

MACHINIMA

This lecture is primarily a video lecture. The videos for this lecture can be found in the Course Folder for this course (there are extra videos in the folder that aren't linked in the lecture, so feel free to explore!). You will need the videos for the links in the lecture to work.

Ways to get there:

In the FBE computer labs:

Drive R:

On Campus – Through OneUNSW (including uniwide wireless):

<\\ad.unsw.edu.au\coursefolders\Resources>

Off Campus:

Through: myfiles.unsw.edu.au

The folder is over 3gb, so we suggest to copy the videos from on campus.

MACHINIMA

ARCH1101

HARKINS

MACHINIMA

ARCH1101

LOWE

STUDIO TODAY

For the chosen design develop the design of the stair in terms of composition, materials, balustrades and structure. Pay special attention to how the stair integrates with the surrounding architecture (i.e. you'll need to draw sections showing both the stair and the building fabric it touches).

STUDIO TODAY

Reflecting on the SketchUp model and sketches in your notebook consider 3 points of view that would show the most significant and distinctive aspects of your design when cut by an animated section; discuss these with your tutor.

STUDIO TODAY

DEMO: GOOGLE SKETCHUP, ANIMATING SECTIONS

MACHINIMA

DEFINITION

LINK

<http://en.wikipedia.org/wiki/Machinima>

<http://www.machinima.org/>

<http://www.machinima.com/>

<http://www.fileplanet.com/>

<http://www.gametrailers.com/index.php>

http://www.konami.jp/kojima_pro/english/index.html

MACHINIMA

... is the use of real-time 3D computer graphics rendering engines (gaming engines) to create a cinematic production. It is a portmanteau of:

MACHINE + CINEMA



SMOG



JAZZEXERCISE

MACHINIMA

ISSUES

RESEARCH AND CUTTING EDGE PRACTICE

ARCHITECTURAL PHOTOGRAPHY

CINEMATOGRAPHY: THE SHOT AND THE TRANSITION

MEDIA: REFLECTION ON REPRESENTATION

STUDENT WORK

MACHINIMA

ISSUE

RESEARCH AND CUTTING
EDGE PRACTICE

BACK TO THE CITY
ENERGY AUSTRALIA

GE AR

GCUH

THE WEATHER ON UNDERWOOD ST
TODAY ART MUSEUM, RTP, BEIJING
TODAY ART MUSEUM, RTP_MoCap

VINH NGUYEN, 01, 02, 03

MACHINIMA

JAKUB BASEDA



EZRA STOLLER



Seagram Building



PAUL RUDOLPH – HISS HOUSE



MARIN COUNTY CIVIC CENTER

MACHINIMA

THIRD AND SEVENTH

MACHINIMA

FINAL FANTASY

MACHINIMA

MACHINIMA

ISSUE

**CINEMATOGRAPHY: THE SHOT
AND THE TRANSITION**

TOP 5 GAME TRAILERS

HL2 EP2 TRAILER

TEAM FORTRESS 2

FLAT OUT 2

CRYSIS 2

MACHINIMA

ISSUE

**MEDIA: REFLECTION ON
REPRESENTATION**

CRYSIS

CRYSIS 3 EDITOR

CRYSIS DEMO: 3000 BARRELS

ENGINEERING

UNREAL3 FLUID DEMO

UNREAL 3 BENDING DEMO

RED FACTION GUERRILLIA

PIXELUX DMM TRESTLE

PIXELUX DMM CRASH

PIXELUX DMM CLIFF HOUSE

MACHINIMA

ISSUE

**MEDIA: REFLECTION ON
REPRESENTATION**

SECOND LIFE: REFLEXIVE ARCHITECTURE

HL2 PORTAL GUN : PORTAL 2

SONY AT 'HOME'

MAKE LOVE NOT WARCRAFT

WORLDS OF WARCRAFT

SPACE

MACHINIMA

ISSUE

STUDENT WORK

SKETCHUP

BLAKE CASHMAN, 01, 02, 03

RICKY FAN

CRYSIS WARS

BLAKE CASHMAN

MILLI LAKOS

JARROD HINWOOD

MACHINIMA

ROSAMOND KEMBER

SONA REP

CHOSEN BY THE

ARCH1101 STUDENT

REPS; TODAY 4PM

LEVEL 5.

DEMOS

DEMO: GOOGLE SKETCHUP, ANIMATING SECTIONS, OTHER QUESTIONS

QUESTIONS

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