

Who Killed Travolta? by Evoflash

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This demo won 1st prize at Assembly'06 Browser Demo Competition.

All effects are real-time, although we do cheated slightly but hey who doesnt :)

[Click here to the demo](#)

Here is some information about the demo and various effects:

Demo itself uses custom made synchronization engine that allows us to create sequenced trigger loops that are used to animate different parameters on active effects. Each part of the demo handles their initialization and cleanup by themselves before demo progresses forwards.

The mandelbrot zoomer actually is fully realtime, but as you might see, we only calculate as much as we can without losing fps and then blur and zoom and continue new content in middle. We could had done longer zoom but AS3 runs out of floating point accuracy

3D Engine is actually my old 2d engine that was ported in haste and some simple features like directional light added, stencil shadow is just simple bitmap instancing of rendered model.

Freedir tunnel and plane are actual raytraced tunnel and plane, which were quickly multitexturized by animating the texture offsets each frame. It would had been even faster ever we had calculated the scene only once but then again we would had lost the camera animation.

Last Effect I'd like to describe is the Discoball in the end. It has about 1500 faces, it is spherically envimapped, though mapping is done using skew and it really distorts when you use envimapping. In addition i added colorized directional light that was additive blended on top of the environment texture.

We are already in progress of planning our next demo, just wait and see :)