Welcome to Interactive Machinima

Robert Kessler, Professor
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)
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**