

Contents at a Glance

<i>Introduction</i>	1
<i>Part I: Introducing Machinima</i>	7
Chapter 1: Getting to Know Machinima.....	9
Chapter 2: Your First Machinima Movie.....	25
<i>Part II: Getting Serious</i>	33
Chapter 3: Filmmaking 101	35
Chapter 4: Storytelling and Scriptwriting.....	59
Chapter 5: Engines, Engines Everywhere.....	79
Chapter 6: Making Your World: Set Design and Texturing	97
Chapter 7: The Casting Couch: In-Engine Character Design in The Sims 2	115
Chapter 8: Cut! Directing Machinima with The Sims 2	131
Chapter 9: Get Out the Scissors: Editing Machinima.....	153
Chapter 10: Fifteen Minutes of Fame: Distributing Your Movie.....	167
<i>Part III: Advanced Machinima Creation</i>	187
Chapter 11: Massively Multiplayer Machinima: World of Warcraft.....	189
Chapter 12: <i>Lord of the Rings</i> on \$50 — Mass Battles with Medieval II: Total War	215
Chapter 13: Noise! Sound Design and Recording for a Great Film	239
Chapter 14: Get It Out There! Publicizing Your Movie.....	255
Chapter 15: You're Nicked, My Son: Machinima and the Law	273
<i>Part IV: The Final Frontier: Pro Machinima</i>	283
Chapter 16: Making Things That Don't Exist: 3D Modeling and Animation.....	285
Chapter 17: A Storm Is Brewing: Moviestorm.....	305
Chapter 18: Build a Better Mousetrap: Going Beyond Engine Limitations	331
Chapter 19: Pro Machinima?	349
<i>Part V: The Part of Tens</i>	355
Chapter 20: Ten Machinima Films You Must Watch.....	357
Chapter 21: Ten Ways to Ruin Your Machinima Movie.....	365
Chapter 22: Ten Machinima Sites to Bookmark.....	371

Appendix: About the DVD375
Index381
End-User License Agreement*Back of Book*

Table of Contents

<i>Introduction</i>	1
About This Book.....	2
Foolish Assumptions	2
How This Book Is Organized.....	3
Part I: Introducing Machinima	3
Part II: Getting Serious	3
Part III: Advanced Machinima Creation	4
Part IV: The Final Frontier: Pro Machinima.....	4
Part V: The Part of Tens.....	4
Conventions Used in This Book	4
Icons Used in This Book.....	5
Where to Go from Here.....	6
<i>Part 1: Introducing Machinima</i>	7
Chapter 1: Getting to Know Machinima	9
The Future Is Here: Machinima Arrives.....	9
Shooting in a Virtual World.....	10
Machiniwhatnow?	12
Using Machinima to Make Films.....	13
What Machinima does well	14
What Machinima does less well	15
Making a Machinima Film.....	17
Controlling the Action: Live Versus Scripted.....	20
Chapter 2: Your First Machinima Movie	25
Installing Moviestorm.....	25
Walk before Running.....	26
Making Winston Drunk	27
Time for a Witty Retort.....	28
A Quick Exit.....	30
Cinematography!.....	30
And That’s All, Folks!	32
<i>Part 11: Getting Serious</i>	33
Chapter 3: Filmmaking 101	35
Film Is a Language.....	35
Faking the eye	36
Painting with light	37

Interpreting Animation	37
Making the Film: Anatomy of a Scene	38
Style	38
Blocking	39
Camera positioning	40
Micro-flow	41
Framing	43
Filming	43
Thinking about Aspect Ratios	44
Framing Your Movie	45
Painterly composition	45
Framing characters	47
Mastering Shot Flow	47
The Components of a Film	49
Shot types: Wide	50
Shot functions: Establishing	50
Shot types: Two-shot	51
Shot types: Reverse	51
Shot types: Point of View (POV)	52
Shot types: Close-up	52
Shot types: Medium shot	53
Shot types: General Visual (GV)	54
Shot types: Reveal	55
Shot types: Insert	55
Moving camera: Pan	56
Moving camera: Dolly/crane	56
Moving camera: Zoom	56
Moving camera: Handheld	57
Chapter 4: Storytelling and Scriptwriting	59
Debunking Storytelling Myths	59
You can't learn to tell a story	59
You'll ruin your storytelling by learning story structure	60
There's one true way to write a story	60
Writing a story is easy	61
You don't need to write like the pros do	61
Fire hot... fan films bad	61
Outlining the Form of a Story	62
Getting the Scoop on Reversals	63
Sizing your reversals	64
Beats	64
Scenes	67
Act	69
Developing Your Characters	70

Actually Writing a Script — Or Not!.....	73
1. The pitch	73
2. The skeleton.....	74
3. The narrative	74
4. The script	75
5. The s***ing editing	75
Writing Natural Dialogue.....	75
Adhering to Script Format	76

