

Saints Row : The Third real time capture tools

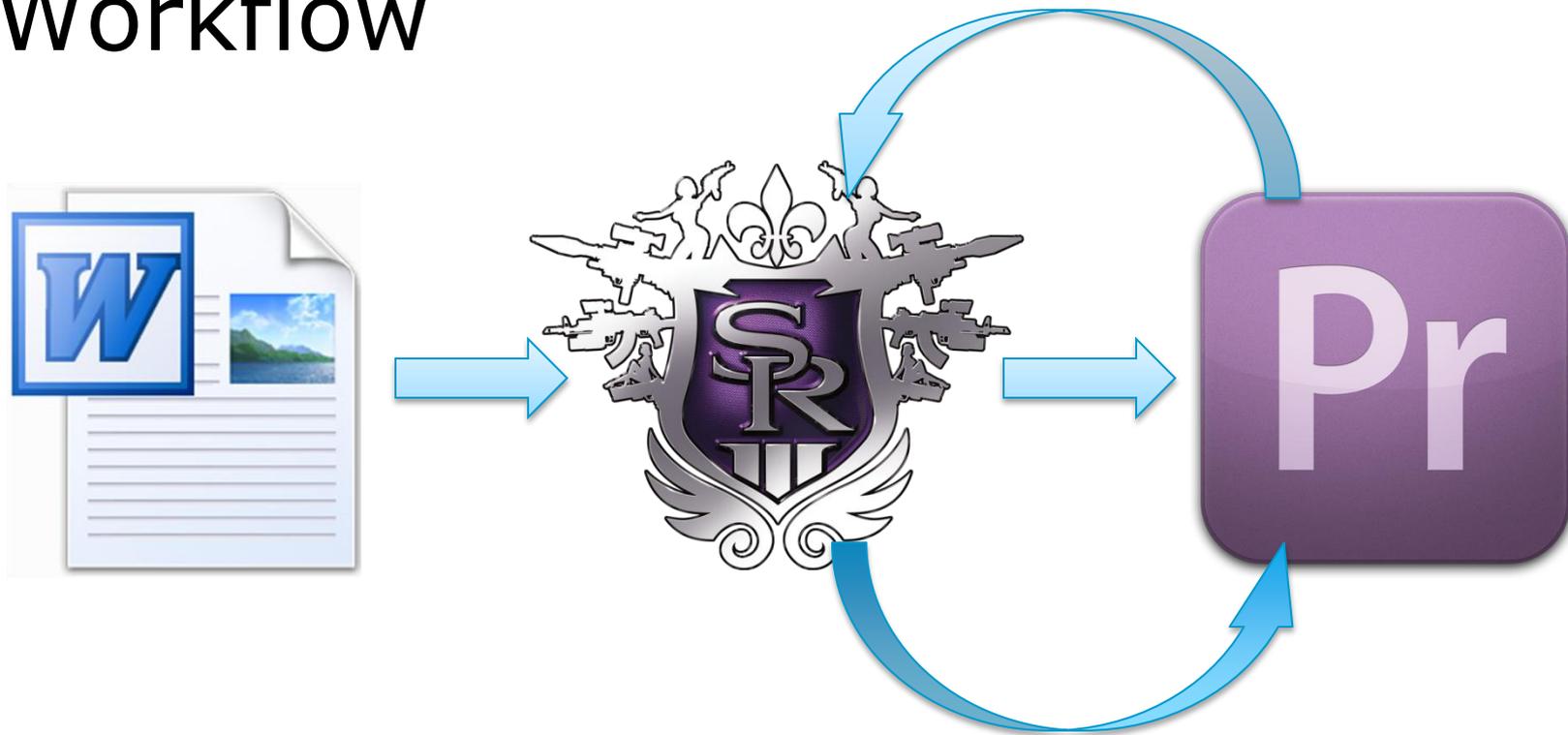
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EXAGGEREAL

- 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, playing a video game on a PC. The person on the left is wearing a blue cap and a blue shirt, and is holding a white game controller. The person on the right is wearing a red shirt and is also holding a white game controller. The PC setup includes a monitor displaying a game, a keyboard, a mouse, and several speakers. The room has a desk with various items, including a telephone and a lamp. The text "No demo record mode" is overlaid in white on the image.

