

4D Proposal

Title: Machinima Thing

Proposers: Chris Saunders & Jamie Taylor

Summary

Machinima, as an artform, is relatively new. Whilst its roots can be traced back to the 1980s with the computer subculture called demoscene, it wasn't until the release of MechWarrior 2 in 1995 and Quake in 1996 with controllable cameras and 3D game worlds that machinima as we recognize it today became more widespread.

We intend to investigate the creative properties of video games by producing a film that will be "shot" entirely within a video game. It is likely to be narrative based although, as with the game we will use, what it is likely to be about is as yet undecided.

Development

We want to experiment with various different games before making the decision on the one that best suits our needs. We also want to experiment with inserting our own graphics, characters and soundtrack into the games to change the entire look and feel of the game.

Plan of work

By the end of November, we want to have produced a short film (30secs - 1min) using scenery and characters from our chosen game. Then by Christmas, we want to have produced another short film with textures, characters and soundtrack that we have created and imported. Also by this time, we hope to have chosen a narrative. This will then give us three months to produce the final piece.

Output

The final outcome will be the production of a narrative based piece using a computer video game as a virtual studio in which to shoot each scene.

Criteria

Explore the relationship of the emerging machinima artform with that of traditional video.

References

Film

Anna by Katherine Anna Kang

(www.machinima.com/films.php?id=525)

Person2184 by Friedrich Kirschner (www.person2184.com)
The Journey by Friedrich Kirschner (journey.machinimag.com)
The Photographer by Friedrich Kirschner (www.person2184.com)
Waiting in Line – video for Zero7 by Ghost Robot/Fountainhead
Enter (www.machinima.com/films.php?id=346)

Articles

Ghost in the Machinima by Ron Dulin
Beyond Machinima: The Future of Interactive Cinema by Rudy Poat
and John Gaeta

Books

Marino, P. 2004. The Art of Machinima
Eenwyk, Jason Busby, Zak Parrish & Joel Van. Mastering Unreal
Technology

Visual Material



Scene from "The Journey" by Friedrich Kirschner



Scene from "Person 2184" by Friedrich Kirschner



Scene from "The Photographer" by Friedrich Kirschner



Scene from "Waiting in Line" by Ghost Robot/Fountainhead Enter