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## Naruto and star wars fanfiction

Taking some inspiration from the earlier cartoon series, Filoni approached the characters as a 2-D animator would, "but stylized the face a little more. If you look at Anakin, he has certain edges and lines in his face. I would draw an edge or a line that might be unnaturally straight or curved, and that would play into the lighting of it. I tried to sculpt in 3-D the way I would draw or sculpt an image in 2-D, with shadow and light. I wanted it to look like a painting -- you see a textured, hand-painted style on every character. I have texture artists who literally paint every single character right down to their eyeball, because I wanted that human touch on everything."Advances in computer animation have allowed Filoni to accomplish much more than he would have been able to in traditional 2-D. "For eight years I worked just with a pencil. I never touched a computer. But working with George, we try to look at computers as an incredibly advanced pencil. The technical side helps the creative, artistic side," he says.Battles filled with huge numbers of soldiers can be rendered faster than ever before, but they still have to be created, along with every other prop and character in an enormous universe. "Star Wars" is so complex in that you're building a whole galaxy. We go to many different planets," Filoni reminds. "So every rock, tree, blade of grass, native vehicle -- every asset -- needs design. We had to create a whole bunch of assets for each episode, and the budget goes up for each element you have. Once you build it, you have it, but we can't go to a different planet and have the same chair there," he laughs. "On a schedule where we need those things right away, it's difficult to get it all built."Since "The Clone Wars" is chronologically sandwiched between "Clone Wars" and "Revenge of the Sith," it has been a mandate for the creators to stay consistent with the mythology. "That's probably one of the trickiest things," admits Filoni. "We always have to keep in mind what the characters are thinking and feeling at the beginning of this and at the end. You have a lot of room to play with when you're in the middle, but you have to remember what people say in the third movie. With characters like Obi-Wan or Anakin or Padme, I have to pay very careful attention that it will hook up. And then there's the expanded universe of "Star Wars" novels and video games. I try to be aware of it all and work it in, because fans really appreciate it."Filoni hopes to attract existing fans and create new ones, especially among the younger generation, but admits doing the latter may be easier. "One thing we have that's different from any movie that came before is we're an animated series. But there's an instant reaction to the word animation that it's for kids. How you get around that is with the stories you tell. We'll have our snow battles and we'll also have our lighter 'Return of the Jedi' moments. Some episodes lean older, some younger. But in the end it has a broad appeal," he believes.The recent "Clone Wars" movie (out on DVD Nov. 11 ) served as a stand-alone prequel to introduce the characters at this point in time. In contrast, "The series has its small arcs and shows you the war from across a broad spectrum of episodes. It's not just Anakin Skywalker's story," Filoni underlines. "We can go left or right of that plot and deal with characters we have never seen. There's a lot of material. It's a three-year period in the history of the 'Star Wars' Universe, and there are so many stories to tell. The longer it goes, the more chance we get to tell fascinating stories in that galaxy." And now for a little Friday Fun. Wookieepedia is a cool wiki that's all about Star Wars. It's got all sorts of geeky news and little known facts about the Star Wars universe. For example did you know about the upcoming Star Wars TV show?The Star Wars live-action TV series is a TV series confirmed to be made in the near future by Star Wars creator, George Lucas. This announcement was made at the Star Wars Celebration III by him, following the completion and success of his Star Wars films in 2005. The show will be set sometime in the 19-year timespan between the films, Star Wars Episode III: Revenge of the Sith, and Star Wars Episode IV: A New Hope. It will focus on minor characters of the Star Wars galaxy, rather than the main ones seen prominently in the films.Wookieepedia Image: Lucasfilm A long time ago, in a galaxy far, far away, George Lucas created one of the most undeniably influential pop culture masterpieces in history. Is "Star Wars" some Shakespeare-level literature? Is it changing the world? Is it explaining the mysteries of existence? Heck, no. But it is incredibly entertaining and fun — pure, unadulterated fun. You