

## 110 – Machinima Video

Machinima is when an artist uses some sort of 3D rendering software, often times gaming software, to generate an animation. Common examples of Machinima in games includes speed runs, multiplayer matches and digital storytelling. For the purposes of this lab, we will be focusing on digital storytelling.

### Purpose

The purpose of this activity is for you utilize gaming software and video editing software to create a machinima story. The story should follow the theme of the Hero's Journey, typical story telling or narrative device that many novels, movies and other story-telling media often follow (for more information on the Hero's Journey, see the references below). You do NOT need to cover every step of the Hero's Journey, but your movie should cover the broad categories of departure, initiation and return.

### Directions

To accomplish this lab, you will need to use a variety of software packages. To begin with, you will need to choose the gaming software you would like to use for the story. Once you have selected the game, you will need to use some sort of video captures software like Fraps or Screenflow to capture video while you are playing the game. Once you have compiled the raw footate, you will need to use video editing software like MS Movie Maker or iMovie to edit together the final movie. Resources can be found at the end of this lab to help you with this. Specifically, you will need to:

1. Generate a story idea by brainstorming with your team.
2. Plan how you will shoot this movie in a specific piece of gaming software. Creating a short outline with storyboards will assist you in this task.
3. Use the gaming software to shoot the scenes for your movie (IE: play the game while capturing the video to a computer).
4. Edit together the footage to create your final machinima that roughly follows the Hero's Journey.
5. Your team's final video should contain the following:
  - At least one form of music or sound effects that come from outside the game itself (audio you added during post production)
  - At least once voice over. This can be a team member voice acting a character, or the inclusion of voice effects from outside the game.
  - Credits that illustrate what role each team member played in the project and citing any/all software you used as well as references to any external media you utilized.
6. The movie should be between 2-4 minutes in length.
7. The movie will be turned in to the instructor on a CD in a common video format readable by Quicktime, Windows Media Player or the VLC video player (please TEST THIS!)

## Resources:

The Hero's Journey - <http://en.wikipedia.org/wiki/Monomyth>

Educational Gaming Commons - <http://gaming.psu.edu>

- The EGC Lab, Findlay 6A (includes gaming software and Fraps to capture video)

Red vs. Blue – a machinima series using the Halo game  
<http://rvb.roosterteeth.com/archive/>

World of Warcraft Machinima -

<http://www.worldofwarcraft.com/community/machinima/movies.shtml>

## Grading Rubric

Checklist	Possible Points	Points Scored
Created at least 3 storyboards	10	
Movie contains a clear theme	10	
Final video created utilizing legal materials (no copyright infringement)	10	
Audio: the final video included both a voice over and audio from outside the original game (audio added in post production)	10	
Video contained a list of credits at the end, including all team members	5	
Video was the appropriate length, between 2-4 minutes	5	
<b>Total</b>	<b>50 pts</b>	

## Comments: