



# UP2U Blackjack 2.5.0

MOTION GUIDE

CONFIDENTIAL

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## Document Information

Title	UP2U Blackjack 2.5.0
Document Type	Motion Guide
Division	Sands Digital Services
Department	Design
Authors	George Van Der Volgen, Charles Reid

## Overview

All production-ready design and animations files are located in the appropriate project folder in **PRODUCTION**:

Blackjack Pick'Em Fast Action > HandOff > Animation\_Assets

Unique animations are elements tailored specific to this game, which include:

- Betting Areas UI Animations

## Dealer Timing Guide

The Timing Guide is a visual reference that outlines the game's overall flow and key event timings. All listed times are approximate and may change. These guides are maintained on the central Miro board, which houses timing references for all our games. For access, please contact the Motion Team.

## Global Animation Elements

**Description:** Global animations include elements reused across all or some of our games. Examples include:

- *Timer bar*
- *Chip selectors*
- *Chips*
- *Buttons*

**Asset location:** Production > \_Global > HandOff >

Standard animations include elements that are frequently included in our games but are customized for each game, such as:

- *Win screens*
- *Phase changes (Place Your Bets, Bets Closed, Pick Your Cards, etc.)*
- *Betting and chip FX*
- *Logo animations*

**Asset location:** Production > the specific game folder > HandOff > Animation\_assets

## Formats

**Description:** Most of the animations for our games are exported via Esoteric Spine 2D.

All Spine animations are exported at 30FPS.

For game logos on the loading screens, we use an Adobe After Effects plugin (Bodymovin or Lottie) to export vectorized animations as .json files.

## Reference Videos – Motion Developer Guides

**Description:** Some of our more complicated animation sequences require a visual representation to effectively demonstrate the series of events in the sequences. We have created a library of videos that reference these sequences, and have included them in our Library and Design System.

**Location:** Video references are located next to corresponding animation assets within the Global Handoff folder.

\\Production-Files\Global\HandOff\

## Pixijs Text Styling

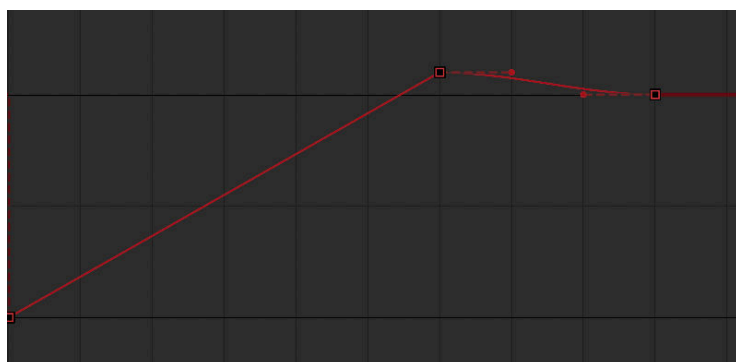
**Description:** For many of our animations we include stylized text that is dynamically generated via JSON file. The style information for the text is located within the Handoff folders.

**Location:** HandOff\Animation\_Assets\\_Documentation

## Common Animation Styles

**Scale up/down** – the preferred transition style for most situations in our games is a rapid scale up from 0% to 100% with a slight overshoot to around 110% before returning to 100% scale. The overshoot should ease in and out so that the element feels smooth as it comes to rest.

Durations for small elements should last approximately 300ms, with larger elements taking slightly longer depending on their size.



**Wipe in/out** – Sometimes a wipe transition is best, particularly for larger elements such as banners. These are done by animating a mask. The element should transition on from left to right and exit the screen in the opposite direction. Most durations should last approximately 300ms.

**Fade in/out** – Fades are used in some situations where too many other transition type are already being used. Too many of the same transition style at the same time can feel chaotic and disorderly. A simple quick fade can be used to have elements enter/leave the screen in a subtle way.

Fades are particularly useful for situations in which we do not know how long the element will remain on the screen and we want the developers to be in control of when the element leaves the screen. Most durations should last approximately 3sec/3000ms.

## Avoiding “POPS”

**Description:** Whenever possible, elements should fade on/off quickly rather than suddenly appearing or disappearing.

When things pop on or off suddenly the eye will catch this, and it will feel like a mistake.

## Logo Animation, Game Loading Screen

**Description:** The loading screens for our games are placed according to a standard format.

- Game logos are centered
- Loading bar is placed below the logo

- Background visual is usually a radial color gradient or a supplied image

While the game is loading, we show a quick animation of the game's logo entering the screen. The logo has a looping element that continues to play until the game is successfully loaded.