can't ask for more than that from your entertainment. Like few other stories, "Star Wars" can take you to another place that gets richer and more in-depth with every new installment. It's like imagination made real, the most fantastic and wonderful things you could ever imagine come to life on the screen and it's just amazing to watch. Some fans might complain about the characters or that this story doesn't live up to their expectations and whatnot, but at the end of the day, is any universe more exciting and entertaining? No, not at all!There are so many characters in "Star Wars," that there's likely one to appeal to every taste. And, more than that, there's probably one to represent just about everyone, too. So the question has to be, which one of these incredible characters is, deep down inside, the same as you? It's time to find out! No Jedi mind tricks, just a quiz! TRIVIA Is This Character From Star Wars or Star Trek? 6 Minute Quiz 6 Min PERSONALITY What "Star Wars" Character Are You, Based on Your Myers-Briggs Type? 5 Minute Quiz 5 Min TRIVIA Can You Match the Quote to the "Star Wars" Character? 6 Minute Quiz 6 Min TRIVIA Can You Name the Star Wars Character From 3 Hints? 6 Minute Quiz 6 Min TRIVIA Two Truths and a Lie: "Star Wars" Edition 7 Minute Quiz 7 Min TRIVIA MEDIUM Can You Guess the Star Wars Character From an Iconic Line of Dialogue? 6 Minute Quiz 6 Min TRIVIA Can You Complete These Iconic Star Wars Scenes With the Correct Quote? 7 Minute Quiz 7 Min PERSONALITY Which Mass Effect Character Are You? 5 Minute Quiz 5 Min PERSONALITY Which Fierce "Star Wars" Heroine Matches Your Soul? 5 Minute Quiz 5 Min PERSONALITY Everyone Has a "Harry Potter" Character That Matches Their Soul. Who Are You? 5 Minute Quiz 5 Min How much do you know about dinosaurs? What is an octane rating? And how do you use a proper noun? Lucky for you, HowStuffWorks Play is here to help. Our award-winning website offers reliable, easy-to-understand explanations about how the world works. From fun quizzes that bring joy to your day, to compelling photography and fascinating lists, HowStuffWorks Play offers something for everyone. Sometimes we explain how stuff works, other times, we ask you, but we're always exploring in the name of fun! Because learning is fun, so stick with us! Playing quizzes is free! We send trivia questions and personality tests every week to your inbox. By clicking "Sign Up" you are agreeing to our privacy policy and confirming that you are 13 years old or over. Copyright © 2021 InfoSpace Holdings, LLC, a System1 Company Correct Answer: Keep up with the latest daily buzz with the BuzzFeed Daily newsletter! "The ambitious scope of Star Wars: Battlefront creates both its most fun and most frustrating moments." Pros Sprawling worlds recreate the film's big-screen feel Variety of play styles and modes Beautifully renders the original trilogy's aesthetic Driving vehicles and flying ships is a blast Cons Huge battles can be chaotic and frustrating Single-player offerings are thin and unengaging Sometimes feels like a standard shooter with a Star Wars skin For just about as long as there have been Star Wars games, developers have been trying to capture the scope and intensity of The Empire Strikes Back's Battle of Hoth. It's a perfect subject for a game level — Rebels fighting desperately against the overwhelming strength of the Imperial army, with huge vehicles raging toward nearly defenseless ground troops and ships whizzing by overhead. Many Star Wars games, from Super Empire Strikes Back to Shadows of the Empire and well beyond, have worked to recreate it. Getting the scale of engagements like the Battle of Hoth is the express purpose of Star Wars: Battlefront, both in its original PlayStation 2 and Xbox incarnations and its new PlayStation 4, Xbox One and PC reboot from developer DICE. If the metric for the latest Battlefront's success is whether it captures huge, army sized engagements with a uniquely Star Wars feel, then DICE's effort is often a very strong one. Running around Hoth or maps like the active volcano plains of Sullust, trying to hold ground against stormtrooper counterattacks as X-Wings and TIE fighters mix it up overhead, is thrilling and beautiful. But Battlefront is also inconsistent, often providing frustration and thrills in equal measure. It often nails that desperate, spectacular Star Wars battle feel — but can also leave players running around in confusion, spending much more time moving between battles than actually fighting. All Fighters, We're Going In What Battlefront gets right, without caveat, is the Star Wars aesthetic. Graphically, the game is phenomenal, rendering the lush forests of Endor and the craggy deserts of Tatooine with equal attention to detail. Battlefields are often littered with crashed ships and destroyed artillery, half-ruined bases and