Chapter 5: Engines, Engines Everywhere 79

Exploring Key Features.....	80
The Sims 2.....	83
The Movies.....	83
Half-Life 2.....	84
Halo 2.....	85
Unreal Tournament	86
Neverwinter Nights	87
Neverwinter Nights 2	88
Medieval II: Total War	89
DooM 3.....	89
Grand Theft Auto	90
Moviestorm	92
IClone.....	92
Second Life.....	93
World of Warcraft	94
Battlefield 2	95
Company Of Heroes	95

Chapter 6: Making Your World: Set Design and Texturing 97

Knowing What Game Engines You Can Use	97
The Design Phase.....	98
Creating a Set.....	99
Entering the Modern Age	101
Creating a Set in The Sims 2.....	102
Landscaping for the Win	104
Build Me Up, Buttercup.....	106
Adding the Finishing Touches	107
Grabbing Props from the “Intarweb”	107
Finding mods.....	108
Installing a mod	109
Making a Quality Set	109
Research	110
Color and light	110
Space.....	111
Practicalities	112

Chapter 7: The Casting Couch: In-Engine Character Design in The Sims 2	115
How Do They Do That?	115
Creating Characters in The Sims 2	118
Customizing Your Character	120
Genetics: A new pair of genes	120
Faces: Tragedy, comedy, or chimp	120
Modifiers: The real power awaits you	122
Facial hair, makeup, and glasses	122
Clothing	124
Designing a Character's Look	125
Mastering Visual Character Design	127
Chapter 8: Cut! Directing Machinima with The Sims 2	131
Making Movies in The Sims: The Advantages	131
Checking Out The Sims Disadvantages	132
Preparing to Film with The Sims	133
Getting Your Sims onto Your Lot	134
Configuring The Sims 2 for Machinima	137
Adding a community add-on	138
Adding game cheats	138
Starting to Film	140
Static shots	141
Lights, camera, action!	143
I like to move it — moving shots	144
Diving in to Character Filming	147
Using Advanced Animation Tools	148
Creating Character Interaction	149
Case Study: The Snow Witch	150
Chapter 9: Get Out the Scissors: Editing Machinima	153
Understanding What You're Achieving with Your Edits	153
Figuring Out How to Edit	155
Getting Started with Vegas Video	156
Importing a Clip	157
Adding a Clip to the Video Track	157
Trimming a Clip	157
Adding Transitions	158
Working with Sound	161
Speeding Up or Slowing Down a Clip	161
Adding Title Sequence or Credits	162
Rendering Video	163
Identifying New Shots	163
Editing an Action Sequence	164
Editing a Conversation	164
Editing a Romantic Sequence	165
Editing a Suspense Sequence	166

Chapter 10: Fifteen Minutes of Fame: Distributing Your Movie . . . 167

Codecs, Codecs Every . . . What?	167
Video Formats	168
QuickTime	168
AVI	169
WMV	170
Thinking about Bitrates.....	171
Encoding Your Video	172
QuickTime	172
AVI	175
WMV.....	176
Streaming Video	179
External hosting.....	180
Personal hosting.....	181
Getting Your Video Out There	182
Standard (paid) Web hosting.....	182
Internet Archive.....	183
Web video sites.....	184
Peer-to-peer distribution.....	184
Publicizing Your Movie.....	186

Part III: Advanced Machinima Creation 187**Chapter 11: Massively Multiplayer Machinima:
World of Warcraft 189**

World of Warcraft — er, Warcraft.....	190
World of Warcraft and Machinima.....	191
Tools of the MMO trade.....	193
Writing for WoW	196
Decide what sort of story you want to tell.....	197
Write your story	197
LFG 3,745 More 4 Helm's Deep PST!.....	198
Executive producer	198
Permissions agent	199
Casting agent.....	200
Costume department	200
Crowd control	201
Transport coordinator.....	201
Shooting in WoW	202
Record pans in WoW.....	202
Record tracks in WoW.....	203
Shoot characters acting in WoW	203

Model Viewer FTW!	204
And Now, View That Map!	207
Mastering Post-Production Effects	208
Layering	209
Other compositing techniques	213

Chapter 12: *Lord of the Rings* on \$50 — Mass Battles with *Medieval II: Total War* 215

The Ups and Downs of <i>Medieval II: Total War</i>	216
The Filming Process in MTW2	217
Getting Started	218
Getting to Know the Battle Editor	219
Making a Map	223
Recording the Action	226
Shooting the Carnage	226
1: The <i>Medieval II: Total War</i> window	228
2: The Visible Elements window	228
3: The Curves View	228
4: The Playback controls	230
5: The Interpolation controls	230
6: Zooming functions	231
Creating Camera Paths	231
Adding a zoom	232
Creating a close-up hand-held camera	233
Rendering a camera	234
Rendering a Shot	235
Getting the Scoop on Tips and Tricks	236