The background of this screen fades out about 1000ms or so before loading finishes, revealing blurred footage of the game (the loading bar should be approx. ¾ full when this happens).

All elements (logo, loading bar, etc.) should fade out rather than instantly disappear.

**Duration:** The logo enter animation is typically 2sec long

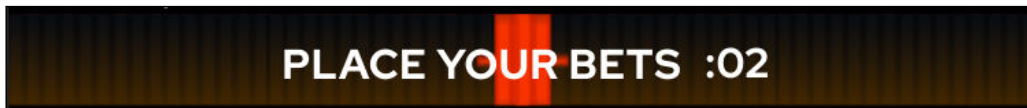
**Asset location:** Lottie/BodyMovin .json file

## Element, Timer Bar

**Description:** The timer bar is a global element commonly found in our live dealer table games.

The timer is used during various phases of a game where there are strict time limits, such as placing bets.

Timer bar elements can be found in the global production folder at [Timer](#).



## Messaging

The timer bar is used for various game-specific messaging even when the timer bar is inactive.

## Timing Formula and Visual Logic

**Description:** At different durations, the timer bar should adjust the duration of each hash mark to maintain a certain visual standard. We want to avoid the appearance of too many or too little hash marks, which causes visual confusion and looks messy.

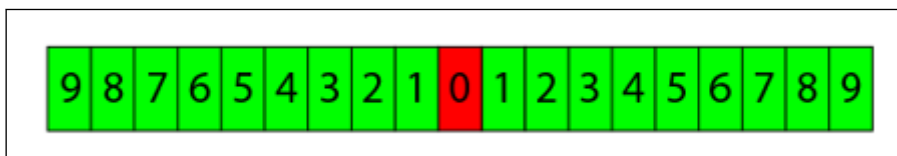
30 is the upper limit, and 10 is the lower limit of how many hash marks can be visible at a time.

**For 1s – 9s timers:** hash mark duration should be 0.5s

**For 10s – 30s timers:** hash mark duration should be 1s

**For 31s – 60s timers:** hash mark duration should be 2s

**For 61s – 120s timers:** hash mark duration should be 4s



## Timer Code Snippet

```
let  
segmentsQuantity: number = time * 2 - 1;  
if  
(time < 10) segmentsQuantity = time * 4 - 1;  
if  
(time > 30) segmentsQuantity = time - 1;
```

### Animation Notes

- The timer bar seconds total should always be displayed with at least 2 digits and include a colon (:00).
- The timer segments will change color as the timer progresses down to 00. The colors typically start at green and then change to yellow and finally red. The background color is typically a blue/black gradient. These colors may be adjusted for specific games.
- When the timer bar starts, show the timer segments fading on quickly before they start to tick down (avoid a “pop” where the timer segments instantly appear.).
- As the seconds expire, each timer segment will animate off with a vertical gradient shift to the center.
- When the timer hits 00, there is a red/white flash as it expires.

## Buttons

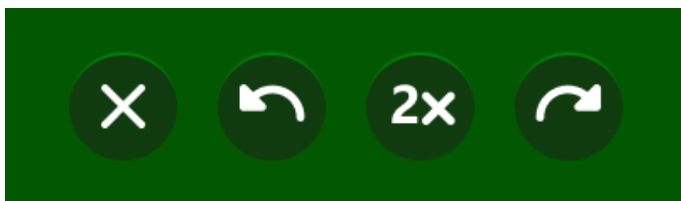
**Description:** Action buttons are used globally on live dealer games. These buttons are delivered via Spine. The button bevel color is dynamically changed to match the color style of the game via skins in Spine.

### Button States

- Normal (static)
- Hover (animated - only on desktop)
- Press (animated)
- Disabled (static)

### Action Buttons

**Description:** Action buttons are any button where the user is taking action to do something. These buttons include, but are not limited to:



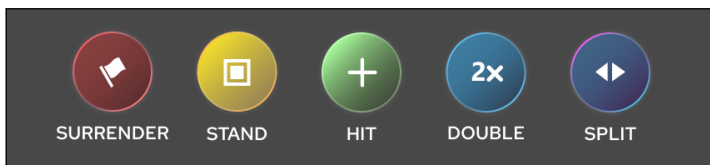
- Autoplay
- Cancel

- Cashier
- Chat
- Double bet
- Help
- Re-bet
- Switch table view
- Tip
- Undo
- Volume off/on

## Decision Buttons

**Description:** Decision buttons are considered to be any button where the user must make a decision, usually while a clock is ticking. These buttons are used on games with cards like poker and blackjack.

