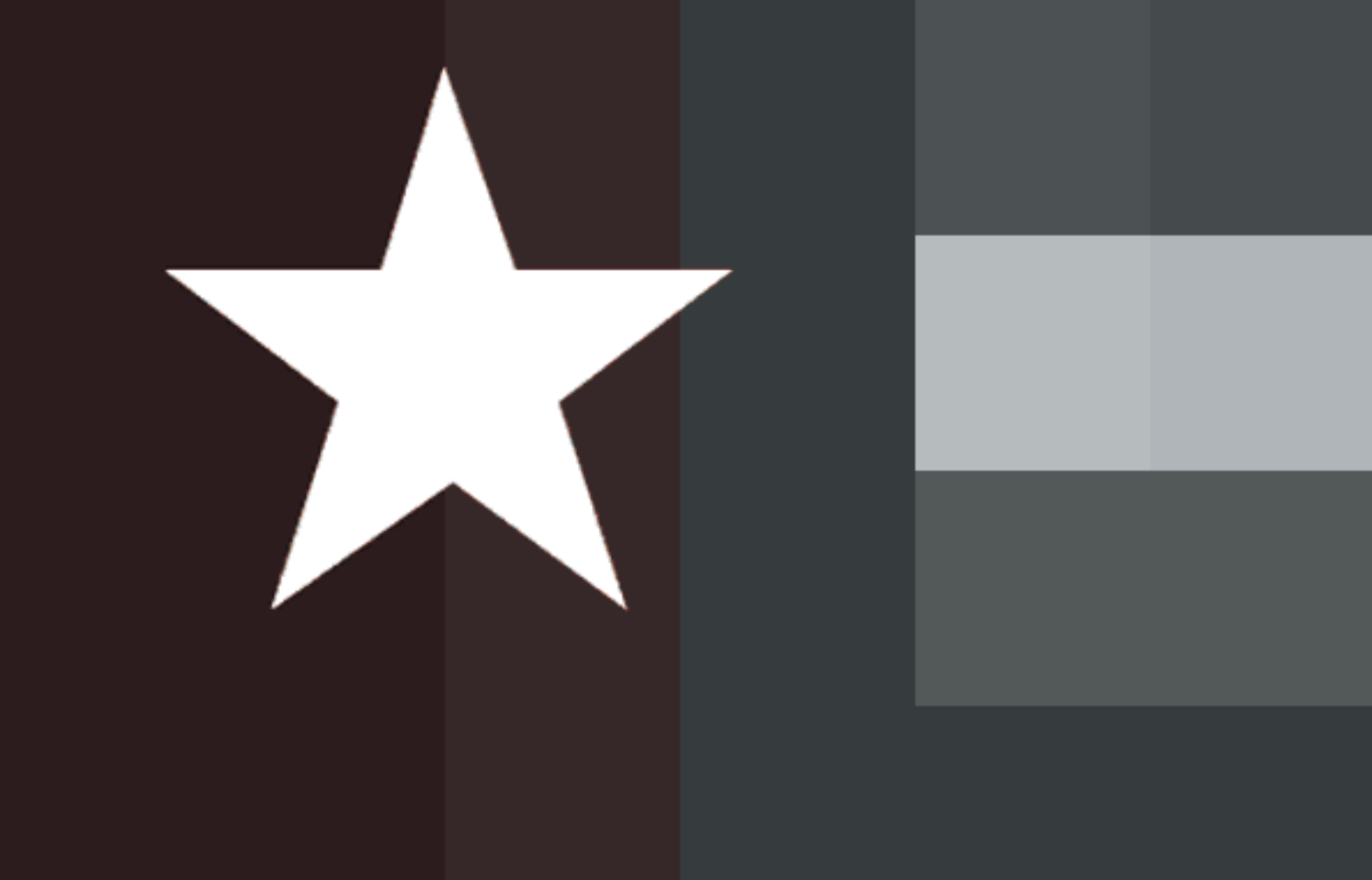


5 we are visual machinimag

influential movies
reviews
retrospective





i always felt a little uncomfortable writing about machinima. I'm a filmmaker, not a writer. I think in pictures.

