

YOU FIGHT

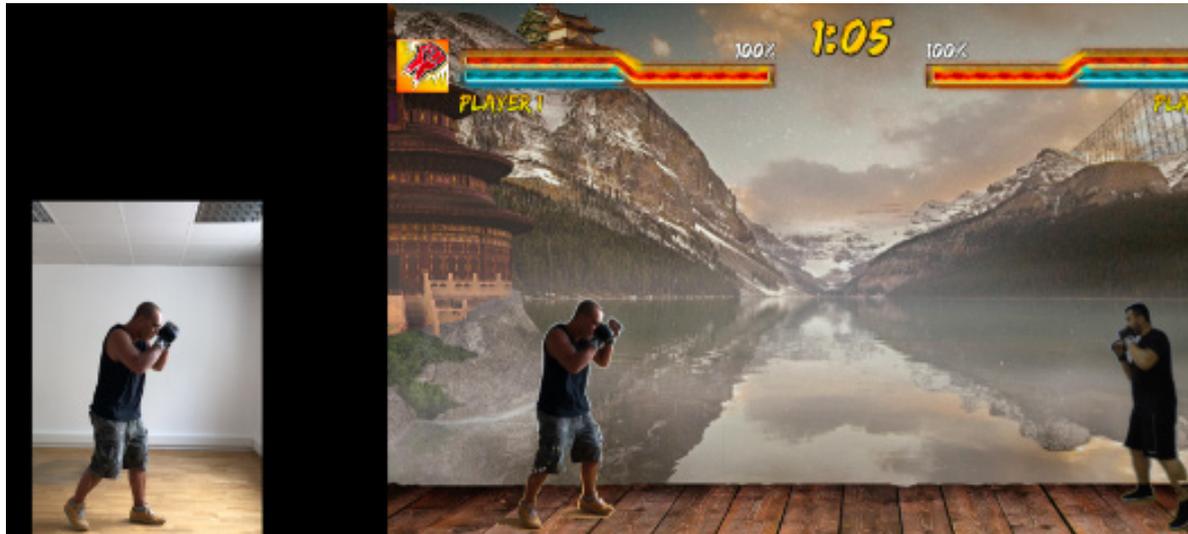


INTEGRATED REALITY

**HOW TO BE IN THE VIDEO GAME
YOUFIGHT?**

1. TUTORIAL

Whether alone or with others, this tutorial will guide you through recording your video in order to integrate the video game YOU FIGHT, the fighting game which makes all combat styles compete.



2. PREREQUISITES

Important note: Any act or outfit with racist, pornographic, politic or religious characteristic will not be integrated.

NECESSARY

- **To fix the camera on one camera stand at a height of 1m to 1,30m, do not move the camera during record**
- To do a unique video capture of all movements (to simplify the process of Integrated Reality)
- To have a light-colored and plain background (avoid having a lot of color differences between objects)
- To wear clothes in contrast with the background (avoid white clothes if the background is quite white)

3. PROCESS

AFTER HAVE DONE THESE PREREQUISITES, FILM YOURSELF

Start recording without anyone in the field for at least 5 seconds

- Stand in front of the camera** with the arms along the body and stare at the camera for at least 3 seconds. (Attitude for making the presentation of your character in the interface of choice of the player)
- Front view: wave at the camera to show that you are ready**

3. PROCESS (FOLLOW-UP)

FIGHT

- Active waiting attitude** (when you are waiting in a fight with low guard, this attitude will not prevent you to have a blow)
- Move forward of one or two steps without going out of the field of vision** (Will create the forward march)
- To step back of one or two steps without going out of the field** (Will create the reverse gear)
- High active guard** (when you are blocking blows to your face)
- Low active guard:** to block a blow in legs (Example of an act against a low-kick by raising your left and/or right shin)
- Take a hit in the face without guard**
- Mouvement d'encaissement d'un coup dans les jambes (low-kick)**
- Back dodge:** step back the bust and the head backwards by staying from the side
- Special series:** rotating dodge followed by a block (Direct or Hook or Hypercut)
- Left punch**
- Right punch**
- Left hook**

3. PROCESS (FOLLOW-UP)

- Right hook**
- Left uppercut**
- Right uppercut**
- Elbow strike 1 or head strike or any other important strike**
- Elbow strike 2 or head strike or any other important strike**
- High foot strike 1**
- High foot strike 2**
- Low foot strike 1**
- Low foot strike 2**
- Combo 1** : Punch series 1 -> serie of punches in the face
- Combo 2** : Punch series 2 -> estheticism as you want
- Combo 3** : Punch series 3 **OR feet/fists 1** -> estheticism as you want
- Combo 4** : Series of your choice

3. PROCESS (FOLLOW-UP)

MISCELLANEOUS

- Act of victory** (for the end of the fight)
- Act of provocation** (during the game)

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