**Figure 1. An example of some decision buttons**



- Accept
- Surrender / Quit
- 2X / Double Down
- Hit
- Stand
- Split

## Pick 'Em Animations

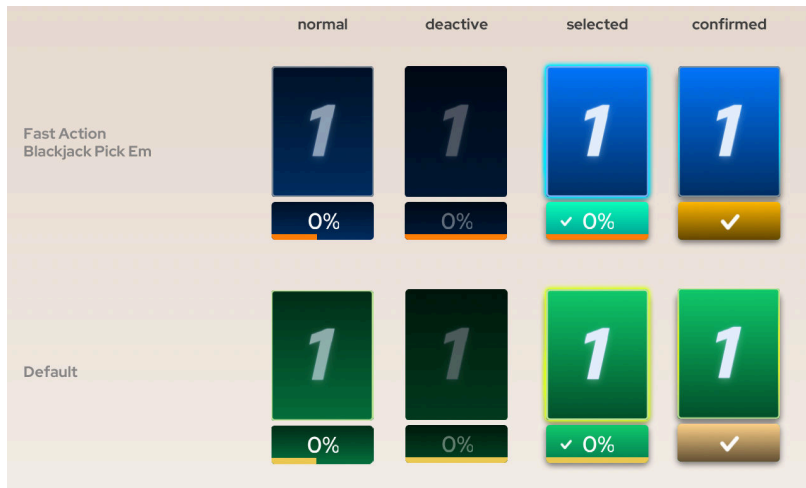
**Description:** The Pick 'Em feature allows players to select their own starting hand from a pool of face down cards. This sense of choice creates a more engaging experience. The Pick 'Em feature is composed of a set of global designs and animations that will be restyled (colors, fonts) for each Pick 'Em titled game.

The Pick 'Em interface consists of a series of incrementally numbered boxes with a smaller box below containing a percentage indicator. Both elements act as a button for the player to interact with.

The Pick 'Em feature is designed as a single Spine file.

The Spine file contains 2 separate skeletons.

1. A single Pick 'Em block that can be duplicated and arranged according to the game's design.
2. A banner animation that announces to the player that they need to make picks.



## Common Animation States

- **Confirmed**
  - This state shows when the selected numbers have been confirmed via the confirm modal.
- **Confirmed (Card Flip)**
  - Same as the confirmed state, but the Pick Em number is replaced with the card flip animation, revealing the card.
- **Inactive**
  - This state shows after other choices have been confirmed and these have not been selected.
- **Enter**
  - Plays when the number block enters the game for the first time.
  - These should play slightly offset from one another – in order – left to right and top to bottom.
  - The % bar that is implemented via code can appear after the animation is complete. A quick fade on would be best.
- **Hover**
  - Desktop only – show this state when the mouse is hovered over the number block.
- **Normal**
  - Included, but may not be necessary.
- **Normal (Card Flip)**
  - Same as the Normal state, but the number is replaced with the card flip animation, revealing the card.
- **Normal-loop**
  - This looping animation should be used for the default normal button state.

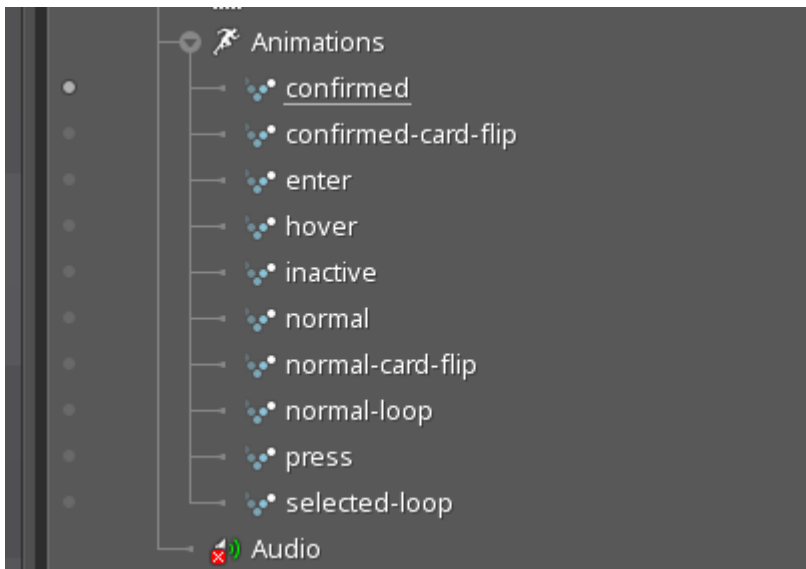
- The number blocks on the screen should not all play together – instead the looping animations should be offset from one another and play in sequence – left to right and top to bottom in the order that they first appeared on the screen.

