

**MACHINIMA**

**ARCH1101**

**LOWE**

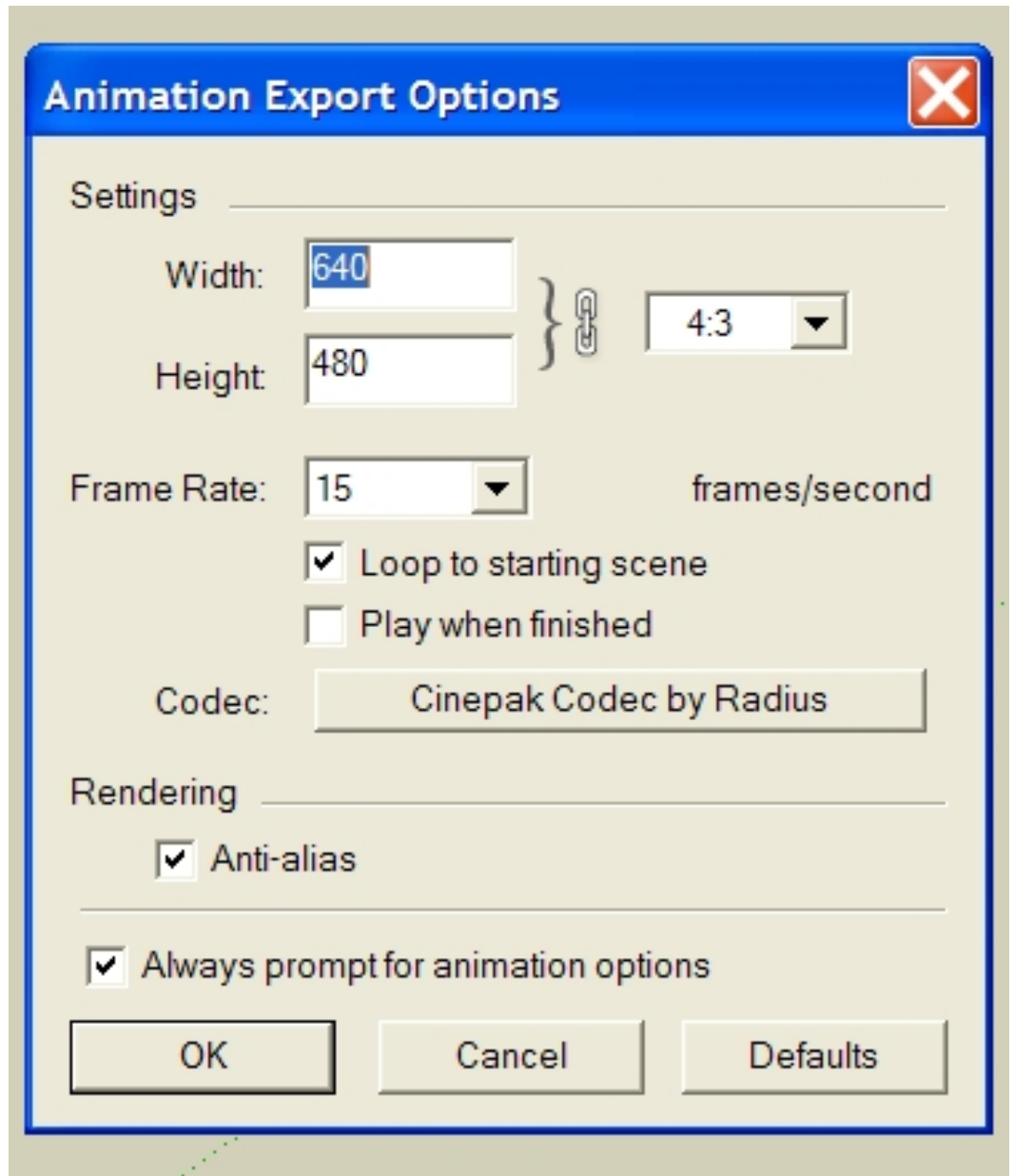
# BEFORE STUDIO

WATCH THE YOUTUBE VIDEOS: [SketchUp: Cutting plans and sections](#)

AND [Google SketchUp Techniques: Scenes](#)

OR HERE: [CLIP 1](#) AND [CLIP 2](#)

WHEN EXPORTING YOUR ANIMATION: USE THESE SETTINGS



# 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](http://www.konami.jp/kojima_pro/english/index.html)

# MACHINIMA

ISSUES

RESEARCH AND CUTTING EDGE PRACTICE

NARRATIVE STORYBOARD

CINEMATOGRAPHY: THE SHOT AND THE TRANSITION

MEDIA: REFLECTION ON REPRESENTATION

# MACHINIMA

ISSUE

RESEARCH AND CUTTING  
EDGE PRACTICE

BACK TO THE CITY  
ENERGY AUSTRALIA  
GCUH

GRADUATION STUDIO

# MACHINIMA

ISSUE

MEDIA: REFLECTION ON  
REPRESENTATION

CRYSIS

CRYSIS EDITOR

CRYSIS DEMO: 3000 BARRELS

UNREAL3 FLUID DEMO

UNREAL 3 BENDING DEMO

SECOND LIFE: REFLEXIVE ARCHITECTURE

SONY 'HOME'

MAKE LOVE NOT WARCRAFT

WORLDS OF WARCRAFT

# MACHINIMA

ISSUE

CINEMATOGRAPHY: THE SHOT  
AND THE TRANSITION

HL2 AFTERMATH

HL2 EP2 TRAILER

TEAM FORTRESS 2

FLAT OUT 2

RUBE GOLDBERG



# MACHINIMA

ISSUE

NARRATIVE: STORYBOARD

HL2 PORTAL GUN

RED ORCHESTRA

RED VS BLUE

METAL GEAR SOLID