

**MODS AND MACHINIMA
ART 511-03**

ALL CLASSES MEET IN FA 119

DATE	CLASS CONTENT		CLASS ASSIGNMENT	HOME ASSIGNMENT
25-Jan am pm	Class introduction Play HL2		None	None
1-Feb am pm	Play HL2 XSI Introductory Tutorials	Noesis Quickstart Mod Tool Overview Basics of 3D graphics and animation	Blog at least one HL2 screenshot. Discuss how playing HL2 is different than a movie or book.	Read intro to Video Games and Art Discuss the artistic merits of a game or book.
8-Feb am pm	XSI Modeling and Animation	XSI folder structure. Inverse and forward kinematics. Start custom prop Time Bomb project. Discuss art and video games	Upload XSI face and animated lamp .exp files	Read McLuhan's Games the Extensions of Man. Describe at least one social reaction that might be activated by video games.
15-Feb am pm	Source Prop Integration	Complete Time Bomb project. Presentation on exporting from XSI to Half Life 2. Discuss McLuhan.		Blog a Half Life 2 mod or machinima.
22-Feb am pm	Source Prop Integration	Continue with Time Bomb. Students present Half Life 2 mods	Upload 2 screenshots of the Time Bomb in Hammer	Read selection from Chris Crawford's The Art of Game Design. Summarize and blog.
29-Feb am pm	Hammer Editor	Create a Deathmatch Room	Upload screenshot of room.	Take photos ready for making your face texture
7-Mar am pm	Deathmatch face texture	Create a texture of your own face and apply it to a Deathmatch player.	Upload screenshot of yourself in the game.	Read interview with Tobias Bernstrup. Describe your idea for an art mod using the Source Engine.
14-Mar am pm	XSI and Half Life 2 rig	Create a biped of yourself in XSI and apply the Half Life 2 rig		
21-Mar am pm	XSI and Half Life 2 rig	Continue with creation of biped in XSI	Upload .exp file and screenshot	Machinima reading. Brainstorm and blog ideas for a 5 minute machinima piece using the Source Engine.
28-Mar SPRING RECESS				
4-Apr am pm	Lipsynch and choreography Machinima	Facial animation and scene choreography of your original biped using Face Poser.		Reading/Research
11-Apr am pm	Lipsynch and choreography Machinima	Machinima		Reading/Research
18-Apr am pm	Lipsynch and choreography Machinima	Machinima		Reading/Research
25-Apr am pm		Edit in CIA lab		Reading/Research
2-May am pm		Edit in CIA lab		
9-May am pm	PRESENT TEAM PLAYS	Present machinima		

BLOG ALL READING RESPONSES AND RESEARCH PROJECTS BY WEDNESDAY

READINGS WILL BE SELECTED FROM

Games - The Extensions of Man, Understanding Media, Marshal McLuhan
 Countergaming, Essays on Algorithmic Culture, Alexander Galloway
 Hamlet on the Holodeck, Janet Murray
 Film Live: An Excursion into Machinima, Michael Nitschce (online)
 Games Telling Stories? Jasper Juul
 Ficciones, Jorge Luis Borges
 Video Games and Art, Andy Clarke and Grethe Mitchell eds.
 The Video Game Theory Reader, Mark Wolf ed.