abandoned supply boxes. The Battlefront series has always worked to make you feel as if you were fighting a war as opposed to the small skirmishes other first-person shooters reproduce, and with the graphical fidelity of the latest generation of game consoles, this entry finally feels like it's doing its source material justice, at least in terms of the grand scope of special effects that make the Star Wars films a spectacle. Battlefront consistently produces some amazing moments, especially in its biggest, 40-player battles, Supremacy and Walker Assault. Both are objective battles in which opposing sides struggle to control the game's biggest maps. In Supremacy, it's a fight to capture control points in sequence, pushing enemy forces into retreat while vehicles zip around the battlefield and players rush forward as waves of soldiers. Walker Assault, on the other hand, is a battle of attrition, wherein Imperial forces protect huge AT-AT walkers from Rebels who have to control special locations in order to call in air support and destroy them. Both types of fight can represent Battlefront at its best. With huge numbers of other players at your back, every push into enemy territory feels like an authentic charge. It's possible to jump in ships or walkers, set up turrets to create light fortifications, rip across the battlefield on speeders, and even briefly become heroes like Darth Vader, Luke Skywalker or Princess Leia, thanks to random power-ups that spawn all over the map and are available to anyone. With blaster bolts crisscrossing the battlefield, it's impossible to shake the sense of a huge, frightening battle rolling all around. Battlefront renders the lush forests of Endor and craggy deserts of Tatooine with equal attention to detail. But these two large modes can also be Battlefront at its worst. Massive and chaotic as they are, it's easily to lose track of where you are and what you ought to be doing. There's often little in the way of teamwork between players — perhaps like a real battle, oftentimes you begin to feel like just another body thrown into the breach, and Battlefront's gameplay can't do much to keep you from feeling inconsequential rather than a small part of a big whole. It's the scope of Battlefront that can work against it. Players will often spend lots of their time in big battles just running to catch up with where the fighting is located, only to get blasted, die, and have to run all the way back again. Endor in particular is a tough map to navigate without getting knocked out by an opportunistic enemy waiting in the bushes somewhere. Other maps, like Hoth, struggle with terrain, getting players stuck as they try to climb hills to high ground or avoid trenches. Level geometry can hang you up in the middle of a firefight, unable to get clear of enemy shots; it's a small quibble, but it happens often enough to mar the gorgeous landscapes by making them somewhat difficult to actually fight on. Imperial Troops Have Entered the Base It's not all massive battles and Imperial walkers destroying shield generators, though. Battlefront breaks down all of the various ways to play into other game modes, making it quick and easy to fly ships or take on the role of Boba Fett and Emperor Palpatine. Most of the game modes are decidedly smaller affairs, with only eight or 16 players facing off on smaller maps across the game's four planets. What players use in those engagements and how they approach them depends largely on how long they've been playing Battlefront. Each match played earns "credits" that can be used to purchase items with which players build character loadouts. These include a range of blaster guns of all different sorts and stats, although they mostly tend to be of the rapid-firing mid-range variety, as well as up to three "star cards." Star cards allow players to periodically use things like grenades, long-range blasters, and anti-vehicle weapons, among other perks. The card system in particular works to allow for a custom loadout without tipping the playing field in any one direction or another. You might choose to bring two kinds of grenades in your loadout, or switch for something that can deal major damage to an enemy speeder or walker, but timers attached to these items mean you're limited to how often they're usable. And with blasters that are variable but more or less evenly matched, players can adjust their loadouts to feel better without getting an intense leg up. But it all requires a great deal of time and effort to unlock. Ships and heroes add flavor to Battlefront's huge engagements. That same balancing is true of the random on-the-battlefield power-ups that are available all over the place. You might get a special grenade that does a ton of damage, or even the ability to be Luke Skywalker and tear through enemies, but none of these upgrades ever