
Subject: RA:APB Introduction Video
Posted by [Renx](#) on Tue, 03 Jan 2006 20:40:51 GMT
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The opening introduction video that will be featured in the final(1.0) version of RA: APB is finally finished, and available for your viewing pleasure.

Everything seen in the video was modeled and animated in 3D Studio Max 7 by Aicraftkiller. The excellent audio was made by none other than Chicajo, who is still working vividly on new tracks for RA: APB.

Post comments and feedback here!

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Subject: Re: RA:APB Introduction Video
Posted by [bandie63](#) on Tue, 03 Jan 2006 21:45:52 GMT
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So why is it an exe?

Subject: Re: RA:APB Introduction Video
Posted by [Aidoneus](#) on Tue, 03 Jan 2006 21:48:16 GMT
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It runs as a BINK video.

Subject: Re: RA:APB Introduction Video
Posted by [Goztow](#) on Tue, 03 Jan 2006 22:45:55 GMT
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why double post this on general discussion?

Anyway, very nice work!

Subject: Re: RA:APB Introduction Video
Posted by [bandie63](#) on Tue, 03 Jan 2006 23:56:11 GMT
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Aidoneus wrote on Tue, 03 January 2006 17:48It runs as a BINK video.

Ok. I'd never heard of a video running as an exe.

Subject: Re: RA:APB Introduction Video

Posted by [m1a1_abrams](#) on Wed, 04 Jan 2006 00:01:09 GMT

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It's good... it looks quite professional.

Subject: Re: RA:APB Introduction Video

Posted by [Chronojam](#) on Wed, 04 Jan 2006 02:14:45 GMT

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It's really a BIK (pretty old video format these days) with an EXE around it to play itself or so it would seem. However you'd need to download the viewer separately if we just gave you the video file itself.

Subject: Re: RA:APB Introduction Video

Posted by [icedog90](#) on Wed, 04 Jan 2006 03:04:08 GMT

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I like Bink too. I use it all the time to convert/compress videos. Its EXE feature is nice too, but you first have to convert the video to .BIK, which takes a long time.
