

# Machinima

## Recent advances and future perspectives

fmX/08 , Stuttgart 07.05.08

Dr. Claus-Dieter Schulz

Machinima Studios  
[www.machinima-studios.com](http://www.machinima-studios.com)

## ■ What is Machinima?

**Machinima = machine + animation + cinema**

Academy of Machinima Arts & Sciences (AMAS)  
([www.machinima.org](http://www.machinima.org)):

**Machinima** is filmmaking within a real-time, 3D virtual environment, often using 3D video-game technologies. It is the convergence of filmmaking, animation and game development.

## ■ From YouTube to Feature Films

2007 has been the year of the Machinima feature film

- **BloodSpell** ([www.bloodspell.com](http://www.bloodspell.com))  
Strange Company (Hugh Hancock), UK  
Game: Neverwinter Nights, Prod. time: 3 years
- **Tales of the Past III** - Martin Falch, Denmark  
Game: World of Warcraft, Prod. Time: 1.5 years  
([www.warcraftmovies.com/movieview.php?id=53953](http://www.warcraftmovies.com/movieview.php?id=53953))
- **Stolen Life**, Nanoflix Productions (Peter Rasmussen), AUS  
Game: 3D Game Studio  
[www.nanoflix.net](http://www.nanoflix.net) (DVD)
- **War of the Servers**, Lit Fuse Films (Robert Stoneman), UK  
Game: HL2+Gmod  
[litfusefilms.com/movies/waroftheservers/](http://litfusefilms.com/movies/waroftheservers/)



## ■ Machinima and mainstream media

Machinima has been picked up by other media

- **South Park**

Season 10 -Episode 12: Make Love, Not Warcraft

[www.southparkstudios.com/episodes/103797/](http://www.southparkstudios.com/episodes/103797/)

Game: **World of Warcraft**, Blizzard

- **CSI:NY**

Episode 4.05: "Down the Rabbit Hole"

Game: **Second Life**

Partner: Electric Sheep Company



- **BenX** (Director: Nic Balthazar) [www.benx.be](http://www.benx.be)

A film about a young autistic boy named Ben. The only place he can be himself and where he's able to express his real feelings is in the virtual world of the game **Archlord** (Codemasters).

## ■ The problem: EULA

EULA: End User License Agreement

- Games are for Gameplay only! (Pay and Play)
- Other uses are not allowed (incl. filmmaking)
- Most Machinima movies are still illegal (but who cares)
- This is absurd, see: [z-studios.com/films/ad-absurdum/](http://z-studios.com/films/ad-absurdum/)

## ■ A breakthrough: Microsoft

- First game company to legalise use for Machinima filmmaking!
- Machinima license (non commercial use only)
- Contact for getting a commercial license
- Small selection of games (incl.. Halo, Age of Empires, FS)
- Still a lot of strings attached
- <http://www.xbox.com/en-US/community/developer/rules.htm>

## ■ The next step: Blizzard (World of Warcraft)

- Machinima license for non-commercial use
- Restrictions apply ("T-rated" only)
- <http://www.wow-europe.com/de/community/machinima/letter.html>

## ■ No license: Electronic Arts Games

- A lot of games (Sims2, Spore etc. ), but no machinima license

## ■ Easy solution: Using non-game Machinima tools

- Virtual Worlds (Second Life..)
- MovieStorm ([www.moviesstorm.co.uk](http://www.moviesstorm.co.uk))
- Antics ([www.antics3D.com](http://www.antics3D.com))
- iClone ([www.reallusion.com](http://www.reallusion.com))

## ■ Live-4U the first TV magazine in Second Life

- Founded by Christian Maier, Lutz Deckwerth and L4 - Institute for Digital Communication GmbH, Berlin
- Started March 2007 (50 shows so far)
- Crew: 10 (L4) journalists + 4 (BraveNewWorlds) for technical part incl. Facial Animation
- Distributed to over 80 countries
- Live events: Concerts: Lang Lang, Juli
- 15 minutes per show (weekly)
- SL – Studio on BIG BIT ISLAND
- <http://www.lifeforyou.tv/>
- <http://www.l-4.de/>
- <http://www.bravenewworlds.de/>



## ■ Machinima beyond games

- **Among Fables and Men** (Tobias Lundmark)  
Generating a unique style different from the games look.  
Game: World of Warcraft
- **Wizard of OS: The Fish Incident** (Tom Jantol)  
Anymation (MotionBuilder)  
<http://www.vimeo.com/788006>



### More remarkable Machinima films:

- Online Machinima Film Festival (OMFF)  
Short List: <http://www.mprem.com/omf/page.php?22>
- Bitfilm Festival Machinima section  
<http://www.bitfilm.com/festival/machinima.php>

## ■ New Games and Machinima Tools

- **Unreal Engine 3** (Epic Games)

Games: UT3, Gears of War, Bioshock

Full Development Toolset (UnrealEd) available

(Cinematics Tools: Matinee, FaceFx (Facial Animation) etc.)

