Welcome to Interactive Machinima

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Administriva

- **Teaching staff**
  - Mark van Langeveld (Professor)
  - Jana Schurig (Film Grad TA)
  - James Anjewierden (CS TA)
  - ?
- **Half-life 2 accounts**
  - If you took CS3500 you don't need a new one
  - So, sign up and indicate if you need one

Administrivia - 2

- **Class mailing list already set up with your utah.edu account**
  - teach-cs3660@list.eng.utah.edu (teachers)
  - cs3660@list.eng.utah.edu (you)
- **http://www.eng.utah.edu/~cs3660**
  - Class web page (schedule and resources)

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What is Machinima?

- **Oct 1996 – Rangers clan created "Diary of a Camper" – First machinima**
- **See both Six Axis Studios videos**
- **Two kinds**
  - **Multi-player (Such as Red vs. Blue) – aka Digital Puppetry**
  - **Animate/cut/scripted scene (Such as A Few Good G-Men)**

Multi-player Machinima

- **Write script**
- **Develop storyboards**
- **Record dialog (get timing)**
- **Develop sets/props**
- **Recruit people to be the actors**
- **Assign player types to actors**
- **One player is assigned to be the camera**
- **People "act" the scenes, camera records**
- **Post process – edit scenes, combine dialog**

Animate Scene Machinima

- **Write Script**
- **Develop storyboards**
- **Record dialog**
- **Develop sets/props**
- **"Program" characters, add speech and sounds**
- **Player watches play or precise camera control**
- **Record**
- **Post process is mostly about stitching scenes together and "fixing things"**

How - Animate Scene Machinima

- **Write script and do storyboards**
  - By hand (for now)
  - Garry's Mod or other tools for making screen shots or story boards
- **Record dialog**
  - Audacity (open source)
- **Develop props**
  - Steal from other games (GCFScape)
  - Model (such as with Maya)

How - Animate Scene Machinima - 2

- **Develop sets**
  - Again steal
  - Hammer is your friend
- **"Program" characters**
  - Hammer to script movement
- **"Program" gestures and speech**
  - Faceposer (Vista issues)?
- **Camera control**
  - Hammer
- **Record**
  - Virtualdub more reliable than Fraps
- **Post process**
  - Adobe Premier

Course Goals

- **Project Class**
- **Student presentations and critiques**
- **Teams**
- **Likely no quizzes or tests**
- **Learn how to make Machinima**
- **Make some great movies** ☺
- **Win the Machinimafest competition**

General Plan

- **First 3 weeks**
  - Learn tools
  - Write simple short movie
- **Second 3 weeks**
  - Produce small movie from storyboard to actual version
- **Rest**
  - Teams work together to create one or two big productions

Teams

- **First part - pairs**
  - Strong suggestion – Film and CS students should team up
- **Between 2 and 4 person teams (second part)**
  - Notice – "between"
- **Changing teams is possible**
- **Final Project could be new teams and possibly larger teams**

New This Year

- **Tried to develop new machinima engine based on Gamebryo LightSpeed**

- **Will use Half-Life 2 Episode 2**

- **New models (Whatever we can get – like dragon, skeleton, etc.)**

- **New animations**

- **Focus on short, high quality films, with excellent stories**

New Resources

- **Lab machine 1 has a ton of Noesis interactive tutorials**

- **Things like how to take an existing 3D model and get it into the game**

- **How to get an existing 3D character animated and into the game**

- **Two Ross Scott (Creator of Civil Protection) tutorials on Choreography and Cinematography – EVERYONE SHOULD WORK THROUGH THESE!!!!**

What Is Next?

- **HW1 – Faceposer focused (little about hammer)**
  - Tell a joke or do something funny
  - Stage it in the class room
  - Hammer is for setting things up, but focus is on faceposer
- **HW2 – make a short (tell a joke or do something about that will be cool on youtube ☺ or … but don't do a music video (boring)**
  - Must NOT LOOK LIKE Half-Life 2!!!
  - New characters, animations, etc.
- **Final Project**