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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 Undefining 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.