



3D Game-Based Filmmaking: The Art of Machinima (with CD-ROM)

Paul Marino

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The Machinima approach to creating movies promises to revolutionize the computer animation industry and this book will serve as the industry bible for emerging filmmakers. It expertly covers the very latest technology in filmmaking, from the history of Machinima, who the major players are, and where the Machinima movement is going. Conventional filmmakers are quickly adopting this medium as a much easier and economical way to produce animation films. This book contains a wealth of tips, tricks, and solid techniques to creating your own Machinima films from some of the best creative minds in the industry. Numerous hands-on projects are provided to show readers how to expertly create, edit, and view their own films. Some of the hot topics covered include developing actors, preparing sets, incorporating audio, adding special audio and visual effects, using the best post production techniques, using the best game engines, and much more.

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