

# CUTSCENE LIST AND BUG CHART

Ref.	Bug Fix	Bug	Level	FINAL
IG 1.16	Dan	Green-screen effect required Cop Name needs corrected.	Paris1	
CS 1.22		OK	Paris1c	
CS 1.22D		OK Lip-synch not in, need re-exported.	Paris1c	
IG 1.27		OK	Paris1b	
IG 2.1		OK	Paris2.1	
IG 2.6		Smoke, Lara in shot.	Paris 2.1	
IG 2.52	Andrea	Map needs objects switched off.	Paris 2.3	
IG 2.27	Andrea Graham Graham	Lighting rig is missing. Gun disappears. Camera Fades too early.	Paris 2b	
IG 2.44		OK	Paris 2c	
CS 2.51	Jerr	Problem with Kurtis	Paris 2c	
CS 2.51a	Mark	Needs re-exported no lip synch	Paris 2c	
IG 2.42		OK	Paris 2h	
IG 5.16	Mark	Needs re-exported. No lip synch	Paris 5	
IG 6.66	Rich	Original floor needs switched off.	Paris 5	
CS 6.2		Gas turned off in room Gas put on grenade Guard gun problems Rope problems PDA missing	Paris 4a	
CS 6.16		Fix Lara texture Fix hand going thru Lara Fades out too early	Paris 4a	
CS 6.21		Camera problem X-ray problem Chatka vanishes Guard gun problem Morph effect reqd	Paris 4a	
CS 6.21b		Limo Door Anims Through wheels through floor No Morph targets Cam. Behind seat X2 Cam. Below ground Cam passes through car body	Paris 4a	
CS 7.6		FMV	Paris 6	
CS 7.19		Bouchard Missing Cam. Underground No Key detonator No Business card No light effects on jeeps or bombs 2 Jeeps	Paris 6	
IG 8.1	Rich F	Origin turn 180	Prague 1	
IG 8.11	Rich F	Hide handcuffs on Bouchard	Prague 1	
IG 8.18	Rich F	OK	Prague 1	
IG 8.21	Rich F	2 doors Missing background	Prague 1	

		<b>Gunshot</b>		
IG 9.1	Rich F	<b>OK</b>	Prague 1	
IG 5.55	Phil	<b>Objects/animation not working Objects possibly need renamed.</b>	Prague2	
CS 9.12		<b>Gunderson pops Light missing.</b>	Prague2	
IG 9.15		<b>Textures too small Animation needs baking</b>	Prague2	
CS 9.15b	Rich F	<b>No Proto</b>	Prague2	
IG 7.77		<b>OK</b>	Prague3	
IG 8.88		<b>OK</b>	Prague3	
CS 10.8		<b>Gunderson pops Cam Shots</b>	Prague3	
CS 10.14		<b>Curtis's hand goes thru glass Texture on glass too red</b>	Prague3	
CS 12.1		<b>Camera problem X2 Missing Mental Neph.</b>	Prague3	
IG 12.6		<b>Hand passes thru button Darken Glass on door Water FX as it rises.</b>	Prague3a	
IG 14.6a		<b>Missing effects Turn off eyes</b>	Prague4	
IG 11.11		<b>Camera Problem Anims on Hands Bake Animation Wrong texture on guards face Proto missing Missing Animated objected, grid</b>	Prague4	
IG 11.22		<b>Missing animated object, chair, grill Camera probs Early fade out Red eye effect</b>	Prague4	
IG 11.40		<b>Background Problem No door No red eye effect</b>	Prague4a	
IG 14.6b		<b>Missing effects Loose sights in hand</b>	Prague4a	
IG 8.2		<b>Adjust smoke effect Loose Sights in hand</b>	Prague4a	
CS 13.9		<b>Camera Problems No morph targets Muller goes through floor</b>	Prague5	
IG 12.14		<b>OK</b>	Prague5	
CS 14.4a		<b>OK</b>	Prague5	
CS 14.6		<b>Missing effects blood</b>	Prague5	
CS 15.10		<b>Missing effects Cam prob</b>	Prague6	
IG 15.12		<b>Missing effects Morph targets Reposition characters</b>	Prague6	
IG 15.13		<b>Missing effects Morph targets Reposition characters</b>	Prague6	

CS 15.14		<b>Missing effects</b> <b>Morph targets</b> <b>Reposition characters</b>	Prague6	
15.14a	FMV		Prague6	
IG 15.15		<b>Missing Sleeper</b> <b>Missing effects</b>	Prague6	
IG 15.16		<b>Missing Sleeper</b> <b>Missing effects</b> <b>Morph Targets</b>	Prague6	
15.23	FMV		Prague6	