<http://www.unrealtechnology.com/technology.php>

Big Contest: <http://www.makesomethingunreal.com/>

- **Cryengine 2** (Crytek)

Game: Crysis

Full Development Toolset (Sandbox2) available (incl. Sources)

(Track View Editor, Facial Editor, Flow Graphs, etc...)

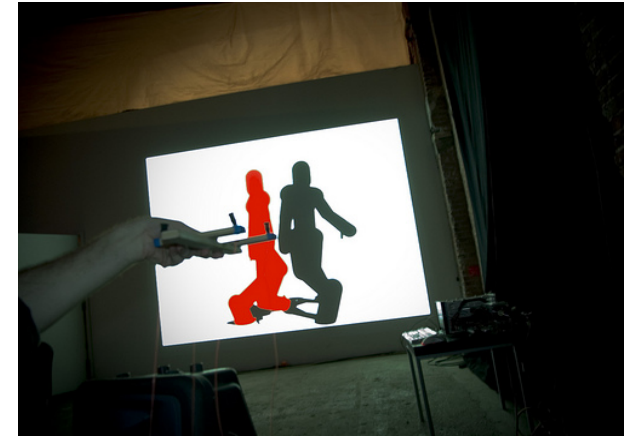
<http://www.crytek.com/technology/cryengine-2/specifications/>

Modding support: [www.crymod.com](http://www.crymod.com)

- **id Tech 5** (id Software)

## ■ Interactivity and Machinima

### Puppeteering (Machinima marionettes)



- **Moviesandbox** (Friedrich Kirschner)  
An Open-Source graphical filmmaking tool in progress, formerly developed for the Unreal Tournament engine and now based on C++ and OpenGL.  
<http://moviesandbox.net/>
- Two networked puppets can be controlled by hardware marionette controllers (Gamegear).  
Participants can interact with each other through their puppets without seeing each other in person.  
<http://flickr.com/photos/fiezi/2454137018/>

■ Websites

[www.machinima.org](http://www.machinima.org)

[www.machinimag.com](http://www.machinimag.com)

[www.mprem.com](http://www.mprem.com)

[www.machinima.com](http://www.machinima.com)

[www.machinimadeutschland.de](http://www.machinimadeutschland.de)

■ RSS-Feed

[www.machinifeed.com](http://www.machinifeed.com)

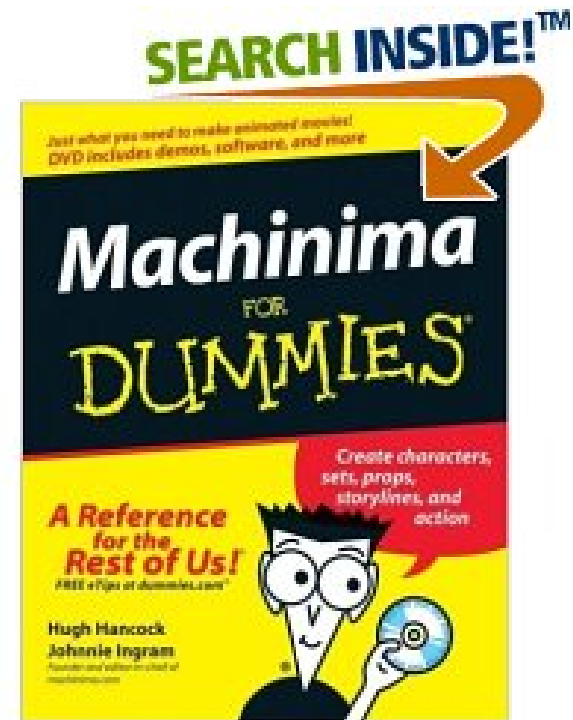
■ Podcast

[www.theovercast.com](http://www.theovercast.com)

■ Book

**Machinima for Dummies**

(Hugh Hancock, Johnnie Ingram, Wiley 2007)



■ Download slides:

[www.machinima-studios.com/fmx08machinima.pdf](http://www.machinima-studios.com/fmx08machinima.pdf)

■ Contact:

C.-D. Schulz  
Machinima Studios  
[cd@machinima-studios.com](mailto:cd@machinima-studios.com)  
[www.machinima-studios.com](http://www.machinima-studios.com)

SL: Rohan Fermi  
SLURL: <http://slurl.com/secondlife/Pangaea/18/72/24>

