

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**