

Art Practice in "Justice Online": Whisper between Dances and Games

Xinhui Zhang & Wei Zhang

Senior User Experience Researcher & Chief Animation Artist Thunderfire, Netease



Xinhui Zhang
Senior User Experience Researcher

Wei Zhang
Chief Animation Artist







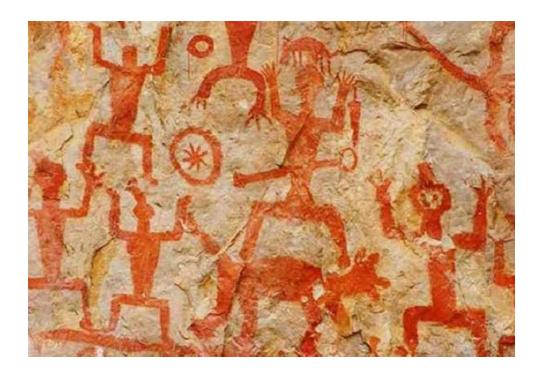


Overview

- Meaning of adding 'dance' to games
- First combination of dance and game
- The wide application of dance in games
- Technical practice
- Exploration of different kinds of dance applications







Rituals

Ceremonies

Celebrations

Entertainment









Recognizable







Expressiveness



The Butterfly Lovers

Giselle



Early use of dance in games:

mainly embedded fusion based on games



dancing game



implanting in the game



Dancing game





Just Dance Audition Online



Implanting in the game







Implanting in the game





Dance usage in Justice Online

Stage show of dance art



virtual character who can really dance





Stage show of dance art



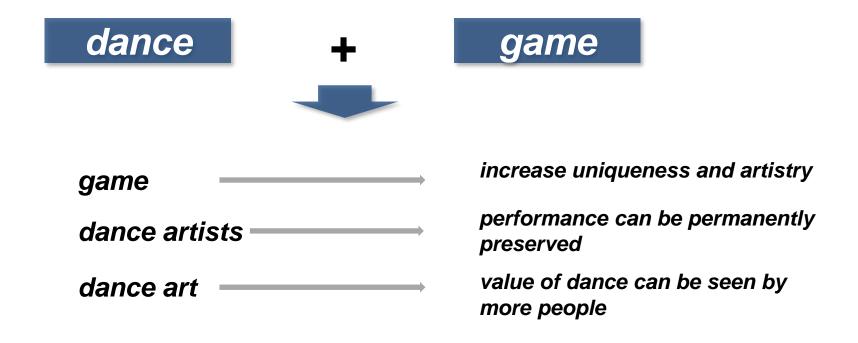


Virtual character who can really dance















Tiktok dance challenge







First combination of dance and game



Justice Online



Song Dynasty



Chinese classical dance



LiShishi





performed by different actress





Stage design





First combination of dance and game

Design of dance moves

- a complete dance peformance
 - Song poetry "Yulin Ling"