- **Press**

- This state is meant to briefly appear on press/click, and before the “selected-loop” state plays. If this state is not deemed necessary, then it can be omitted.

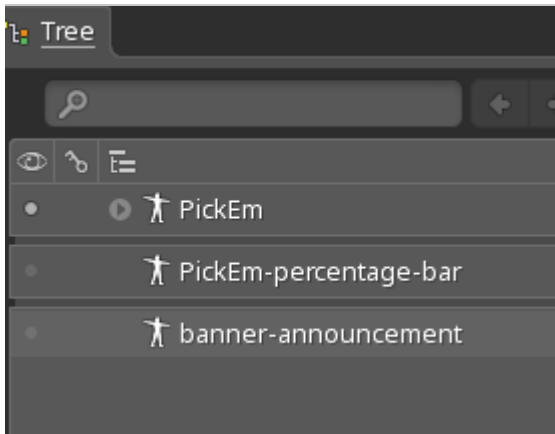
- **Selected-loop**

- This is the selected state once the user has made a choice but has NOT yet confirmed their choice.
- There is an empty slot “number-stroke” that should be used to load in the corresponding numbered stroke to the style of the game. These strokes are saved out as PNGs (one for each number) and can be found in the same handoff directory.
- This state should play until it becomes deselected, or the selections are confirmed.

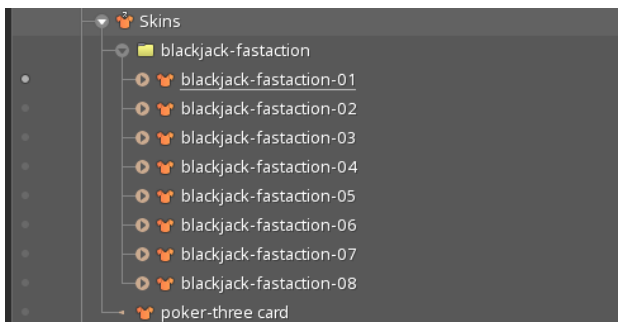


## Structure / Skeletons

This Spine animation is broken into three skeletons: the Pick ‘Em number block, the progress (percentage) bar block, and the announcement banner. Each number block has an associated progress bar block below it. The progress bar block contains dynamic text implemented by code, and a progress bar which is implemented via Spine from the separate skeleton.



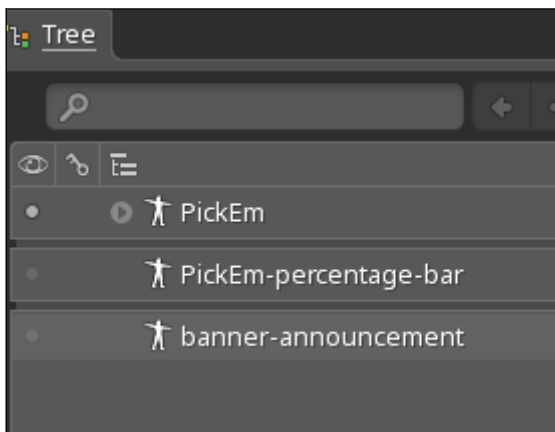
Skins for each game's color theme are also included. However, for new games additional skins will be required.



### Banner Announcement Skeleton

Some games will have a separate phase animation for this Pick 'Em feature.

This spine animation is for the prompt that tells the players that it is time to make selections. This can play once – center screen and can fade off after an appropriate amount of time.



## Pixijs Text Styling

The fonts will be changed for each game, but the color/effects will be constant unless otherwise noted. The JSON file for the font styling of the main numbers is also included in this directory.



### Pixijs TextStyle Editor:

[Pixijs Viewer](#)

```
{  
  "dropShadow": true,  
  "dropShadowAlpha": 0.6,  
  "dropShadowAngle": 90,  
  "dropShadowBlur": 12,  
  "dropShadowColor": "#ffffff",  
  "dropShadowDistance": 2,  
  "fill": "#ffffff",  
  "fontFamily": "Impact, Charcoal, sans-serif",  
  "fontSize": 99,  
  "fontWeight": "bolder",  
  "letterSpacing": 2,  
  "stroke": "#ff29d1"  
}
```

