

Hypermachinima - an interactive machinima

documentation

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index

idea and story p. 3

process p. 3

challenges and difficulties p. 4

list of references p. 5

thanksgiving p. 5

idea and story

The machinima tells the story of a videogame-character who is looking for success in his virtual life. He dabbles in different games in which he, however, fails ruefully and fades to the next game. It seems that he's not the born fighter or strategist - but finally, he arrives in the world which he he feels comfortable with - *The Sims*. However, he has to master some challenges before he achieves complete satisfaction and piece...

process

The origin of the idea consists of the loading sequences in the middle-age-role-play *Risen*. The advices given in there seem so redundant they build a perfect basement for turning it into a parody.

The first steps are composed of creating the framework story. It concerns a character who misunderstands and fails at these apparently easy to realize advices. The story needs an introduction and a conclusion; as an introduction i choose a short sequence of the protagonist failing at different hierarchically classified games: first-person-shooter, easy first-person-shooter and third-person-shooter. For the conclusion i take two options, the happy ending and the hopeless case. Either the protagonist achieves lifelong contentment or he finds himself in the last, most unambitious game in the hierarchy of games - a stupid trampoline game. Between this the main storyline runs down, where the character attempts to consist in the middle age as a mercenary and gives prove of his incompetency. He's lost in the books that should normally improve his wisdom and intelligence, gets beaten because of his poor sense of humor, doesn't learn forging, surfer the web instead of preparing for his duties and finally plunges down hundreds of meters.

At this point the interactivity comes into operation. In order to arrive at the positive ending of the story, the viewer has to influence the character's action. He has to pass two duties - watering a plant and taking waffles out of the oven. This challenge is leaned on the fairytale *Frau Holle*, in which the girl also has to master some challenges to get to the positive closing.

The two challenges in the video are testing the cooperativeness and effort, just like in the fairytale. If the viewer passes the two exercises successfully the protagonist will live happily ever after. If not, he'll find himself at the trampoline.

"(...)She remembered nothing more until she awoke and found herself in a beautiful meadow, full of sunshine, and with countless flowers blooming in every direction.

She walked over the meadow, and presently she came upon a baker's oven full of bread, and the loaves cried out to her, 'Take us out, take us out, or alas! we shall be burnt to a cinder; we were baked through long ago.' So she took the bread-shovel and drew them all out.

She went on a little farther, till she came to a tree full of apples. 'Shake me, shake me, I pray,' cried the tree; 'my apples, one and all, are ripe.' So she shook the tree, and the apples came falling down upon her like rain; but she continued shaking until there was not a single apple left upon it. Then she carefully gathered the apples together in a heap and walked on again.(...)"

Now the weighing up of possibilities starts. How do I create the instruction with the different games? Providing the games and playing them myself or collecting videos that already exist in the internet?. How do I create the illusion of the character being the same person in different games?

challenges and difficulties

To plant the apple tree I had to lead my created sim figure to the park in order to make him pick the apples from trees and let him sow the seeds at home. The plant had to grow first and a long period of time waiting was necessary until the plant was big enough to water it. Dozens of waffle plates had to be baked until I found the right perspective and recorded the right moment.

The website for the interactive chess game was shut down one whole evening.

I needed several games I didn't own for the instruction and a computer on which they work. Finally I solved the last problem by asking friends for help which turned out to be a good decision.

The interactive facebook-page was impossible to create, something didn't work in the code, so I had to take a simple JPG.

To achieve that the viewer only arrives at the happy ending when both duties correctly fulfilled I had to integrate an *if-condition* into the code what turned out surprisingly complicated and costed a quite big amount of time. Originally planned were three challenges, a chess game also, but I had to cut out one because of the complexity.

references

games

Battlefield 4		DICE/Electronic Arts 2013
Unreal Tournament 2004		Digital Extremes/Epic Games 2004
Assasin's Creed IV - Black Flag		Ubisoft 2013
Risen		Piranha Bytes/Deep Silver 2009
The Sims 3		Electronic Arts 2009
The Sims 3 Ambitions		Electronic Arts 2010
Trampoline		cbc, Datum unbekannt

thanksgiving

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