~~Our~~ Our medium more than anything else works through visual impact.

~~We~~ We create worlds that are not seen anywhere on earth but in our minds.

~~So~~ So i thought looking back at ~~2004~~ should be as visual, as possible.

altctrl conference . machinima presentation . irvine, california, usa
american museum of the moving image . machinima exhibit . new york, ny, usa
austin game conference . machinima showcase . austin, tx, usa
australian centre for the moving image . machinima presentation . melbourne, australia

bang the machine: computer gaming art and artifacts
machinima as part of the larger exhibit . san francisco, ca, usa
bitfilm festival . machinima category presentation . hamburg, germany

florida film festival . machinima program . winter park, florida, usa
g4techvts screen savers . machinima segment . usa cable station
interactive screen at the banff centre . machinima presentation . banff, canada

ny video festival: game engine program at lincoln center . machinima presentation
new york, ny, usa
ottawa international animation festival . machinima panel . ottawa, canada
powerpoint to the people conference . machinima presentation
berkeley, california, usa
seanf . the seoul net and film festival . machinima presentation . seoul, south korea
south by southwest film festival . machinima program . austin, tx, usa
summertech festival . machinima workshop . purchase, ny, usa
state of play conference . machinima presentation . new york, ny, usa
top talent festival . machinima workshop and presentation . vienna, austria