## Animations, Card Flip

**Description:** This effect is triggered whenever a card is revealed.

**Format:** Spine



## Animations, Chip Placement FX

**Description:** Chip placement effect animations occur when placing any chip(s) on a bet area.



### Common Chip Placement FX Animations

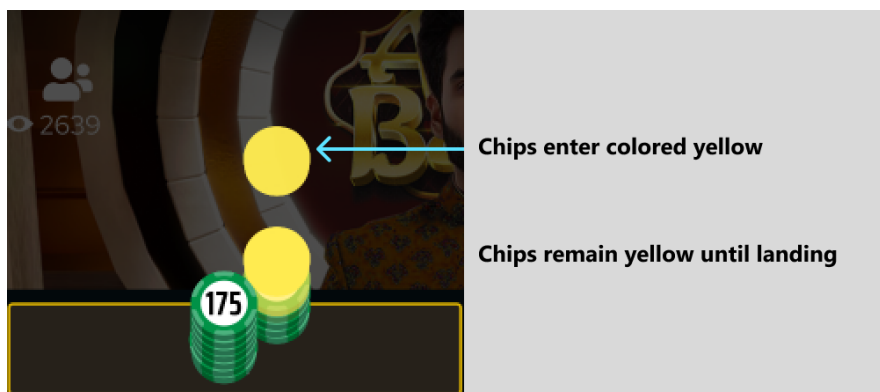
- Bet-placed (25 frames or 833ms): FX animation for basic placing of chips
- Bet-placed-double (25 frames or 833ms): This effect is a bit more exciting, and used in situations when chip totals double.

## Animations, Winning and Losing Chips

**Description:** Once the game result is determined, players are accordingly awarded based on how much they bet and how the payable is structured. These winning chips stacks are meant to mimic the experience of real-world casinos where dealers will slide additional chip stacks next to the original winning bets on the table.

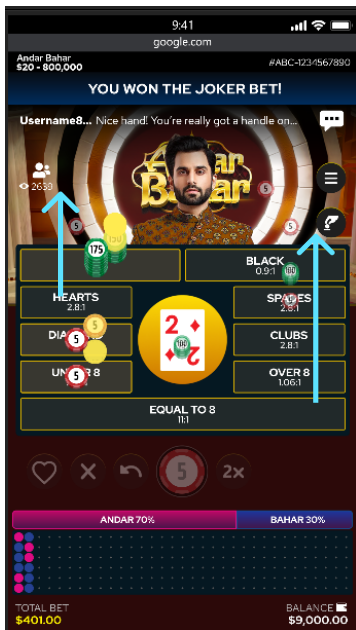
Our winning chip animations are very similar across our games. All card games should behave as described below.

Roulette games work differently as the winning chips are not stacked next to the original bet, but on top of the original bet.

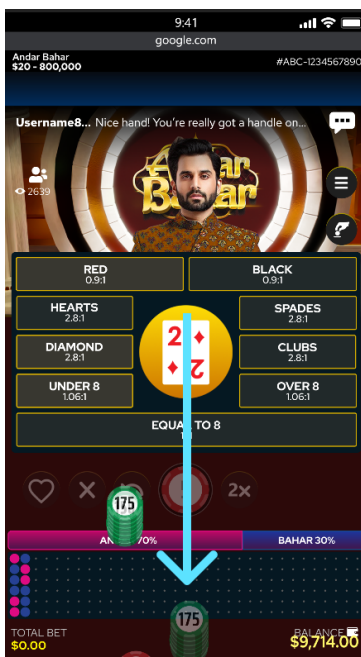


***After the winning bet has been decided, the sequence is as follows:***

- Each winning chip enters tinted opaque yellow, dropping downward just behind and to the right of the original bet, as illustrated above.
- As each chip lands, the yellow tint fades off quickly.
- About 300ms – 500ms ***after the first chip lands***, the losing chips should: exit away from the player (toward the dealer), slightly scaling down and fading out. See illustration below.

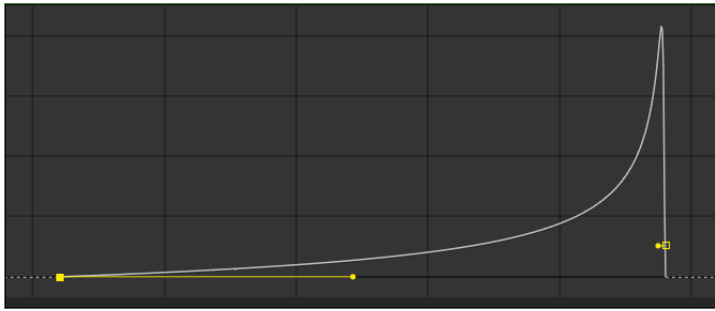


- Promptly, once all, or nearly all, chips have entered, the sparkle animation starts on the new and original winning chip stacks.
- The sparkles should continue to loop while the chips remain on the board.
- The winning chips will then exit, scaling up as they move closer to the player, then fading away quickly as they approach the bottom of the screen. See image below.



