

ANIMATION CLASS BREAKDOWN

Goals

The goal of this document is to help define the classes of animations, other than object animations, that will help define a broad range of personality types and motive states while keeping the production list manageable. Currently, the design script refers to personality as the aggregate of various parameters which govern motives and their vagaries over gameplay, resulting in a behavior model. Rather than give each character its own unique set of animations, this document proposes a global set of animations which, in combinations, would help illustrate a particular personality.

This document proposes to make multiple versions of core non-object skills in order to illustrate a mood, state of mind, or other motive. Each version will be referred to as a flavor; not all non-object skills will come in all flavors. The proposed flavors are:

Self-absorbed

- walking
- idling

Lethargic

- walking
- idling

Energetic

- walking
- idling
- conversations

Slinky/sexy

- walking

Swaggering/Proud

- walking

Embarrassed

- walking
- idling
- failure anims

Angry

- walking
- idling
- conversations
- failure anims

Each above flavor would be the default behavior for some personality type (or types, as they probably won't map one to one across all personalities) As other motives become dominant, or extremes are reached, the Sim would use other flavors to demonstrate their state of being. Lethargic might be the default state for Martha, but Bob might use it too if he's really tired.

In addition, some non-object skills would show scale, modifying the applicable flavor. Scale permits mild, moderate and extreme behavior through the use of short modules of animation. The following non-object skills would show scale:

- Conversations
- Walking
- Idling
- Success anims

For example, let's show how we might display a spectrum of anger while having a conversation, from not angry to extreme anger. This could be done with four "scales" of anger plus 1 or more "neutral" talking

loops. The game would play only the global neutral talking loop if the Sim were not angry at all. If the Sim was mildly angry, the game might intersperse the neutral loops with a short "mild anger" loop. Moderate anger could be shown by incorporating a sporadic "Moderate anger" loop with the neutral and "mild" anger loop, and so on until extreme anger would be nothing but random displays of all three (mild, moderate, extreme) anger loops.

This permits us to do global object animations and still represent a broad range of emotion and personality.