First combination of dance and game

Design of dance moves

designed by professional choreagraphers



Ruirui Tong

Chinese famous choreagrapher



Design of dance moves

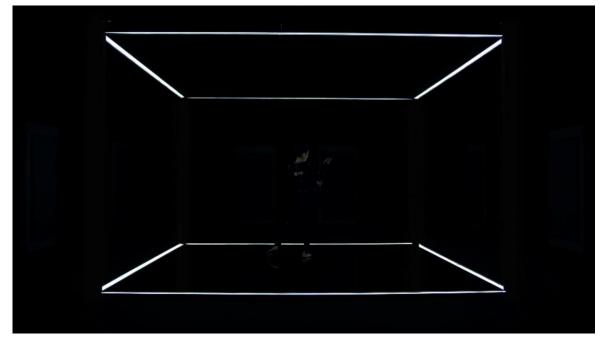
designed by professional choreagraphers





Design of dance moves

performed by professional dancer





Atmosphere building











Final effect display in the game





First combination of dance and game

Propaganda



3.5M views 110K likes •



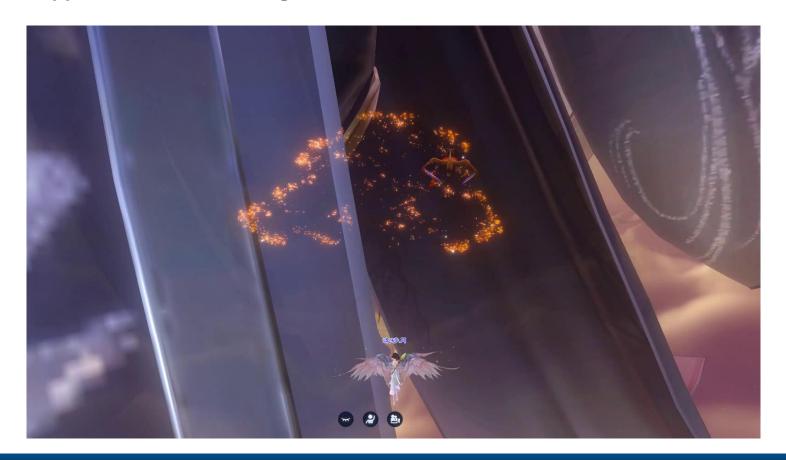


Wide application of dance in games



Wide application of dance in games







Design of characters







Wide application of dance in games

Suwen





Hongyin







Technical practice



Composer+Choreographist =Unlimited Possibilities





What if players do not have the basic, but want to choreograph the song that they like?



Composer+Choreographist =Unlimited Possibilities

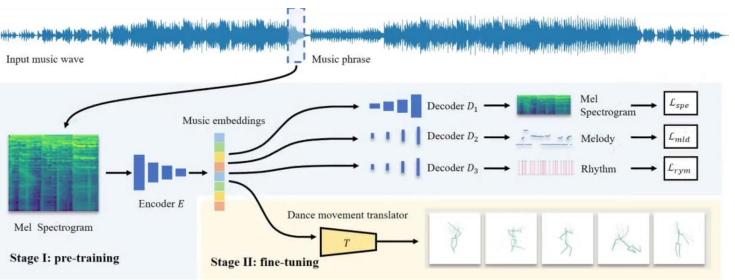
Learning through artificial intelligence, matching the choreography unit with the music bar



Match the input music with the original music unit



Splicing the corresponding movement units to generate a dance



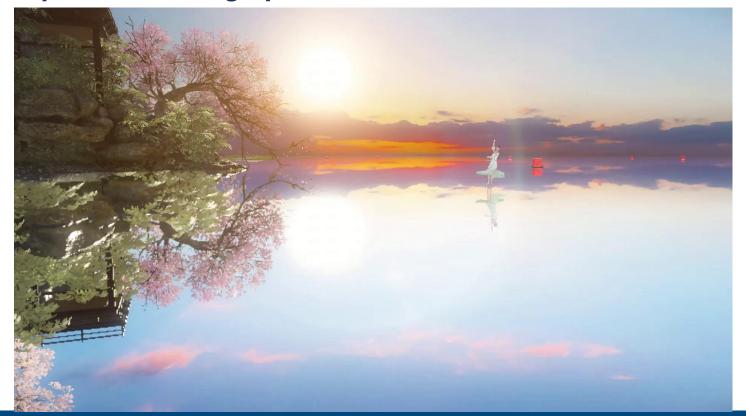


Composer+Choreographist =Unlimited Possibilities





Composer+Choreographist = Unlimited Possibilities





Composer+Choreographist =Unlimited Possibilities





Exploration of different kinds of dance applications



Exploration of different kinds of dance applications

Dance types = Cultural symbols









TAKEAWAY



Application of dance in games

- Use the game to present a complete dance performance
- Design a character who can really dance.
- Increase the uniqueness and artistry of the game content.



Application of dance in games(For dance artists):

- Create a virtual stage for dance art,
- Create more innovative possibilities for different types of dance
- Allow more people to see the value of dance
- Raise the popularity of artists



Application of dance in games (For dance art):

- Make dance closer to the public.
- Preserve and circulate Dance performances through the game
- Express the beauty of dance art more vividly



Application of dance in games(For games**)**:

- Enhances the artistry
- Produces a certain brand effect and cultural value through the cooperation with dancers.



The combination of dance and games

- Consistent with the world view to enhance the sense of immersion
- More creative environment and dancing styles. E.g. the starry sky stage, dancing in the air
- Strengthened through the atmosphere creation and the connection of plot content



The combination of dance and games

- how to combine dance with games efficiently (Motion capture and AI)
- Avoid the repetitiveness of dance through decomposing and reorganizing movements
- Reduce the design cost.
- Enhance the quality of the dancer's action
- Make the design of dance steps more convenient (even players can do it by themselves)



Thanks

