

1. Record Nr.	UNINA9910781209303321
Titolo	The machinima reader // edited by Henry Lowood and Michael Nitsche
Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, 2011
ISBN	0-262-29492-3 1-283-14806-4 9786613148063 0-262-29536-9
Descrizione fisica	1 online resource (356 p.)
Altri autori (Persone)	LowoodHenry NitscheMichael <1968->
Disciplina	778.5/3
Soggetti	Machinima films Digital cinematography
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Contents; Introduction; I Reflections; 1 Video Capture; 2 From Game Mod to Low-Budget Film; 3 Arrested Development; II Technology; 4 Toward a Machinima Studio; 5 Image Future; 6 Tangible Narratives; III Performance; 7 Machinima as Media; 8 Encoding Liveness; 9 Machinima: From Art Object to Cultural Practice; 10 Of Games and Gestures; IV Machine Cinema; 11 How Do You Solve a Problem Like Machinima?; 12 Machinimatic Realism; 13 Undefined Machinima; V Pedagogy; 14 Everything I Need to Know about Filmmaking I Learned from Playing Video Games; 15 Machinima and Modding; VI Context 16 Pink vs. Blue17 Participatory Fan Culture and Half-Life 2 Machinima; 18 Don't Mess with The Warriors; Contributors; Index
Sommario/riassunto	This is a critical overview of the emerging field of machinima the use of computer game engines to create movies.