting): 6 months.
Live shooting	The exterior scenes (1'12") were shot in 70 mm on location in the USA at an abandoned mine located in the middle of the Mojave desert.

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