



# Pixel Panic: The Lux Vision Countdown

## Scenario Description and Roadmap

### Context of the story

In an advertising agency, players must carry out image retouching and video editing missions to save a significant marketing campaign. You are the creative team interns of a fast-growing advertising agency, "Visionaire Studio". During the past 3 weeks, you have been working to produce a large-scale advertising campaign for a prestigious client: the Lux Vision brand, which specialises in fragrance.

The client has arrived and dine yesterday night with the heads of the agency. So the interns are the first to arrive on this morning and notice the disaster: all the campaign files have been sabotaged, and there are only 60 minutes left before the Lux Vision management team arrives to present the final result to the client. Not only do you have to recover the files, but you also have to modify them to be perfect. If you fail, the agency could lose this vital contract.

Your job is to reconstruct, edit, and render the images and videos before the customer arrives.



## Global explanation

### Phase A-1 – Find the digital material

The players have to find the USB key and access the assets (videos, audios and picture) they need to do the final work. The password to unlock the computer is written on the USB key.

Once the computer is unlocked and the players open the files on the USB key, the GameMaster can provide the game elements “Assets lines”, symbolizing the assets to manipulate.

### Phase A-2 – Find the instructions

In a trash, the players can find the specifications of the client, cut in pieces. They will have to reconstruct the specification documents with tape.

### Phase B – Video editing

On a table, the mixing desk has been settled. One line symbolizes the audio, another the video.

The cumulated asset duration is far too long to fit the table, so the players can understand that they need to work on that.

Crossing the information from the specifications, and the assets they have collected, they can figure the elements they have to integrate, their duration and their order.

**TIP:** The GM can explain that the players have to “cut” the assets to make them fit the “mixing desk”.



## Phase C – Audio

The same way, the players have to work on the audio.

In addition, the players can change the volume level of the audio. **At this stage**, they must only decrease the volume level at the end of the video.

Once the players have finished to mix the video and the audio, they fulfilled their minimum goal. But they can go even farer and mind blow the client by finishing all the work!

## Phase D – Voice over (optional)

According to the specifications, many sentences are read during the video.

**TIP:** The GM can explain that the players can “create” a new audio line on the “mixing desk”.

The players can cut white sheets on the good duration, write the text to say on it, and place them on the new audio line.

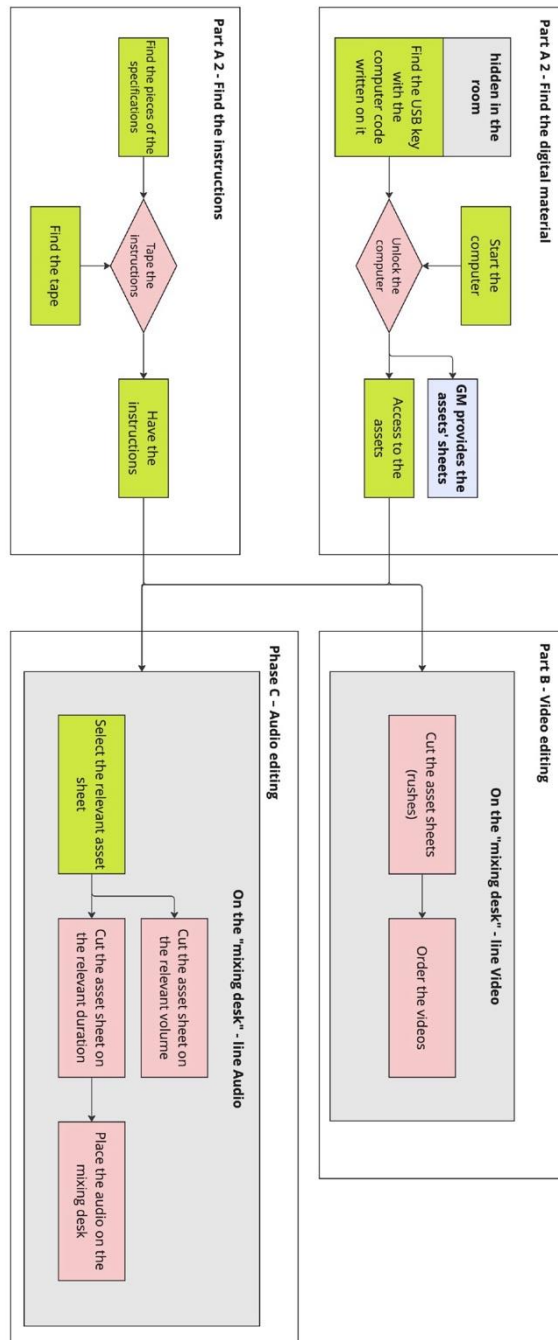
**TIP:** The can also correct the music, to decrease the volume level and make the voice easier to hear!

