

# Machinima

Nicolae Sfetcu

**Machinima** Matt Kelland,Dave Morris,Dave Lloyd,2005 Machinima movies are created using the 3D graphics engines behind such computer games as 'Halo' and 'Half-Life'. This book offers an in-depth look at where machinima has come from, where and how it is used, and how anyone can use it to create a new generation of 21st-century animated home movies.

**Machinima For Dummies** Hugh Hancock,Johnnie Ingram,2007-07-31 Use this book to learn how you can, at little or no expense, make virtually any movie using Machinima. The authors guide you from making your first Machinima movie to a grounding in both conventional filmmaking and Machinima technology that will let you tackle very complex film projects. The book focuses on the following Machinima platforms: The Sims 2: Arguably the most popular Machinima platform of all time, The Sims 2 allows you to tell stories ranging from romance to noir action. World Of Warcraft: Tell your own tales of heroism in the world of Azeroth, following in the footsteps of award-winning Machinima creators and even the makers of South Park. Medieval 2: Total War - This astonishing new game allows you to create Lord of the Rings-scale medieval battle films using just a home computer! MovieStorm: For the first time, unleash the power of Machinima as a professional user using a fully-featured, fully-licensed commercial Machinima platform. You'll be introduced to all aspects of Machinima production, from live filming in a game through the creation of sets, props and characters, as well as the basics of cinematography, storytelling and sound design.

**The Machinima Reader** Henry Lowood,Michael Nitsche,2011-06-03 The first critical overview of an emerging field, with contributions from both scholars and artist-practitioners. Over the last decade, machinima—the use of computer game engines to create movies—has emerged as a vibrant area in digital culture. Machinima as a filmmaking tool grew from the bottom up, driven by enthusiasts who taught themselves to deploy technologies from computer games to create animated films quickly and cheaply. The Machinima Reader is the first critical overview of this rapidly developing field. The contributors include both academics and artist-practitioners. They explore machinima from multiple perspectives, ranging from technical aspects of machinima, from real-time production to machinima as a performative and cinematic medium, while paying close attention to the legal, cultural, and pedagogical contexts for machinima. The Machinima Reader extends critical debates originating within the machinima community to a wider audience and provides a foundation for scholarly work from a variety of disciplines. This is the first book to chart the emergence of machinima as a game-based cultural production that spans technologies and media, forming new communities of practice on its way to a history, an aesthetic, and a market.

**Machinima** Phylis Johnson,Donald Pettit,2014-01-10 Unlike traditional animation techniques that use specialized 3D animation software, machinima—a term derived from the words “machine” and “cinema”—records the action in real-time interactive 3D environments, such as those found in video games, to create a cinematic production. No longer solely the province of hard-core gamers, machinima has become central to the convergence between animation, television, and film, but retains its own identity as a unique media format. It has evolved quickly within massive multi-player gaming and virtual platforms such as Second Life, The Sims, World of Warcraft, and virtual worlds under development. These interviews, essays, and discussions with leading machinima producers, reviewers, performers, and advocates discuss scripting basics, character development, and set design, as well as tips on crafting machinima through creative use of sound, lighting, and post-production.

**3D Game-based Filmmaking** Paul Marino,2004 The Machinima approach to creating movies promises to revolutionize the computer animation industry and this book will serve as the industry bible for emerging filmmakers. It expertly covers the very latest technology in filmmaking, from the history of Machinima, who the major players are, and where the Machinima movement is going. Conventional filmmakers are quickly adopting this medium as a much easier and economical way to produce animation films. This book contains a wealth of tips, tricks, and solid techniques to creating your own Machinima films from some of the best creative minds in the industry. Numerous hands-on projects are provided to show readers how to expertly create, edit, and view their own films. Some of the hot topics covered include developing actors, preparing sets, incorporating audio, adding special audio and visual effects, using the best post production techniques, using the best game engines, and much more.