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



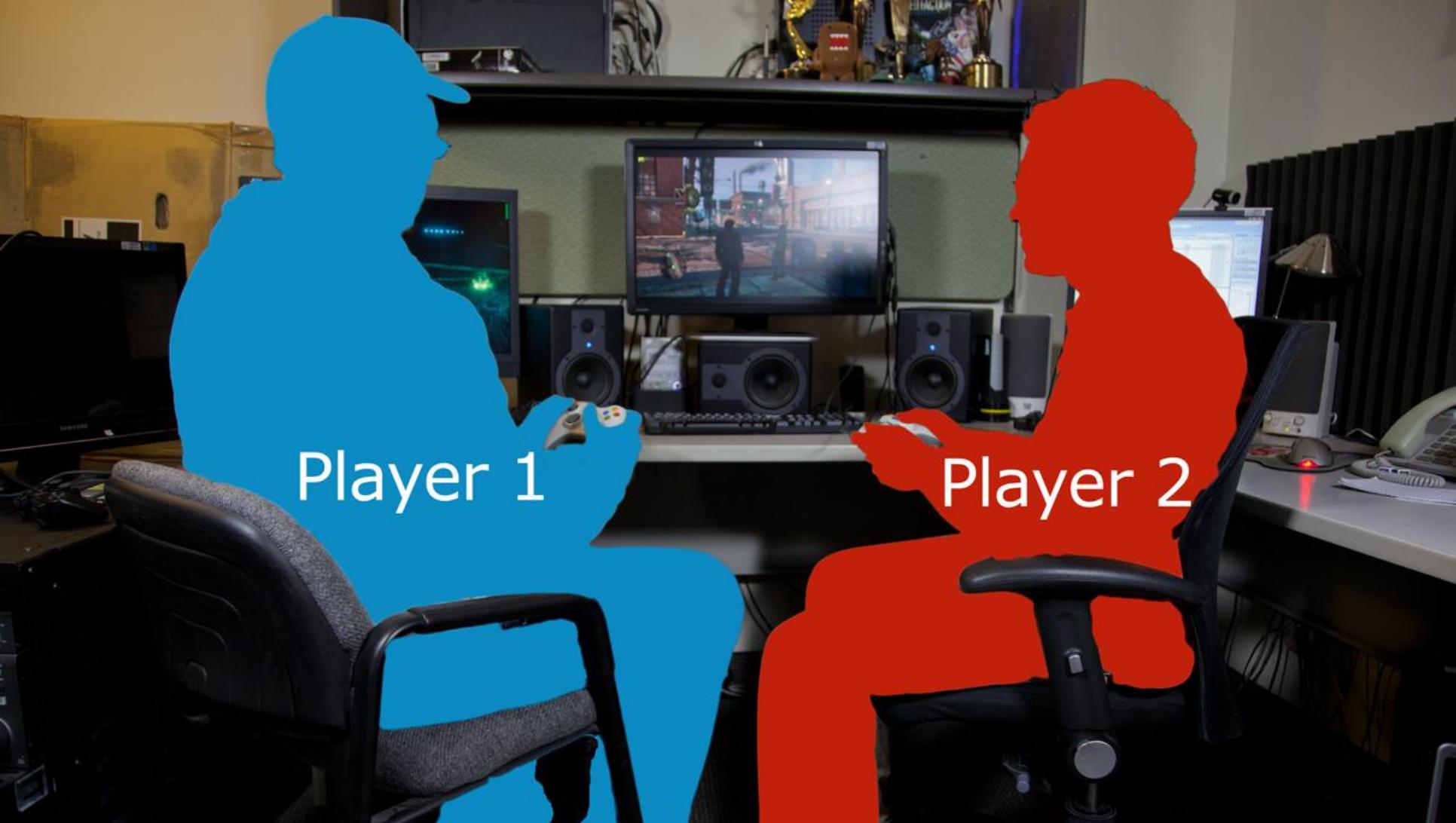
LASER
LVL: 2



CONCSN
MISSILE
006



57

A photograph of two people sitting at a desk in a room, playing a video game. The person on the left is wearing a blue cap and a blue shirt, and is holding a game controller. The person on the right is wearing a red shirt and is also holding a game controller. The desk has several monitors, speakers, and a keyboard. The background shows a shelf with various items, including a golden trophy and a small robot figurine. The text "Player 1" is overlaid on the blue silhouette, and "Player 2" is overlaid on the red silhouette.