- The movement should start slowly with a strong ease-in so that they begin to speed up as they continue.

Figure 2.



- The motion should feel like a dealer sliding a stack of chips across a felt table.



- Once the chips have moved off the board the table should immediately transition back to the default state for the next round.

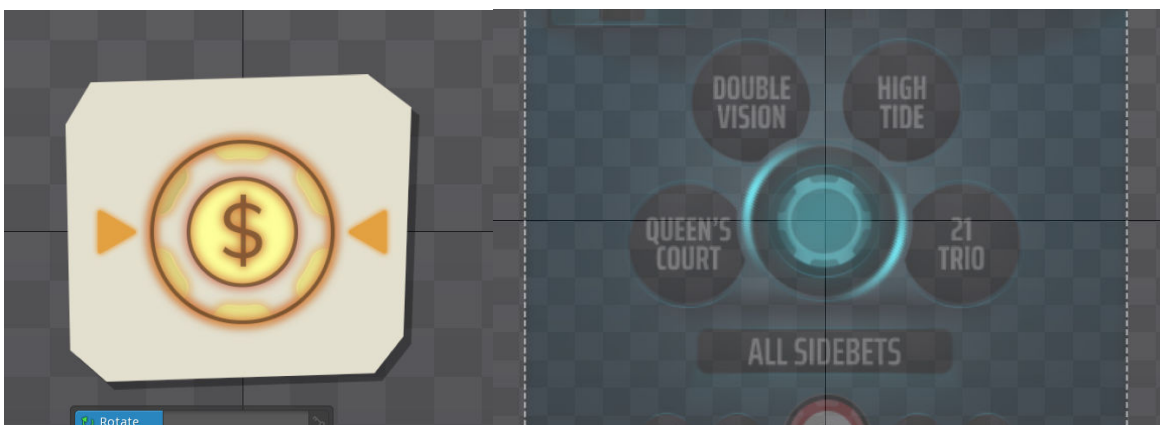
## Betting Areas, Ante Wager Prompt

**Description:** Games that have an ante wager will sometimes have an accompanying prompt in the form of a subtle looping animation. The purpose of this is to remind the player to place an ante wager, especially in cases where an ante wager is **required** to participate further.

### States:

*active-loop* – plays the looping animation

*normal* – normal static state



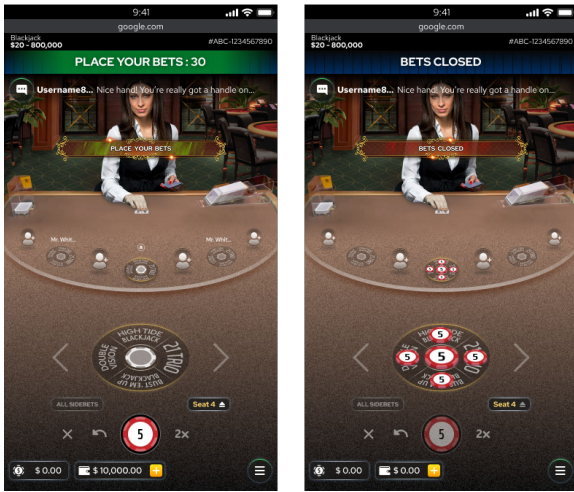
## Animations, Phase

**Description:** Phase animations are used to announce major phases of the game like "Place Your Bets" and "Bets Closed". However, there are occasions when additional phases are necessary.

### Common Phase Animations

- Place Your Bets (65 frames or 2165ms)

- Bets Closed (65 frames or 2165ms)



