



Stunt Island - A Star Is Made!

by Timothy L. Trimble

An "Interview" with an Accomplished Stunt Pilot and Film Producer

TITLE: Stunt Island
SYSTEM: IBM Compatible
PRICE: \$79.95
PROTECTIONS: Document Lock-Up
 (Shane Stephens and Ronald Fisher)
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Once again this reporter has the exclusive privilege of presenting a personal interview with the fabulous Mr. Timothy Trimble just after the preview of his new motion picture, "The Terminator."

CGW: Mr. Trimble, that was an incredible movie! I understand that you not only flew the stunts but you built the movie sets, did the filming, and then did all of the editing and special effects. That's a lot of work for just one person. How did you manage to do it all?

TT: Well, it was all very enjoyable. There were a few of the stunts that were very tricky and required a lot of skill to fly, but the risk was well worth the effort. The sets took quite a while to build, but I wanted to make sure that they were just right for the filming of the stunts. Plus, I couldn't have done it without my assistant, *Stunt Island*.

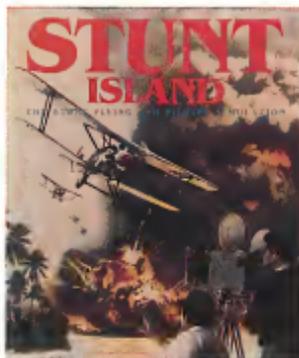
CGW: Of course! *Stunt Island* from Walt Disney Software. Our magazine did a Sneak Preview in our August 1992 issue (# 98). For the benefit of some of our new readers could you give us an overview of what *Stunt Island* is?

TT: Sure, I'd be glad to. *Stunt Island* is a movie-making and stunt flying simulator. It allows any avid pilot or movie maker to design sets and stunts, fly the stunts, and then do the post-production process of editing the various camera films, adding special effects, sound tracks, and then, producing a full length (up to 20 minutes) motion picture.

CGW: You mean you were able to do this entire movie with *Stunt Island*?

TT: Yes! Without *Stunt Island* I would not be the star that I am today!

CGW: Since *Stunt Island* can do so much in just one product doesn't this limit the amount of features and capabilities?



TT: Actually, no! For example, in the pre-production process of building sets and creating the stunts I was able to select from over 800 complex objects and place them anywhere on or above the island location. Things like vehicles, animals, plants, buildings, and of course some very famous landmarks. Plus, I can utilize and modify any of the 34 existing film sets or create my own completely from scratch.

CGW: I noticed in the film that you had some vehicles moving among the buildings in your city-in-the-sky set.

TT: Yes, it was a very difficult set to build and create but well worth the effort. Once an object has been selected for placement on the set I can then set various parameters for movement and "events." There was one scene where I drop a bomb on a moving vehicle. The vehicle exploded and another vehicle swerved off the road and tumbled end over end. I handled all the action by programming special events for each of the objects on the set.

CGW: It all sounds like a very complicated process.

TT: Actually, the process is not very hard at all. All of the event commands are provided via on-screen selections and the format is very simple. It's just as easy as saying IF collision with bomb THEN explode. It's that easy!

CGW: How were you able to manage all of the different camera angles for the stunts?

TT: Well, the first eight objects that are placed on a set, including the aircraft, become points from which you are able to film the scene; that is, they become "cameras." During the design and building of the set each object can then be configured for camera angle, zoom, and tracking of the object being filmed.

CGW: What about the airplanes? I noticed that you flew a lot of different planes in the film.

TT: That was my favorite part of making the movie, flying the planes. *Stunt Island* provides 45 different types of aircraft, ranging all the way from WW1 to modern day fighters and commercial aircraft, and even the space shuttle. One of the trickiest parts about flying the various types of aircraft for this film is learning the handling characteristics of each of the planes. After flying the Lear around the city-in-the-sky for awhile, I then had a difficult time adjusting to the handling characteristics of the 747 for the final departure scene of the movie. Aside from learning how each plane handles, the actual flying of the aircraft is very easy. Not a whole bunch of technical controls or instruments, just the pure joy of flying by the seat of your pants. The opening scene with the SR-71 coming in at dawn was my most enjoyable flight.

CGW: Do you have to be flying a stunt in order to fly the aircraft?

TT: No, I did all of the location scouting by just flying around and learning the various sites around the island. There are a lot of good sites for scenery on the island. Trees, mountains, canyons, cities, towns, bridges, farms, a military base, and even the movie studio is on the island. If I see a good site for a scene then I turn on a special film recorder and then look at the film again later in the editing room. Flying around freely also gave me a good opportunity to become familiar with some of the different aircraft.

CGW: Once you were done with the filming how did you handle the editing process?

TT: The whole post-production process is one of my favorite activities in film making, after flying of course. Like they say, you can make or ruin the quality of a film during the editing process. *Stunt Island* allowed me to incorporate eight different camera shots into one major scene.