Machinima program

Screen Savers . Machinima

Banff Centre

Florida Film Festival

South by Southwest

Powerpoint to the People

Seoul Net and Film Festival

Summertech Festival

State of Play Conference

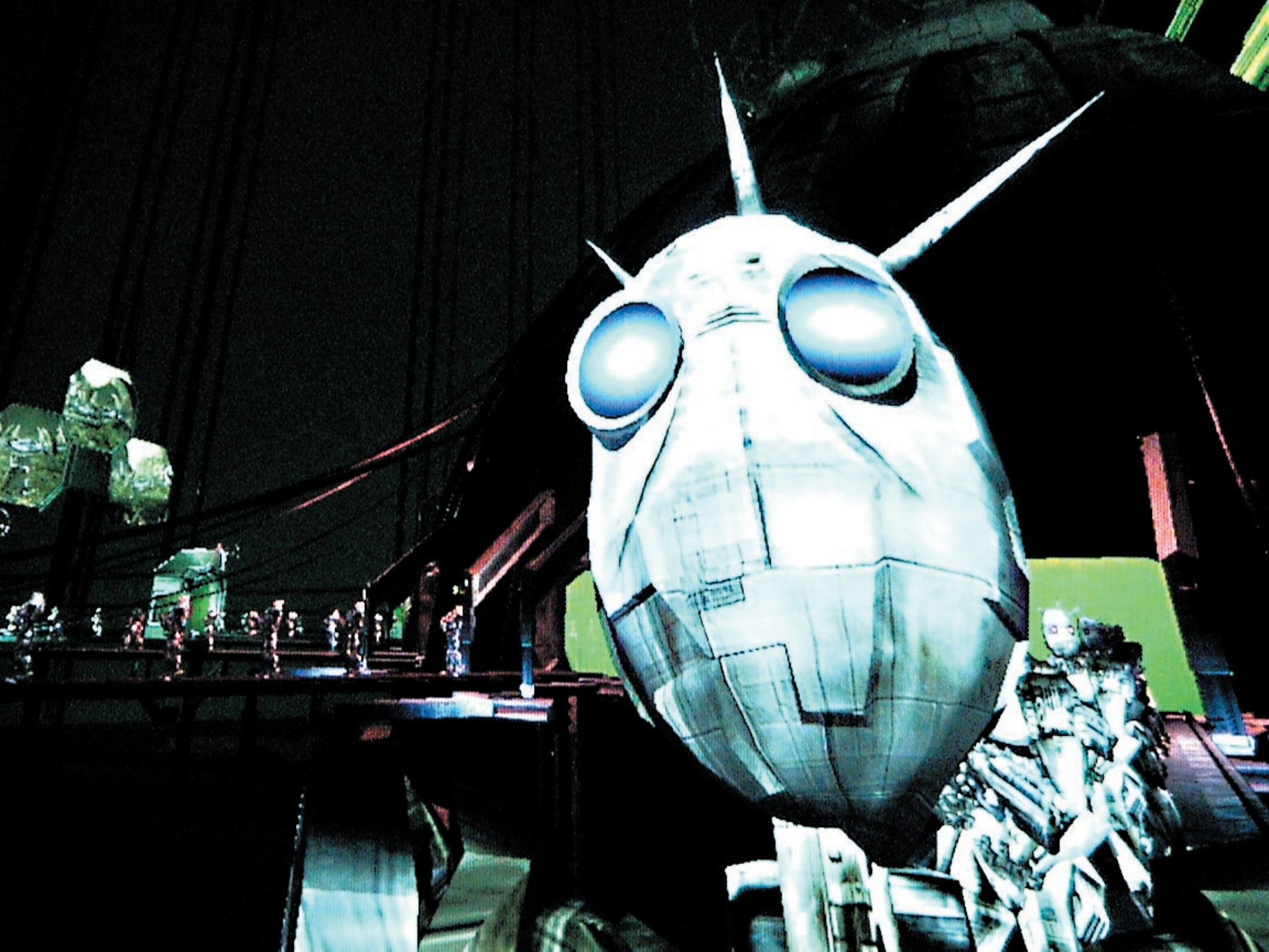
Top Talent Festival

bot

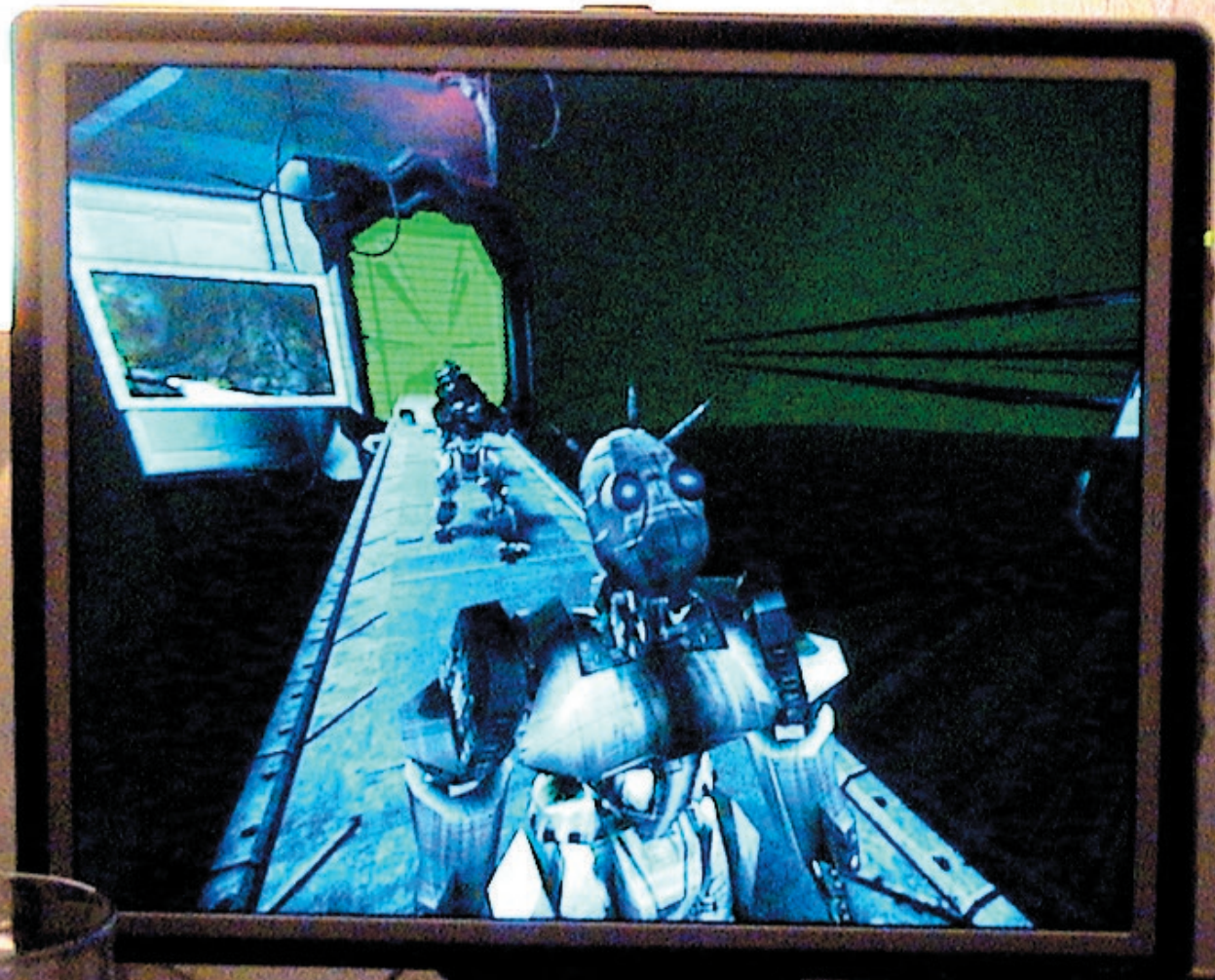


most influential movies 2004

in no particular order...



