

Saints Row : The Third real time capture tools

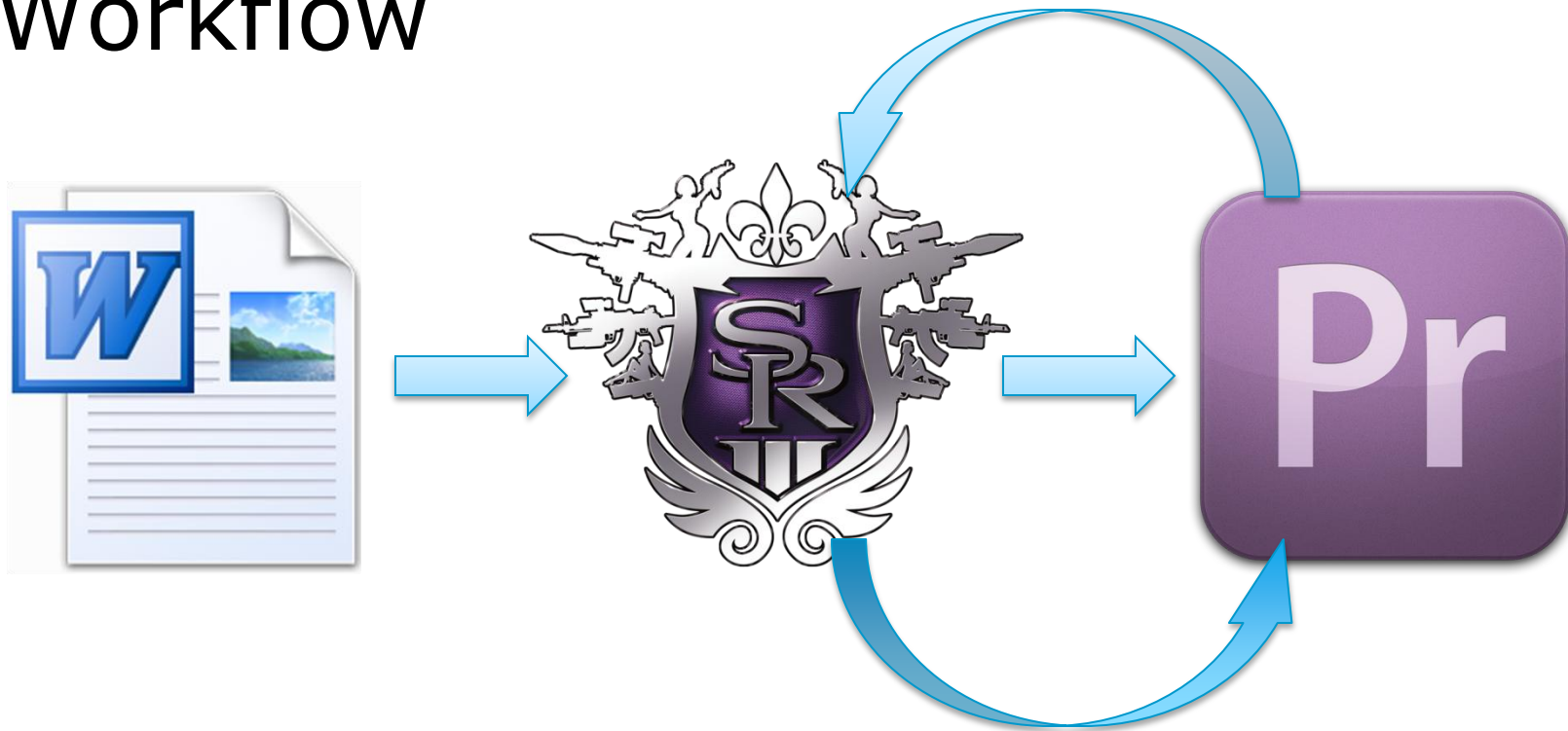
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EXAGGEREAL

- Hollywood Movie quality trailers
- Mostly Cinematic shots, very little gameplay.
- Fast paced editing. Lots of shots.
- All unique footage.

Workflow



Limitations





A photograph of two people sitting at a desk in a room with soundproofing, playing a video game on a PC. The person on the left is wearing a blue cap and holding a game controller, while the person on the right is using a mouse. The PC monitor shows a third-person shooter game. The scene is overlaid with large, semi-transparent silhouettes of the players in blue and red, and white text labels. The background includes shelves with trophies and various electronic equipment.

No demo record mode

Player 1

Player 2

It has to be working in game



The old way of shooting.

