
Subject: Stayin Alive in San Casina
Posted by [SlikRik](#) on Mon, 07 May 2007 00:01:21 GMT
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Well after a few hours of filming and an hour or two of editing, the next video in the Roleplay 2 series is here!

Stayin Alive In San Casina

Version 1 - Click

Version 2 (With small bonus intro) - Click

Youtube - Click

As you might know the white guys in black or gray uniforms are meant to be cops, and the Delorian sedans the cop cars.

EDIT: Small note - forgot Cabal8616 in credits.

Watcha think?

Subject: Re: Stayin Alive in San Casina
Posted by [nopol10](#) on Mon, 07 May 2007 09:41:37 GMT
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very nice, except me and my friends have come up with a script for rp2. You will probably see something in the next 3 weeks.

By the way, how did you do the animations?

Subject: Re: Stayin Alive in San Casina
Posted by [jnz](#) on Mon, 07 May 2007 09:52:06 GMT
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Looks very good.

One question though, whats that noise just before canadacdn's name comes up in the credits? It randomly plays for some reason. :/

Subject: Re: Stayin Alive in San Casina
Posted by [IronWarrior](#) on Mon, 07 May 2007 18:55:26 GMT
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Wow very nice.

Good job.

Subject: Re: Stayin Alive in San Casina
Posted by [SlikRik](#) on Mon, 07 May 2007 22:24:21 GMT
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gamemodding wrote on Mon, 07 May 2007 05:52 Looks very good.

One question though, whats that noise just before canadacdn's name comes up in the credits? It randomly plays for some reason. :/
Some random sound that plays for a "bored" character.

O yea, thx for the good reviews!

Subject: Re: Stayin Alive in San Casina
Posted by [u6795](#) on Mon, 07 May 2007 22:41:40 GMT
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Like I said, very nice!

Planning on a sequel?

Subject: Re: Stayin Alive in San Casina
Posted by [jnz](#) on Mon, 07 May 2007 22:59:24 GMT
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SlikRik19 wrote on Mon, 07 May 2007 23:24 gamemodding wrote on Mon, 07 May 2007 05:52 Looks very good.

One question though, whats that noise just before canadacdn's name comes up in the credits? It randomly plays for some reason. :/
Some random sound that plays for a "bored" character.

It does it when i connect to servers, or if i am in a building and has just died or something.

Subject: Re: Stayin Alive in San Casina
Posted by [Blazer](#) on Tue, 08 May 2007 01:59:27 GMT
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heh nice

Subject: Re: Stayin Alive in San Casina
Posted by [nopol10](#) on Tue, 08 May 2007 10:10:21 GMT
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What did you guys use to record and how did you do the animations?

Subject: Re: Stayin Alive in San Casina
Posted by [Viking](#) on Tue, 08 May 2007 16:41:03 GMT
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Animations are keybinds I think?

Subject: Re: Stayin Alive in San Casina
Posted by [SlikRik](#) on Tue, 08 May 2007 21:23:05 GMT
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Have to ask Canadacdn about the animations. Used something called GameCam to record.

There most likely will be some other vid featuring RP2, hopefully longer.

Subject: Re: Stayin Alive in San Casina
Posted by [Viking](#) on Tue, 08 May 2007 22:43:17 GMT
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RolePlay 2 is made of 100% pure grade A win!

Subject: Re: Stayin Alive in San Casina
Posted by [nopol10](#) on Wed, 09 May 2007 12:00:39 GMT
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SlikRik19 wrote on Wed, 09 May 2007 05:23Have to ask Canadacdn about the animations. Used something called GameCam to record.

There most likely will be some other vid featuring RP2, hopefully longer.

GameCam lags my comp, or at least the trial version does...

Subject: Re: Stayin Alive in San Casina
Posted by [Canadacdn](#) on Wed, 09 May 2007 23:29:33 GMT
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For the animations, I used a customized input file to make me "roll".