**Career Building Through Machinima** Holly Cefrey,2008-01-15 Machinima, meaning “machine cinema,” is the technology of using computers to create cinematic features. This book teaches readers, who may be hobbyists in the art, how to use their talents to produce lifelong careers from what they love.

**Pioneers in Machinima: The Grassroots of Virtual Production** Tracy G. Harwood,Ben Grussi,2021-09-07 This important new work focuses on the pioneers in machinima, considered to be the grassroots and beginnings of virtual production. Machinima’s impacts are identified by the community, supplemented by Harwood and Grussi’s research and experience over a period of 25 years – from game, film and filmmaking to digital arts practice, creative technologies developments and related research and theory. Machinima is the first digital cultural practice to have emerged from the internet into a mainstream creative genre. Its latest transformation is evident through the increasing convergence of games and film where real-time virtual production as a professional creative practice is resulting in new forms of machine-generated interactive experiences. Using the most culturally significant machinima works (machine-cinema) as lenses to trace its history and impacts, ‘Pioneers in Machinima: The Grassroots of Virtual Production’ provides in-depth testimony by filmmakers and others involved in its emergence. The extensive reference to source materials and interviews bring the story of its impacts up to date through the critical reflections of the early pioneers. This book will be of interest to machinima researchers and practitioners, including game culture, media theorists, students of film studies and game studies, digital artists and those interested in how creative technologies have influenced communities of practice over time.

**Understanding Machinima** Jenna Ng,2013-07-30 In this groundbreaking collection, Dr. Jenna Ng brings together academics and award-winning artists and machinima makers to explore the fascinating combination of cinema, animation and games in machinima (the use of computer game engines to produce animated films in cost- and time-efficient ways). Book-ended by a preface by Henry Lowood (curator for history of science and technology collections at Stanford University) and an interview with Isabelle Arvers (machinima artist, trainer, critic, and curator), the collection features wide-ranging discussions addressing machinima not only from diverse theoretical perspectives, but also in its many dimensions as game art, First Nations media art, documentary, and pedagogical tool. Making use of interactive multimedia to enhance the text, each chapter features a QR code which leads to a mobile website cross-referencing with its print text, integrating digital and print content while also taking into account the portability of digital devices in resonance with machinima's mobile digital forms. Exploring the many dimensions of machinima production and reception, Understanding Machinima extends machinima's critical scholarship

and debate, underscoring the exciting potential of this emerging media form.

**Fan Fiction and Fan Communities in the Age of the Internet** Kristina Busse, 2014-09-17 Fans have been responding to literary works since the days of Homer's *Odyssey* and Euripedes' *Medea*. More recently, a number of science fiction, fantasy, media, and game works have found devoted fan followings. The advent of the Internet has brought these groups from relatively limited, face-to-face enterprises to easily accessible global communities, within which fan texts proliferate and are widely read and even more widely commented upon. New interactions between readers and writers of fan texts are possible in these new virtual communities. From *Star Trek* to *Harry Potter*, the essays in this volume explore the world of fan fiction--its purposes, how it is created, how the fan experiences it. Grouped by subject matter, essays cover topics such as genre intersection, sexual relationships between characters, character construction through narrative, and the role of the beta reader in online communities. The work also discusses the terminology used by creators of fan artifacts and comments on the effects of technological advancements on fan communities. Instructors considering this book for use in a course may request an examination copy here.

**Play, Record, Learn** Keith Morton, 2010-06-15 Within the last couple of decades, a new medium called machinima has emerged. Machinima is a method of creating videos using videogames or virtual worlds. The new technique gives potential filmmakers the freedom of animation without much of the cost or time expenditure. But machinima is more than a low-budget compromise of animated filmmaking. It is its own unique art form complete with its own potential to foster learning. Machinima is epistemic. As such, it is capable of not only conveying knowledge but also creating new knowledge. This project asks how exactly machinima is epistemic. In what ways does it foster learning? And, more importantly, how can it be implemented in education? The research here relies on educational theories from Paulo Freire to Stuart Moulthrop, media theories from Marshal McLuhan to Greg Ulmer, film theories from Sergei Eisenstein to Vladimir Pudovkin, culture theories from Lawrence Lessig to Paul Miller, and rhetorical theories from Aristotle to Kenneth Bruffee. It is a project to establish machinima as a justifiable and practical media form to be used as a tool for student learning. Free from the restrictions that plague many academic works, *Play, Record, Learn* is uninhibited, unbridled, and unbound media theory at its best!