Slew_Mode



X 2

SCORE: 2450



99

104



LASER
LVL: 2



CONCSN
MISSILE
006



57



A photograph of two people sitting at a desk in a room, playing video games. The person on the left is wearing a blue cap and holding a game controller. The person on the right is holding a controller. There are multiple computer monitors on the desk, some displaying game footage. The room has a shelf with trophies and other items in the background. The image is overlaid with a blue silhouette for Player 1 and a red silhouette for Player 2.

Player 1

Player 2

Bottlenecks

1. Moving the camera is hard
2. Some gameplay is too hard to reproduce.

Machinima_Mode



Machinima_Mode





Performer
Talent



Camera
Operator

Controller 1 is player movement



Adjust Sensitivity for each button

```
Machinima cam lock dutch  
machinima cam normal speed  
Machinima cam reset dutch  
machinima cam sensitivity  
machinima cam slowdown  
machinima cam speedup  
machinima cam zoom speed  
machinima casual enter  
machinima casual exit  
machinima encoder test  
machinima export  
machinima mode  
machinima playback enter  
machinima playback pause  
machinima playback play  
machinima playback play to ms  
machinima playback rewind  
Machinima player locked aiming  
Machinima player locked movement  
machinima recorder start  
Machinima save  
machinima spew_to_logfile  
machinima stop  
Machinima use_mouse_keyboard  
] machinima 'c
```



Lock onto target modes



Slew_Mode



Slow Motion





Multiple simultaneous input methods



Key features



- Full degree of control
- Slow motion and speed up
- Lock onto target modes
- Realistic movement through space
- Simultaneous Mouse, keyboard, and controller input.
- We documented console commands

