Machinima

Frederic P. Miller, Agnes F. Vandome, John McBrewster (Ed.)

Machinima

3D Computer Graphics, Computer Animation, Demoscene, Stunt
Island, Rendering (Computer Graphics), Speedrun,
Multiplayer Video Game, Portmanteau, Traditional Animation,
Live-Action

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Alphascript Publishing. Taschenbuch. Book Condition: Neu. Neuware - Machinima is the use of real-time three-dimensional (3-D) graphics rendering engines to generatecomputer animation. The term also refers to works that incorporate this animation technique. Machinima-based artists, sometimes calledmachinimists or machinimators, are fan laborers and often use graphics engines from video games, a practice that arose from the animated software introductions of the 1980s demoscene, Disney Interactive Studios' 1992 computer game Stunt Island, and 1990s recordings of gameplay in first-person shooter (FPS) video games, such as id Software's Doom and Quake. Originally, these recordings documented speedruns attempts to complete a level as quickly as possible and multiplayer matches. The addition of storylines to these films created 'Quake movies'. The more general term machinima, a misspelled portmanteau of machine cinema, arose when the concept spread beyond the Quake series to other games and software. After this generalization, machinima appeared in mainstream media, including television series and advertisements. 132 pp. Englisch.

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