Timing of the changes between camera shots is critical but the editing facility of *Stunt Island* allows full control over the film footage with its VCR type controls. This is also where the special effects, titling, and sound track are added.

CGW: Your movie had a great sound-track. How were you able to incorporate this into the film?

TT: The editing booth allows for the addition of sound tracks and sound effects. There is a lot of pre-recorded music, sound effects, and common sounds that are available within the *Stunt Island* package itself. Plus, with the support for various sound boards, sound and dialog can be recorded through a microphone and used within the package. There are two channels for the sound track with four volume levels, allowing for playing a musical sound track along with the sound effects. The editing booth also allows the addition of titles, credits and some visual effects, such as coloring, fade and film speed.

CGW: So the editing booth allows you to take the film footage and create the entire motion picture?

TT: Yes, that's correct. Once I am satisfied with the final footage then I save the end result as a film. I can either preview the film in the editing booth or view it in the theater. And, of course, the audience in the theater always loves my films!

CGW: So with the viewing of your film today, does this mean that the *Stunt Island* package is required for viewing the movie?

TT: No, that's one of the best things about this package. Once the film is completed I can distribute the film to any of my fans along with a viewing program called *Playone*. Best of all, there are no royalties required for distribution of the films!

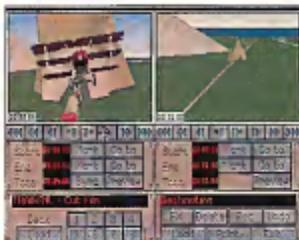
CGW: I'm sure our readers will really

be glad to hear that! I also noticed that the graphics were wonderful, with the light source shading, panning and smoothness of movement. Does this require any special equipment?

TT: Well, it is recommended that you use an IBM compatible, 386SX at 16MHz or better. The movie that you watched was all done with a 386DX at 33MHz on a 256-color VGA monitor. EGA, MCGA, and Tandy 16-color is also supported. *Stunt Island* also requires a minimum of 13MBs of hard disk space. The requirements are reasonable for the quality that you get.

CGW: So, Mr. Trimble, with the accomplishment of creating a motion picture, flying the stunts, and distributing the film, what other activities will you be pursuing next?

TT: Well, I'm getting ready to enter the *Stunt Island* Stunt Competition which is also a part of the package. There are 32 different contest stunts. The competition requires that 26 of the stunts are completed and I will be attempting to do them all in the first take.



CGW: The first take? Why the pressure to do it correct the first time?

TT: The bonus pay is better if the stunt is completed on the first take. The main object of the competition is to make the most money from doing the stunts by the end of the competition. I've had to do some practicing, however, on some of the stunts since the stunt coordinator is not always clear on what he wants done during the stunt.

CGW: So, what do you get for winning the competition?

TT: Rumor has it that the winner of the contest gets the airfield named after the pilot at the *Stunt Island* first anniversary party.

CGW: Well, that does sound like a nice prize. It seems that you've been able to accomplish a lot as a result of using *Stunt Island* for your film project. Would you recommend to anyone else who is interested in making movies or flying stunts that they use this package?

TT: Oh yes, of course! I expect that

there are already plenty of potential film students and stunt pilots just waiting to take my place. Just to demonstrate how easy it is to get involved with this product I would like to mention that my wife, who has never sat down to use any of my flight packages, decided to take the Lear for a spin around the island. And she thoroughly enjoyed it!

CGW: Sorry, ladies, but it sounds like this stunt pilot and film maker is spoken for! Well, Mr. Trimble, this has been a wonderful interview, and I'm sure that our readers will be looking forward to seeing your films and maybe even making their own. Do you have any final thoughts that you would like to add?

TT: Actually, yes I would. I have been very pleased with this product. I feel that it represents the future of simulation products and helps to set some new standards for entertainment software. I expect that this will also be a step towards a future where films can be created completely on the microcomputer for distribution and viewing to the general movie viewing public. **Disney Software** always seems to be a step ahead when it comes to entertaining the masses and I feel that they have done this with *Stunt Island*. My only desire is for rudder pedal support but Disney has assured me that they are working on it and will have it available soon. And, as I mentioned earlier, *Stunt Island* has made me a Star!

For a little while anyway.

CGW: It's been a great interview, Mr. Trimble, and I'm sure that your fans will look forward to the distribution of your film "The Terminator" on most local BBSs and Information Services. For those of you who are interested, *Stunt Island* is a product of Disney Software and is available now at your local distributor.



You can contact the Tim "The Terminator" Trimble fan club via Compuserve at 76306,1115 or via Internet at trimble@terminator.win.net.

Once again, this is your roving **CGW** reporter, bringing you the latest and greatest, saying "So long until next time." **CGW**