Welcome

CS undergrads in CS5964
Film/Comm/English/… students in CS5964
CS grads in CS6964

Robert Kessler, Professor
Administriva

- **Teaching staff**
  - Mark van Langeveld
  - Lonny Danler (Film TA)
  - James Anjewierden (CS TA – half time)

- **Half-life 2 accounts**
  - How many need a new one?
Administrivia - 2

● Class mailing list already set up with your utah.edu account
  – teach-cs5964@list.eng.utah.edu (teachers)
  – cs5964@list.eng.utah.edu (you)
● http://www.eng.utah.edu/~cs5964
  – Class web page (schedule and resources)
CS6964 Grad Students

- Take leadership role on teams
- Note – currently the graphics computing degree does not allow this class for grad elective credit
  - I guess because we have too much fun!!!
- Please talk with Mark and Bob about “goodies” after HW2 is completed
  - So you get some experience with the system first
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
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 😊
General Plan

- **First 4 weeks**
  - Learn tools
  - Write simple short movie
- **Second 4 weeks**
  - Produce small movie from storyboard to actual version
- **Last half**
  - Teams work together to create one or two big productions
Teams

- Hammer / Faceposer individual or pair (first 2 assignments)
  - Team up Film students with CS students
- Between 2 and 4 person teams (hw 3)
  - Notice – “between”
- Changing teams is possible
- Final Project could be new teams and possibly larger teams
What Is Next?

- **HW1 - Hammer**
  - Given room
  - Add props
  - Film characters wandering around

- **HW2 – Faceposer**
  - Record sound and add to character
  - Add gestures
  - Add to HW1
  - Tell a joke

- **HW3 – make a short (tell a joke or do something about that will be cool on youtube 😊 or ... but don’t do a music video) - still negotiating a contest**

- **Final Project**