bot
by digitalyolk





clanwars

by gw.films





ÖSTERREICHISCHER
UNTERSTUFEN-
ATLAS



the strangerhood

by roster teeth productions





no license

by shortfuze





larry and lenny on the campaign trail

by the illclan

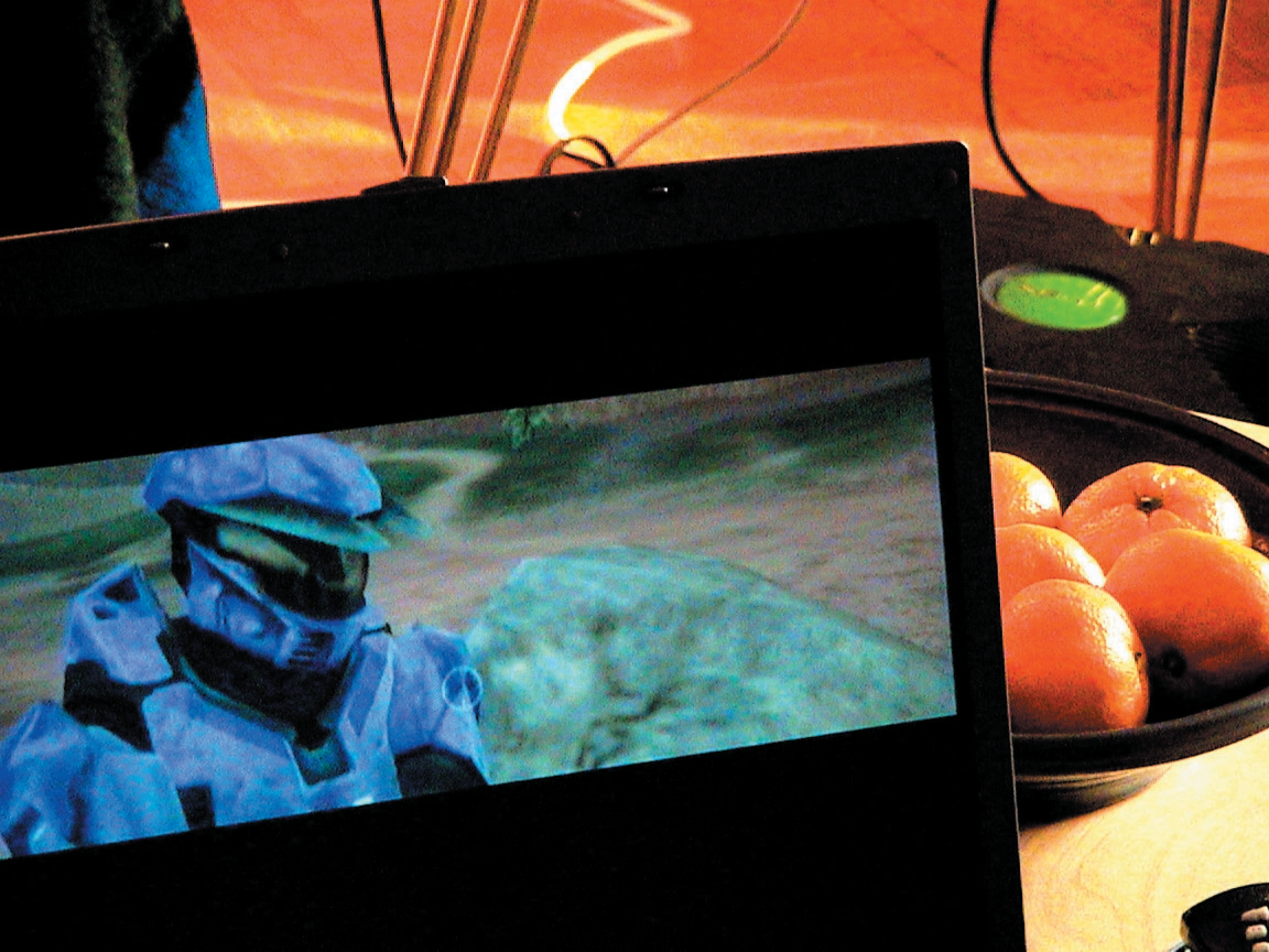




The background image is a high-contrast, stylized illustration. It depicts a character, possibly a robot or a person in a futuristic suit, standing in a dark, industrial environment. The character is positioned on the left side of the frame, facing right. They are wearing a dark, form-fitting suit with a prominent, glowing blue or white circular element on their chest. The environment is filled with dark, metallic structures and a dense, chaotic network of white, glowing lines that crisscross the scene, resembling a complex data network or a futuristic cityscape. The lighting is dramatic, with strong highlights and deep shadows, creating a sense of depth and mystery. The overall aesthetic is reminiscent of a high-tech, cyberpunk or sci-fi theme.

the project

by crytek



red vs. blue

by roster teeth productions





engine
a minimal doom3 music video

blips and beeps always work well with machinery in motion. Its the same in this out-of-the-box doom3 machinima, out of the box meaning that no original artwork has been created for this movie. Nevertheless, the minimalistic approach works, and it works well.

The movie synchronises some of the doom3 machinery animations and their sound samples to a great ambient industrial soundtrack.

Simple, yet intelligent camera angles give you an interesting view of the doom machinery and the editing fits perfectly into the precise rhythmic ballet of digital sound and visuals.

Bridges unfold in front of you, lights turn on, tubes get lifted... all the things you never really look at when playing the game are now composed to their very own beat. Unfortunately, we miss a story arc or drama. The pictures evolve and you get to see even more impressive motion the more you watch, though, it all seems to be a bit aimless and without any sort of conclusion. There's wonderful passages in between, especially when the motions are repeating so you can sense the precision and beauty of their movements, but they could be refined. There's no main theme or base motion that helps you build up upon. Apart from that, the mood really comes across and the music fits perfectly.

With some more refinement, a clear structure and composition, this could become the next fake-science .

<http://doom3.filefront.com/news/ENGINE;14457>

The Editor Has You
a humoristic movie for Unreal mappers

Filled with all sorts of insider jokes to those of us blessed to get along with unrealEd, AngelMap-pers movie seems pretty incomprehensible to people who never had actually worked with unreal tournament themselves or play extensively.

Whomsoever BSP holes, one sided brushes and redeemer only maps don't really tell a story will have a hard time with this movie.

Those that know the game and the Editor loosely follow a group of unreal game characters that spread out to destroy a powerful and massive cheater weapon... with little success.

We witness top notch set design and good use of the predefined ut2kx character animations. Well spoken dialogue drops punchlines one after the other. Technically, the movie runs without a glitch. Nice camera angles make the somewhat confusing story easy on the eyes.

Though, the plotline really isn't that easy to get. There's a lot of jumping back and forth between very similar looking characters.

All in all, a solid and funny movie for a small audience with enough insider jokes to keep you in a good mood.