Chapter 13: Noise! Sound Design and Recording for a Great Film 239

Figuring Out What Sound You Need	240
Winning a Losing Battle	241
Understanding the Basics of Sound	241
Getting the Kit — Recommendations for Cheap Equipment and Free Software	243
Microphone	243
Mixing desk	243
Headphones	244
Software	244
Sound damping	245
Setting Up a Recording Studio in Your Bedroom	245
Makin' Yer Aktual Recording!	247
Recording from Different Locations	248
Cleaning Up Voices and Balance Levels	248
Finding Foley Sounds and Effects	250
Locating Music	252

Chapter 14: Get It Out There! Publicizing Your Movie 255

There's No Such Thing as Bad Publicity	255
Why You Should Always Lie.....	256
Spin	257
Word-of-Mouth and Word-of-Mouse	259
Can I Get a Second Opinion, Doctor?.....	260
Online: The Key Sites.....	260
Cast your net wider.....	261
Other sites.....	261
Create an RSS feed.....	262
Offline Media.....	263
Press Releases	264
Writing your own press release	264
Hiring a PR agency	268
Trying a PR distribution agency.....	268
The Life-Cycle of the Lesser Spotted Publicity Machine	269
Before you start	269
Right in the thick of it	269
Almost done	270
Release day	270
About a month later	271
Scraping the bottom of the barrel.....	271

Chapter 15: You're Nicked, My Son: Machinima and the Law 273

The Lawyers Made Me Do It	274
Get 'im, Guvnor!.....	274
Get Your Knickers On, Love — You're Nicked.....	276
EULA-reading: The fine print.....	276
Copyright: It's back	278
If You May Be Infringing	279
Finding a Lawyer	280
Making Legal Machinima.....	281
Checking into Creative Commons.....	282

Part IV: The Final Frontier: Pro Machinima 283**Chapter 16: Making Things That Don't Exist:
3D Modeling and Animation 285**

Figuring Out Whether You Need to Model.....	286
Exploring 3D Packages	286
Blender.....	287
Milkshape	287
GMax	287

Getting Your Model into Your Game	288
Creating Your First Model	291
Working with Blender	291
Creating a simple cube	292
Editing model points	294
Adding texture to your model	297
Importing into The Sims!.....	301
Cloning a package.....	301
Checking the scale	302
Adding the model and texture to your game.....	303
Chapter 17: A Storm Is Brewing: Moviestorm	305
Using Moviestorm	305
Movie-Making in Moviestorm: The Basic Principles.....	307
Creating Your Set.....	308
Adding Props to Your Set	310
Creating Characters in Moviestorm.....	312
Creating a Scene.....	314
Blocking with the Timeline	316
Creating Camerawork	320
Editing your shot	321
Adding a camera on a character	322
Editing Camera Sequences with the Master Monitor	323
Adjusting Your Set While Filming.....	324
Using a Matte Backdrop	325
Changing a Texture	326
Rendering Out the Final Version	329
Going Further.....	329
Chapter 18: Build a Better Mousetrap: Going Beyond Engine Limitations	331
Improving Your Engine's Utility.....	331
Fiddling with Tools.....	333
What Can You Do with Tools?.....	335
Scripting in Your Engine	336
Developing Tools: An Example	338
Considering Hardware Add-Ons.....	340
Removing Limitations.....	342
Interpreting data.....	343
Hex editing	344
Trying New Angles	346
Chapter 19: Pro Machinima?	349
Getting Hired by a Games Company.....	349
Starting Your Own Machinima Company	352

Part V: The Part of Tens*355*Chapter 20: Ten Machinima Films You Must Watch357**

Anna	357
Hardly Workin'	358
The Internet Is For Porn	358
BloodSpell	359
The Snow Witch.....	360
Red vs Blue	360
Still Seeing Breen.....	361
The Journey	362
Edge of Remorse.....	362
The Return	363

Chapter 21: Ten Ways to Ruin Your Machinima Movie365

Don't Plan!	365
Don't Spend Time on Your Script.....	366
Get Your Friends to Act	366
Ignore Camerawork.....	367
Don't Cut It Down to Size	367
Don't Get Help	368
Copy Existing Machinima Movies	368
Don't Read About Filmmaking.....	369
Don't Release Unless It's Perfect.....	369
Don't Tell Anyone about It	369

Chapter 22: Ten Machinima Sites to Bookmark371

Machinima Premiere	371
Sims99.....	371
Machinima.com	372
Machinima Film Festival.....	372
Thinking Machinima	372
Machinima For Dummies Blog.....	372
Machinifeed	373
The Overcast	373
The Internet Archive Machinima Section	373
WarcraftMovies.com.....	374

***Appendix: About the DVD*.....375**

System Requirements	375
Using the DVD.....	376

What You'll Find on the DVD	376
Tutorial material	377
Moviestorm	377
Our top films	377
Open-source utilities	378
Freeware utilities	378
Trial software	379
Troubleshooting.....	379
<i>Index</i>	381
<i>End-User License Agreement</i>.....	<i>Back of Book</i>