lasts very long. Heroes added to the battlefield are extremely powerful, but also a small part of the fight — Darth Vader might tear through a group of regular soldiers without an issue, but where everyone else can replenish health or quickly respawn, players lose their hero characters once they've sustained too much damage. So in every fight in which they're present, ships, vehicles and heroes are short-lived tools to be used for a temporary advantage, and the best players and teams will deploy them strategically to take an objective or make a timely advance. Battlefront gets a lot of traction out of modes that specifically make use of those elements that compose its huge engagements. One mode is dedicated purely to ship combat, and once players learn the ropes, it's a blast to fly into a cloud of fighters and mix it up at close range. Another mode focuses on heroes, pitting a small number of human players against computer-controlled regular soldiers and other over-powered players. The chance to use Vader's Force Choke ability or Boba Fett's jetpack somewhat unfettered makes the modes a nice change from the chaos of the larger fights, where it's easy to get picked off from afar or find yourself in the wrong place at the wrong time. Battlefront rounds out its offerings of game modes with more standard shooter fare, with modes that essentially requires players to capture and hold command points (they're either semi-mobile droids or crashed escape pods), protect important cargo, or to just go firing away at each other in a standard FPS deathmatch. These modes are Battlefront's less exciting side, allowing for a change of pace from its larger maps, but which don't feel like much more than a Star Wars veneer over match types that are common in the genre. There's also a fairly lackluster single-player component, in which players can take on AI-controlled enemies either alone or with a friend. The best of these are a series of tutorial missions with specific objectives, like chasing down Rebels through Endor's forests on speeder bikes. Other single-player offerings, like one in which players fight waves of enemies as either heroes or regular soldiers, or a deathmatch-style battle that's all about collecting points off fallen enemies, aren't really exciting enough to hold your attention unless your Internet connection is down. There's not much of a real single-player component to Battlefront at all, and as such, the game ends up feeling thin overall. Conclusion The DT Accessory Pack Up your game and the get the most out of your gear with the following extras, hand-picked by our editors: Battlefront C3PO Xbox One Controller (\$50) Darth Vader Edition Playstation 4 Controller (\$65) X-Wing Pilot Playstation 4 Headset (\$50) Aesthetically, Battlefront is an absolutely beautiful rendering of a single element of the Star Wars original trilogy: it nails the set piece battles from the boots-on-the-ground perspective of random soldiers. The attention to detail on weapons, vehicles, landscapes, and textures make it an easy place to get lost, and it feels indelibly Star Wars all the way through. Battlefront is great at delivering exciting, amazing moments, like when an X-Wing fighter smashes to the ground right in front of you, or when a coordinated strike by a team of Rebels manages to finally bring down an Imperial walker. But moment to moment, Battlefront struggles with a host of tiny frustrations, and the nostalgia attached to the bombastic Star Wars soundtrack or the twang of blaster fire can't push them off forever. Crossing battlefields can be tough, as can getting blasted from 200 meters by enemies you didn't know were there. With so much open space, weapons can feel unmatched to the task of actually playing, with enemies usually appearing distant and tiny. And the game just struggles to convey that sense of being an army and working together, especially when your faction is on the ropes. The variety of experiences on offer in Battlefront ultimately saves it, even if it can sometimes feel thin in a lot of respects. If big battles like Supremacy and Walker Assault are turning into a slog, hopping in a ship for some dogfights or dialing down for a smaller and more traditional FPS experience can provide a good change of pace. Though small irritations persist throughout, Battlefront delivers on its core promise of huge, exciting moments, with just the right Star Wars flavor. Highs Sprawling worlds recreate the film's big-screen feel Variety of play styles and modes Beautifully renders the original trilogy's aesthetic Driving vehicles and flying ships is a blast Lows Huge battles can be chaotic and frustrating Single-player offerings are thin and unengaging Sometimes feels like a standard shooter with a Star Wars skin Editors' Recommendations

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