

# *Welcome*

CS undergrads in CS5964

Film/Comm/English/... students in CS5964

CS grads in CS6964



**Robert Kessler, Professor**

# *Administrivia*

- **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**