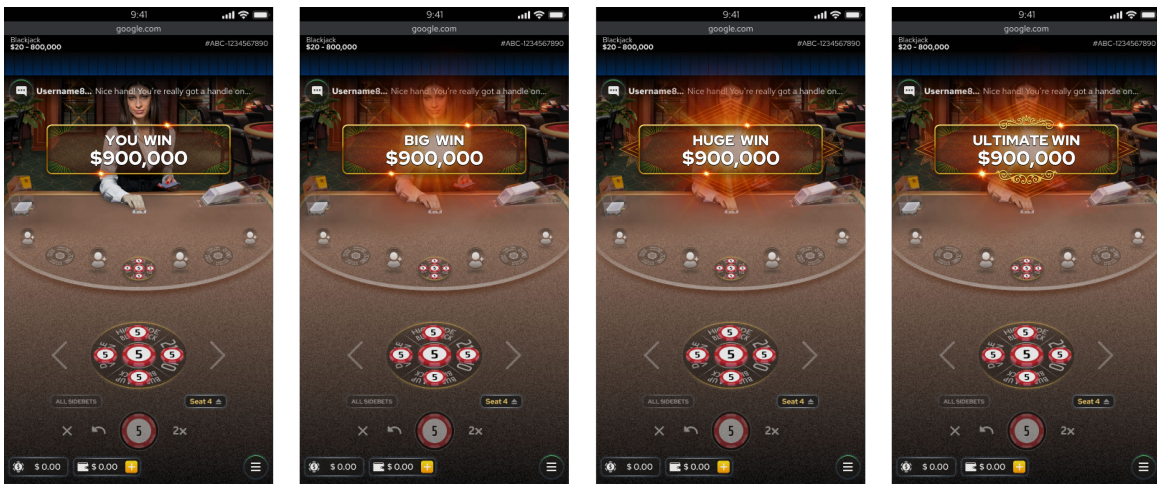
## Animations, Win

**Description:** Win animations are shown when the player wins at the end of a round of play. There are five typical variations of these win animations (also referred to as “win rankings”). The animations for each is progressively more impressive and should be associated with a higher value win.

Currently, the placement of these animations is centered on the dealer video to keep the game object zone clear.

### Common Win Animations

- **Level0** - “sub-win” where the user has won the same or less than their original bet (75 frames or 2498ms – same as level 1)
- **Level1** - You Win (75 frames or 2498ms)
- **Level2** -Big Win (90 frames or 2997ms)
- **Level3** -Huge Win (105 frames or 3497ms)
- **Level4** -Ultimate Win (120 frames or 3996ms)

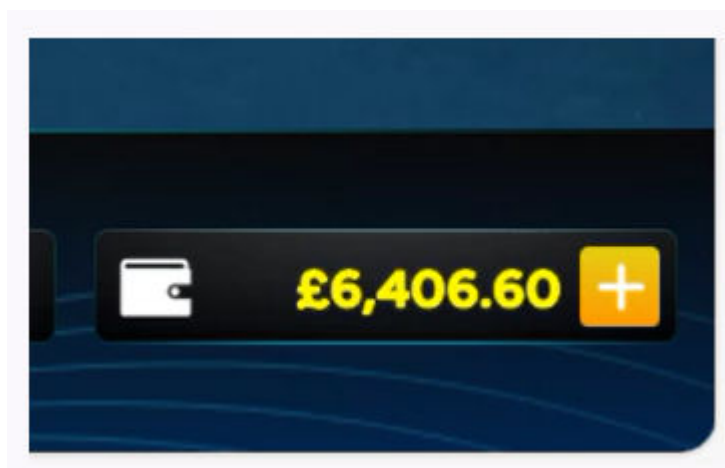


## Animations, Wallet Balance Rollup

**Description:** Each time the player’s wallet total increases a special animation should play. This animation should ONLY play when the balance increases (not decreases).

This animation only plays on the wallet field.

The total will change to a bold/gold style while the number rolls up.



Further details can be found in the handoff folder for this feature.

**Asset location:** Production > \_Global > HandOff > Balance\_RollUp\_Animation

## Game Resolution Overview

After the result of a game is determined, the game resolution phase begins. This includes notifying the player of all outcomes related to their bet(s).

**STEP 1:** Any additional chips resulting from winning bets are neatly placed on the table next to the corresponding winning wagers.

**STEP 2:** Losing bets are removed from the table. This occurs just after the start of the winning chips animating in. Ideally, we'd have the winning chips enter, then a half second later start exiting the losing chips.

**STEP 3:** The win animations play which show the player's total winnings for this round (SPINE).



**STEP 5:** Winning chips are moved off the table as the win animation ends, just before.

**STEP 6:** The table transitions to accept new bets for the next round.

## Blackjack - Global

### Insurance and Dealer Bust Modal

**Description:** These occur during resolutions and act similarly to Phase animations in that they will sit above most of the other elements, drawing attention to a certain outcome.

The insurance animation / will last for an indeterminate amount of time but would theoretically end when either the player makes a choice, or a timer runs out.