**Video Game Spaces** Michael Nitsche, 2008-12-05 An exploration of how we see, use, and make sense of modern video game worlds. The move to 3D graphics represents a dramatic artistic and technical development in the history of video games that suggests an overall transformation of games as media. The experience of space has become a key element of how we understand games and how we play them. In *Video Game Spaces*, Michael Nitsche investigates what this shift means for video game design and analysis. Navigable 3D spaces allow us to crawl, jump, fly, or even teleport through fictional worlds that come to life in our imagination. We encounter these spaces through a combination of perception and interaction. Drawing on concepts from literary studies, architecture, and cinema, Nitsche argues that game spaces can evoke narratives because the player is interpreting them in order to engage with them. Consequently, Nitsche approaches game spaces not as pure visual spectacles but as meaningful virtual locations. His argument investigates what structures are at work in these locations, proceeds to an in-depth analysis of the audiovisual presentation of gameworlds, and ultimately explores how we use and comprehend their functionality. Nitsche introduces five analytical layers--rule-based space, mediated space, fictional space, play space, and social space--and uses them in the analyses of games that range from early classics to recent titles. He revisits current topics in game research, including narrative, rules, and play, from this new perspective. *Video Game Spaces* provides a range of necessary arguments and tools for media scholars, designers, and game researchers with an interest in 3D game worlds and the new challenges they pose.

**Language Teaching with Video-Based Technologies** Michael Thomas, Christel Schneider, 2020-07-03 This book explores the implications of technology-mediated project-based language learning for CALL teacher development, focusing on the role of video-based instruction in elucidating challenges and opportunities to promote learner creativity in the language classroom. The volume builds on existing literature on project-based language learning by extending the focus on the affordances of machinima, digital video created by teachers and learners to capture experience in 3D immersive games or virtual worlds. Drawing on data from a large-scale research project featuring case studies that examine different facets of CALL teacher education, the book calls attention to language learning and teaching strategies that encourage both learners and teachers to develop innovative approaches in the language classroom and how such approaches promote the integration of lifelong learning skills alongside traditional linguistic competencies. Offering a dynamic contribution to the growing literature on the interface of language learning and teaching and technology, this book will appeal to students and researchers in applied linguistics and language and education, as well as those interested in the latest developments in CALL.

**Creative Technologies for Multidisciplinary Applications** Connor, Andy M., 2016-03-29 Given that institutions of higher education have a predisposition to compartmentalize and delineate areas of study, creative technology may seem oxymoronic. On the contrary, the very basis of western thought is found in the idea of transcendent knowledge. The marriage of opposing disciplines therefore acts as a more holistic approach to education. *Creative Technologies for Multidisciplinary Applications* acts as an inspiration to educators and researchers who wish to participate in the future of such multidisciplinary disciplines. Because creative technology encompasses many applications with the realm of art, gaming, the humanities, and digitization, this book features a diverse collection of relevant research for the modern world. It is a pivotal reference publication for educators, students, and researchers in fields related to sociology, technology, and the humanities.