Demo



Setting it all loose

- 1 Hour training in person
- Fantastic Results

Good footage from our outsourcers

Good in the hands of amateurs

Future of Machinima_Mode

Demo Record Mode

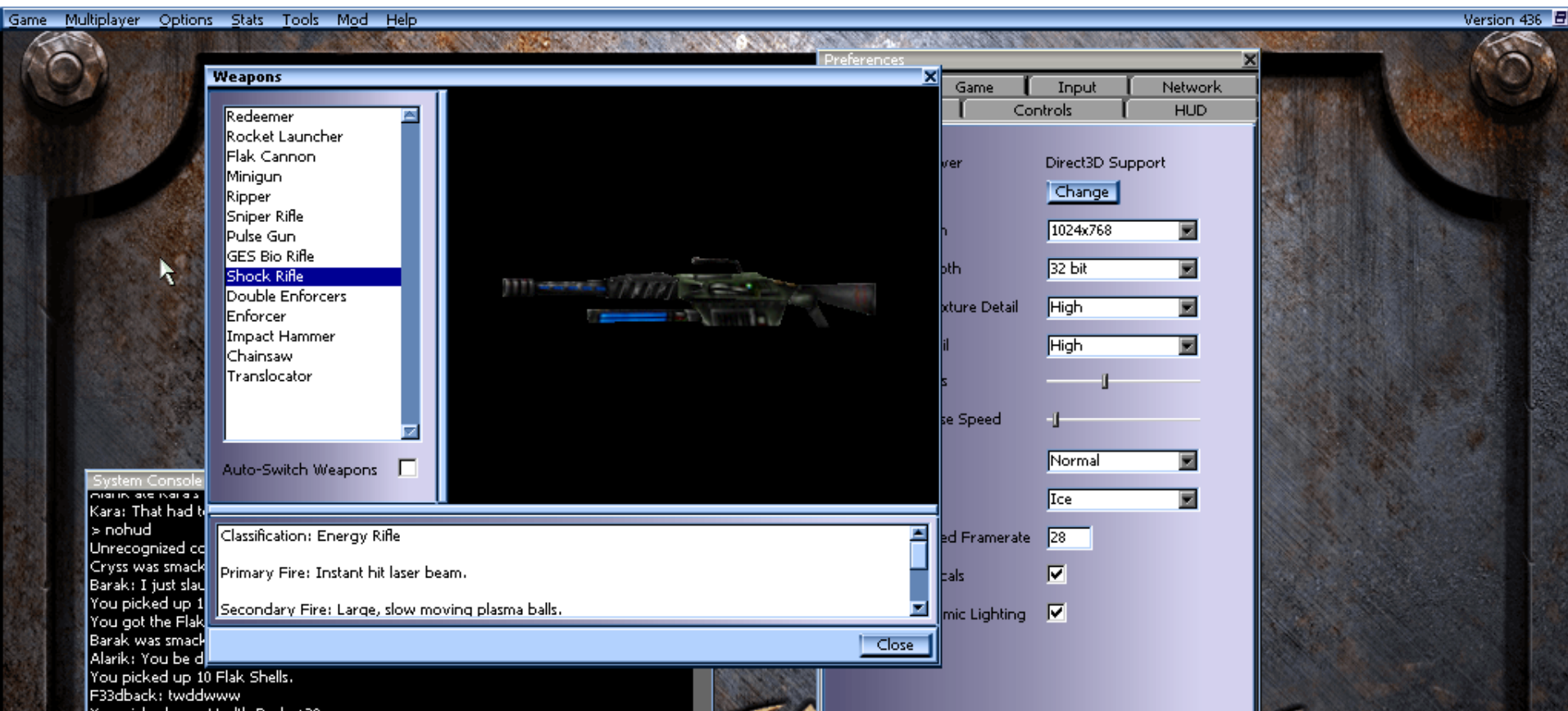
Button Remapping



Motion Controls



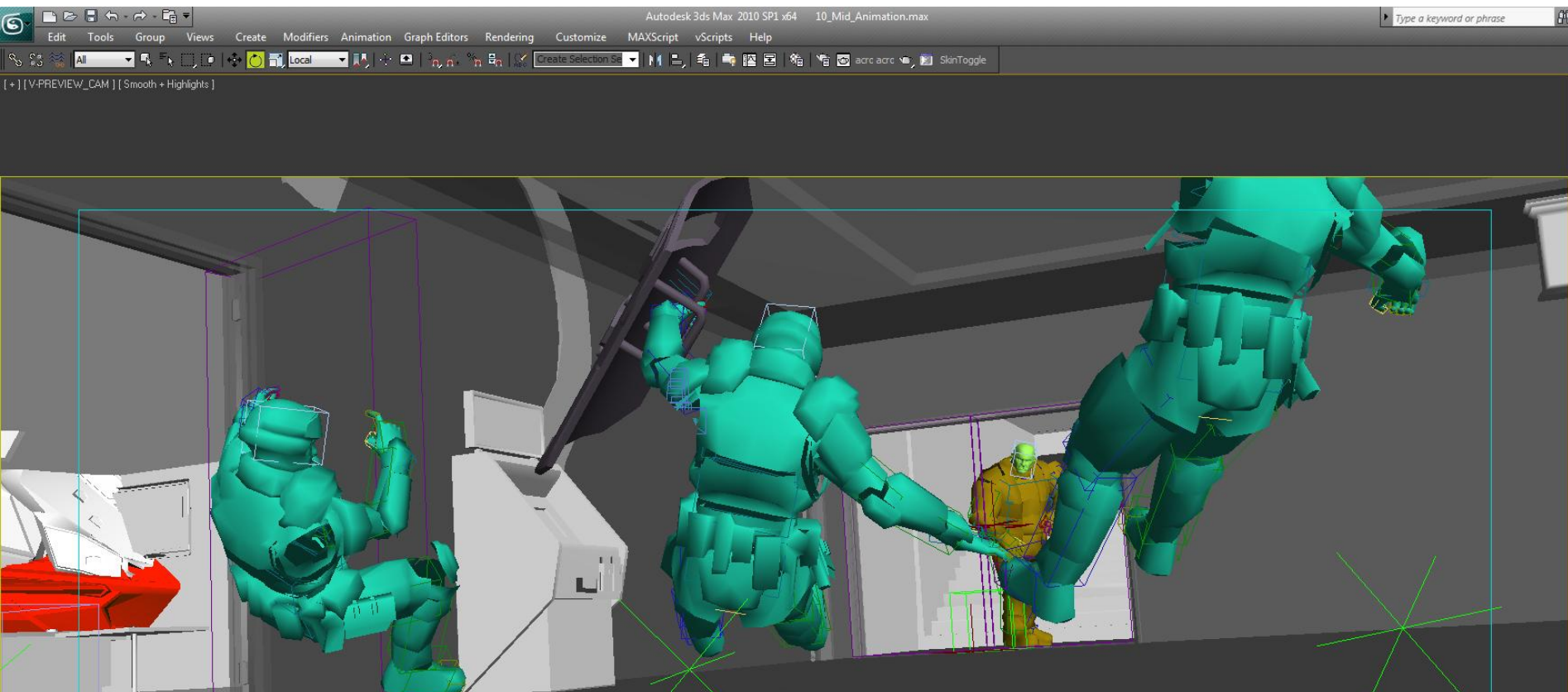
On Screen menu



Auto Aim for the Player



Building these tools into Cinematic pipeline



New Camera motions



Crane



Hand Cam



Dolley

Final Thoughts.

- An industry wide standard for camera control, so that all outsourcers become more proficient at capturing for our games.

Q&A

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