<http://www.angelmapper.com>

sparked memory
a true 3D animated short movie

Sparked memory tells the story of a war torn general, forgotten and lost in a veterans hospital, taken care of by badly maintained robots. A flashback. A moment in his life, when everything was good. When he was a child and played with his favorite toy, a plastic tank.

The movie is neat, to say the least. The graphics look stunning, though, at a first glance, the set design reminds you a bit too much of a computer game. Textures and lighting seem to be overly saturated and clean. Though, later on, the careful use of cell-shading in the flashback sequence really makes this movie appealing.

The character models and their animation is the big strength of the movie. All eye movements are animated, the faces wear emotion and breathe life into the general and the boy we get to know. While visually clearly showing off the power of the unreal tournament engine, the pacing seems a little slow. Nevertheless it keeps you interested with some nice effects and a terrific transformers-homage sequence you'd most likely want to watch over and over again.

Sparked Memory is not only a movie worth watching, but showing off to your friends to explain what machinima is about.

<http://www.cswat.com>

The Infiltrators a game introduction sequence

The Infiltrators presents an action packed chase as a young engineer doing maintainance work is suddenly being attacked by a sharklike flying robot.

Most fluid animations show the breathless technician dodge behind walls, hide behind cover and escape the mechanical threat.

Technically, this movie is easily comparable to most state of the art game introduction sequences, including ut2k4s own intro. And you can argue which ones better.

Sound editing, animation and modelling is top notch. Huge and wonderful designed open sets full with interesting detail and great texturing keeps your mouth open. The pacing is great and the story has a nice and rewarding ending.

Alas story wise, it totally lacks empathy for its characters. You're thrown into the story with little to no information about whos who, whos good and whos bad. And most important, you have no idea why they're threatening each others lives.

We'd love to know though.

A little more background info, a little more emotion from the main character and you'd be really hooked.

So, when's the prequel coming out, that eventually explains what's going on?

<http://www.infiltrators-game.com>

Only The Strong Survive almost a film noir gangster drama

An almost classical gangster movie with excellent voiceovers unfolds in OTSS. Two old time friends, professional killers, team up for one final coup. In doubt of his own profession, one of them gets nervous and the drama begins.

Only the strong survive makes good use of the Max Payne2 engines machinima capabilities. By mixing bullet-time effects, fast cutting and hand-held camera, you're driven into the plot as soon as the action heats up.

Of course, this is no John-Woo choreographed Hong Kong Assassins movie, but hey. It does more than a decent job to cover its setting with lead. In the beginning, the set design falls a bit flat. A fair amount of dialogue with marvellous lipsyncing tells us about the relationship between the two main characters. Although the camera angles and the editing really help to get engaged in the characters and plotline, the story itself doesn't truly satisfy. It feels a bit rushed and a bit too pathetic, though has some strong points concerning character developments and exposition.

The soundtrack goes well and transports the right mood. And yes, as you can expect, the movie gets pretty dramatic at the end. Editing really makes a point here, to stress that again.

Given a bit less drama and a bit more choreography, gangster movies could really make a stand in non-humor machinima productions.

Only the Strong Survive is the beginning of something bigger, I'm sure. Well done.

<http://www.riot-films.com>

Father and Sin an artificial documentation

The amount of detailed animation is definitely stunning. Seeing computer game characters sitting at a table eating bread really makes you look a second time. That's not your standard computer character pastime.

Father and Sin slowly tells a short but very human story of the strange relationship between a father, his son and an ominous red-haired girl represented through a picture of hers in their kitchen.

Yes, father and sin is slow. You watch them eat, you watch them stand up and get to the kitchen, but as you watch you wonder. And you build up empathy.

The movie successfully builds up a relationship between the characters presented. It shows humanity, through a very simple everyday situation. No dialogue, just acting.

Yet another disturbing fact is that it's not being acted out by humans. The drama unfolds through the artificial behavior of the characters. Klaus Neumann just points the camera and shoots. The film is shot in slomo, giving every move an overly dramatic emphasis and slowing down the pacing. Though, once you really begin thinking about what's happening, and who, you don't think about touching that fast forward button. Not one second.

<http://www.neueufer.com/machinima/movie01.htm>