**Encyclopedia of Video Games [3 volumes]** Mark J. P. Wolf, 2021-05-24 Now in its second edition, the *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming* is the definitive, go-to resource for anyone interested in the diverse and expanding video game industry. This three-volume encyclopedia covers all things video games, including the games themselves, the companies that make them, and the people who play them. Written by scholars who are exceptionally knowledgeable in the field of video game studies, it notes genres, institutions, important concepts, theoretical concerns, and more and is the most comprehensive encyclopedia of video games of its kind, covering video games throughout all periods of their existence and geographically around the world. This is the second edition of *Encyclopedia of Video Games: The Culture, Technology, and Art of Gaming*, originally published in 2012. All of the entries have been revised to accommodate changes in the industry, and an additional volume has been added to address the recent developments, advances, and changes that have occurred in this ever-evolving field. This set is a vital resource for scholars and video game aficionados alike.

**Conference proceedings. ICT for language learning** Pixel, 2014

**The Art of Movies** Nicolae Sfetcu, 2014-05-06 Movie is considered to be an important art form; films entertain,

educate, enlighten and inspire audiences. Film is a term that encompasses motion pictures as individual projects, as well as – in metonymy – the field in general. The origin of the name comes from the fact that photographic film (also called filmstock) has historically been the primary medium for recording and displaying motion pictures. Many other terms exist – motion pictures (or just pictures or picture), the silver screen, photoplays, the cinema, picture shows, flicks – and commonly movies.

*3d Animation And Film Making Using Game Engines: The Art Of Machinima* Paul Marino, The Machinima approach to creating movies promises to revolutionize the computer animation industry and this book will serve as the industry bible for emerging filmmakers. It expertly covers the very latest technology in filmmaking, from the history of Machinima, who the major players are, and where the Machinima movement is going. Conventional filmmakers are quickly adopting this medium as a much easier and economical way to produce animation films. This book contains a wealth of tips, tricks, and solid techniques to creating your own Machinima films from some of the best creative minds in the industry. Numerous hands-on projects are provided to show readers how to expertly create, edit, and view their own films. Some of the hot topics covered include developing actors, preparing sets, incorporating audio, adding special audio and visual effects, using the best post production techniques, using the best game engines, and much more.

**The Films of Tim Burton** Alison McMahan, 2014-08-21 Most Tim Burton films are huge box-office successes, and several are already classics. The director's mysterious and eccentric public persona attracts a lot of attention, while the films themselves have been somewhat overlooked. Here, Alison McMahan redresses this imbalance through a close analysis of Burton's key films () and their industrial context. She argues that Burton has been a crucial figure behind many of the transformations taking place in horror, fantasy, and sci-fi films over the last two decades, and demonstrates how his own work draws on a huge range of artistic influences: the films of George Melies, surrealism, installation art, computer games, and many more. *The Films of Tim Burton* is the most in-depth analysis so far of the work of this unusual filmmaker - a director who has shown repeatedly that it is possible to reject mainstream Hollywood contentions while maintaining critical popularity and commercial success.

**The SAGE Encyclopedia of Out-of-School Learning** Kylie Peppler, 2017-04-11 The SAGE Encyclopedia of Out-of-School Learning documents what the best research has revealed about out-of-school learning: what facilitates or hampers it; where it takes place most effectively; how we can encourage it to develop talents and strengthen communities; and why it matters. Key features include: Approximately 260 articles organized A-to-Z in 2 volumes available in a choice of electronic or print formats. Signed articles, specially commissioned for this work and authored by key figures in the field, conclude with Cross References and Further Readings to guide students to the next step in a research journey. Reader's Guide groups related articles within broad, thematic areas to make it easy for readers to spot additional relevant articles at a glance. Detailed Index, the Reader's Guide, and Cross References combine for search-and-browse in the electronic version. Resource Guide points to classic books, journals, and web sites, including those of key associations.

**CALL communities and culture – short papers from EUROCALL 2016** Salomi Papadima-Sophocleous, Linda Bradley, Sylvie Thouësny, 2016-12-18 The 23rd EUROCALL conference was organised by the Cyprus University of Technology Language Centre. The theme of the conference was "CALL communities and Culture". Between the 24th and 27th August 2016, over 135 presentations were delivered and 27 posters were presented; 84 of these presentations appear in this volume of selected peer-reviewed short papers.

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