Player 1

Player 2

Bottlenecks

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

Machinima_Mode



Machinima_Mode

The image shows a white Xbox 360 controller with several callout boxes pointing to specific buttons and sticks. Each callout box contains a button icon and a text label describing its function in Machinima Mode.

- LT** Crane Up
- LB** Toggle Camera Clipping
- RT** Crane Down
- RB** Normal/Fast Speed
- LS** Truck/Dolley
- Y** Zoom In
- B** Dutch Clockwise
- A** Zoom Out
- X** Dutch CCW
- Free Roam Camera** (Left Stick)
- First Person Mode** (Left Stick)
- Stationary Camera Lock** (Left Stick)
- Tethered Camera** (Left Stick)
- Tilt/Pan** (Right Stick)
- Level Camera (CLICK)** (Right Stick)



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



STEELPORT WELCOME TO STEELPORT
STEELPORT WELCOME TO STEELPORT
STEELPORT WELCOME TO STEELPORT

FACTORY
BIG PAWS PA
PUFFY CLAY

SAINTS
FLOW

Old Steel
Best of all Beers
Steelport

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

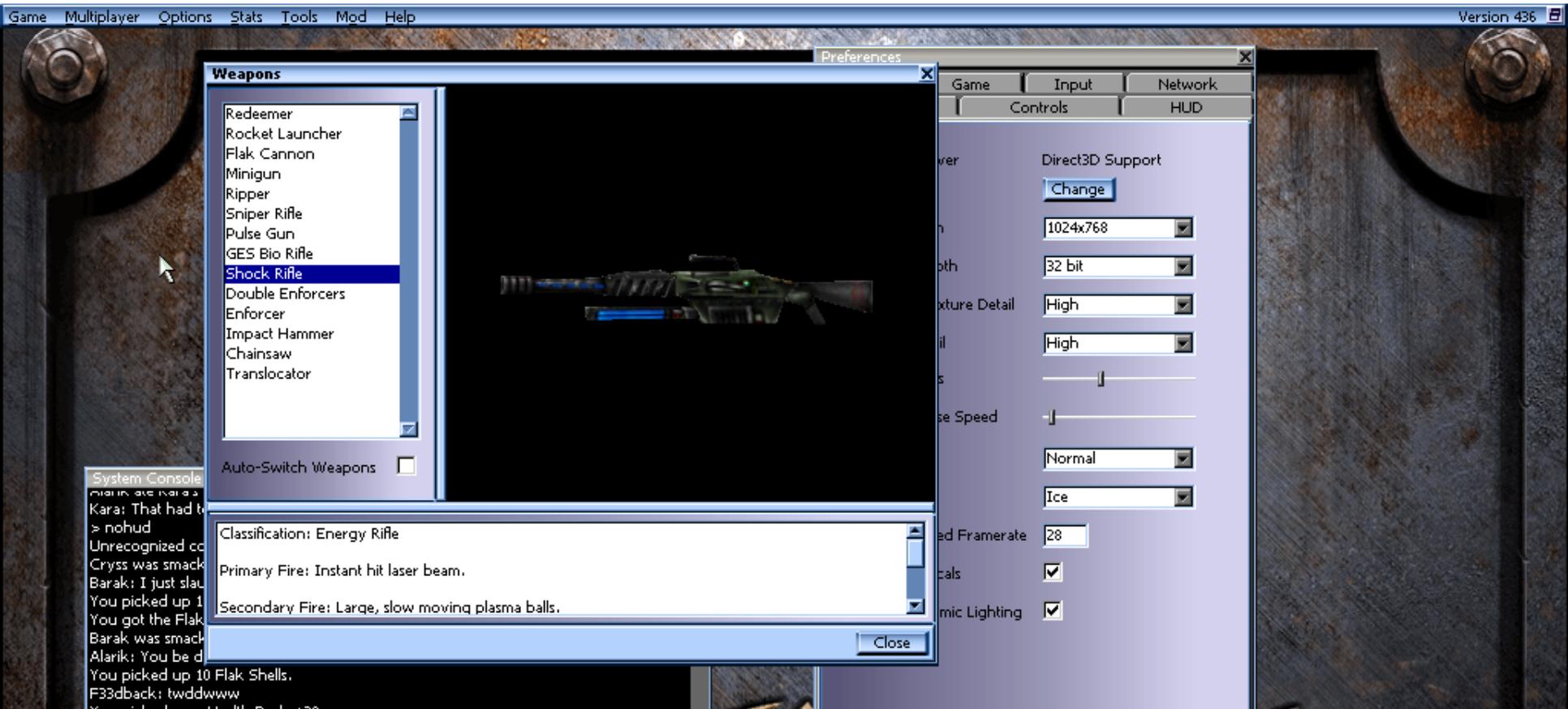
Button Remapping



Motion Controls



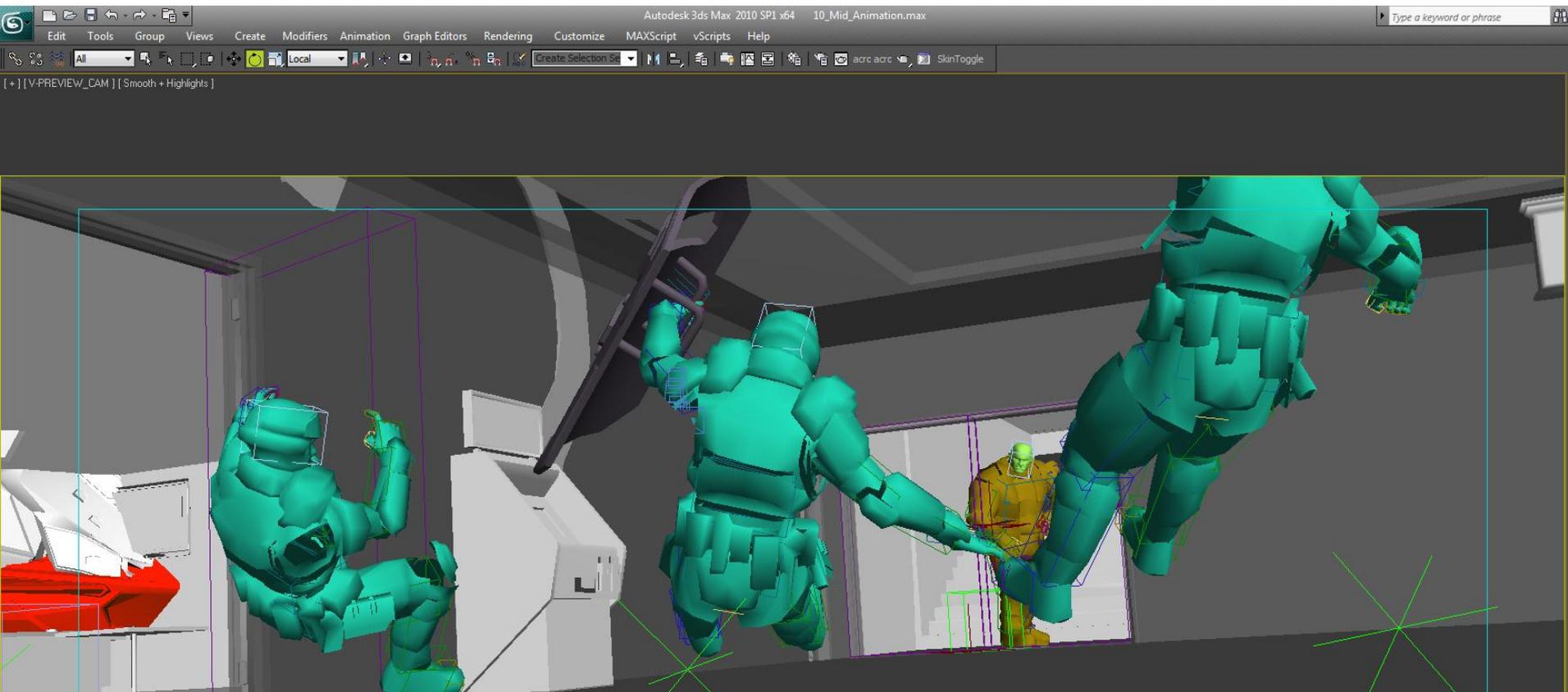
On Screen menu



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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