## Splits Flow Animation Notes

**Description:** To achieve the slide-behind effect:

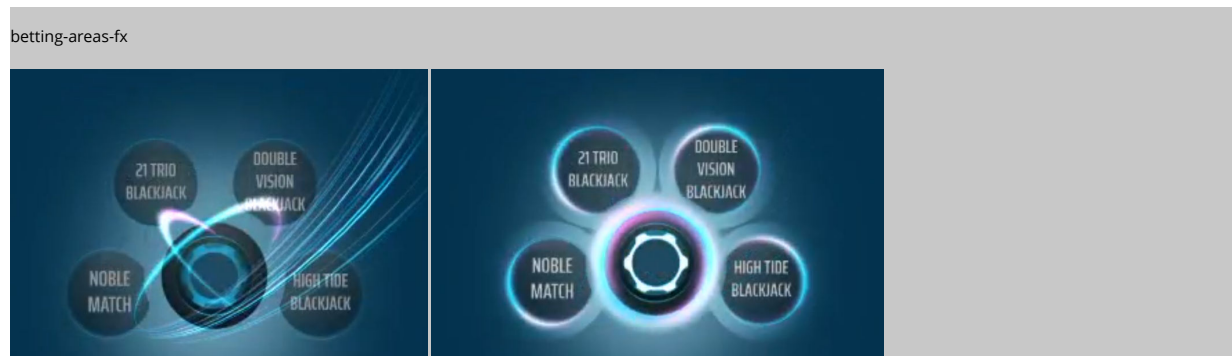
1. When card(s) X starts to move, a clone or clones appear directly underneath and below the current tab
2. Both card(s) X and the clone move on the same path towards the destination
3. As the card(s) and clone(s) reach the boundary / edge of the tab, the top card(s) fade away

Note: This effect only occurs after the player has accrued 3+ hands from splitting.

## Unique Animations

### Betting Areas UI Animations

#### Betting Areas Effect



**Description:** The animation plays every time at the beginning of each round together with the 'Place Your Bets' Phase animation and additionally focuses the player's attention on the betting

Animation States:

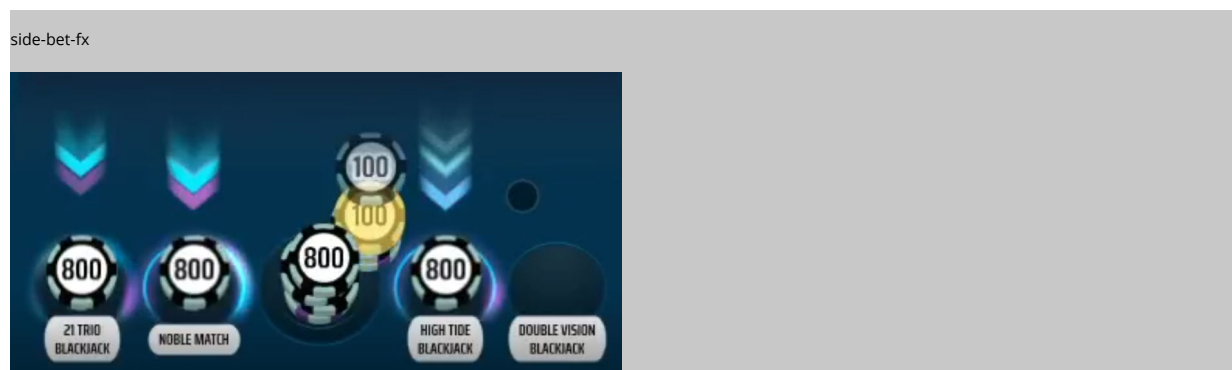
- main-bet-area (60 frames / 2000 ms)
- side-bet-area (60 frames / 2000 ms)

**Format:** Spine

**Asset location:**

Production-Files > Blackjack Pick'Em Fast Action > HandOff > Animation\_Assets > Assets > BettingAreasFX

#### Side Bet Effect



**Description:** The animation is played when a side bet wins. When several or all side bets win, it is played simultaneously for all betting areas with a slight delay.

Animation States:

- side-bet-fx (60 frames / 2000 ms)

**Format:** Spine

**Asset location:**

Production-Files > Blackjack Pick'Em Fast Action > HandOff > Animation\_Assets > Assets > SideBetFX

## Version History

Date	Author	Changes
5.14.2025	George Van Der Volgen	Update game title. Generate new document with version history section. Update Global sections and republish. Updated Timing Guide and corresponding graphic. Change wording for Bets Place section. Add Version History section and republish.
8.4.2025	George Van Der Volgen	Update Timing Guide section
9.16.2025	Oleksii Chuprynin	NEW Sections: <b>Betting Areas Effect</b> and <b>Side Bet Effect</b> . Spine animations: descriptions, screenshots