## Phase E – Picture of the company (optional)

The same way as the voice over, the players can create a new video line of the “mixing desk”. Then, they can cut the picture of the logo of the company Lux at the relevant duration, and integrate it :)

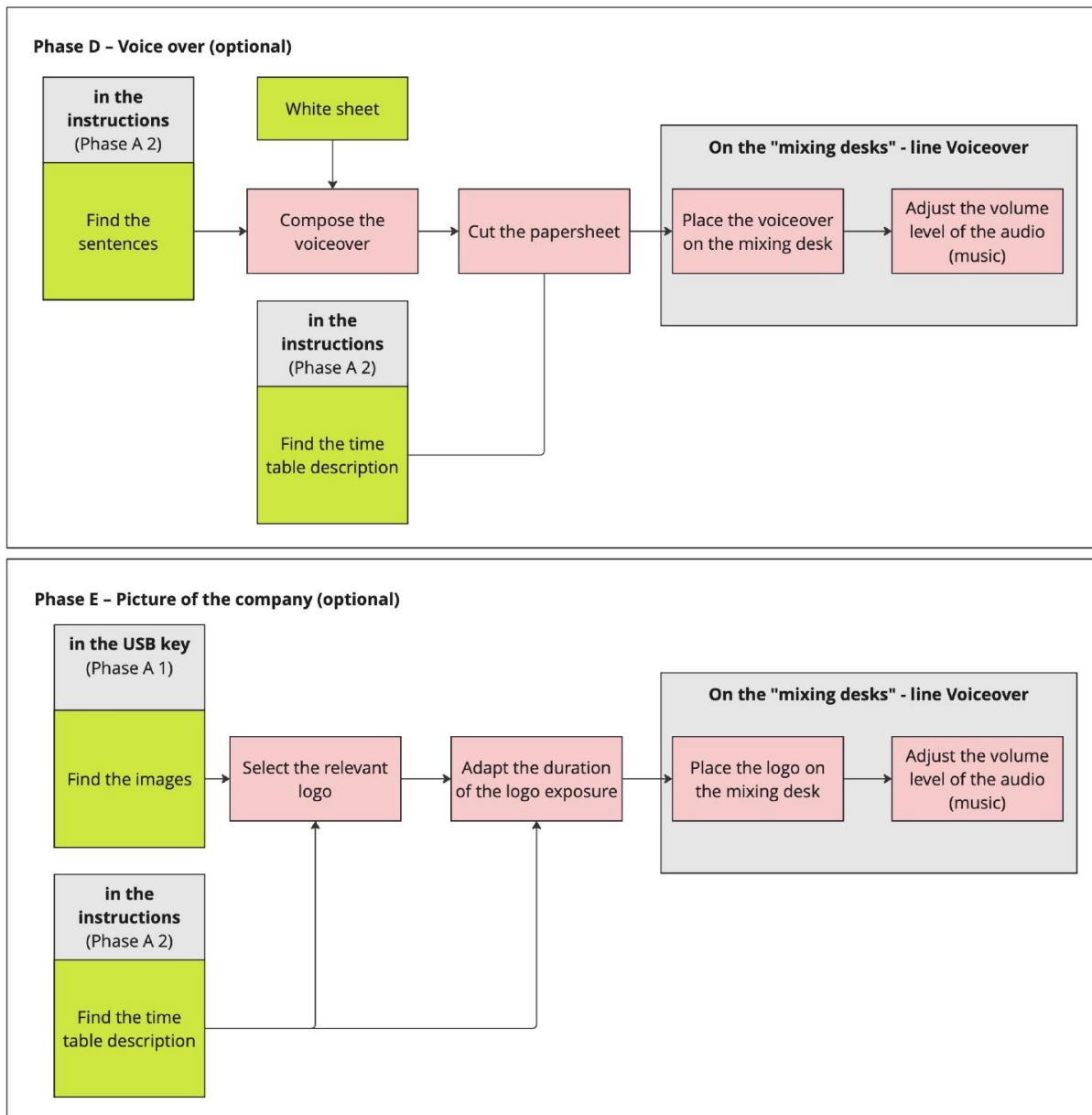


## Roadmap (main game)





## Roadmap (optional tasks)





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