

# Chapter 6.8

## Cinematography



# Before You Begin

---

- Is there a need for cinematics?
- Do they integrate with game play?
- What does the budget provide



# Cinematic Language

---

- The Cinema has a long history
- A medium for Storytelling
- Delivers emotional content
- Provides strong visual language



# Integrating Cinematics

---

- Offering Rewards
- Control Pacing
- Advancing the Plot
- Hints, clues and instruction



# Pre-Rendered vs. Mechinima

---

## ■ Pre-Rendering Cinematics

### ■ Pros

- Access to state of the art tools
- Not dependent on real-time rendering
- Schedule less dependent on game development

### ■ Cons

- Creating assets specific to the cinematics
- Time intensive production
- Size of finished movies may require disk access



# Pre-Rendered vs. Mechinima

---

- Real-Time Cinematics: Mechinima
  - Pros
    - Can use game assets for cinematic scenes
    - More seamless integration into game play
    - Ability to enhance non-interactive sequences
  - Cons
    - Limited to real-time game engine capabilities
    - Require special tools for creating sequences
    - Cinematic production tied to game production



# Scheduling

---

- Avoiding time consuming processes
  - Difficult Animation
  - Full Body Shots for Characters
  - Close-Up shots
  - Inessential Detail



# Images in Motion: Fundamentals

---

- Framing
  - Composing in X, Y and Z
- Lines of Action
  - Directing the action through the frame
- Editing: Juxtaposing images
  - Cinemas most powerful tool
  - Keep the audience oriented





# Pre-Production: Research

---

- Research your subject thoroughly
  - Study every visual source in the genre
  - Collect photo source of each element
    - Color Scheme
    - Visual look and feel
    - Surfaces for textures
  - Organize reference materials
  - Sign off on direction prior to production



# Pre-Production: Storyboards

---

- Editorial Storyboards
- Key Frame Storyboards
- Concept and Design Illustrations
- Layout Design



# Summary:

## Good Production Practices

---

- Know the role of the cinematics
- Chose an appropriate approach
- Good research helps unify the vision
- Detailed Storyboards save time
- The map is not the territory
  - Expect and plan for the unexpected
- Use an iterative approach to production