# THE STATE OF
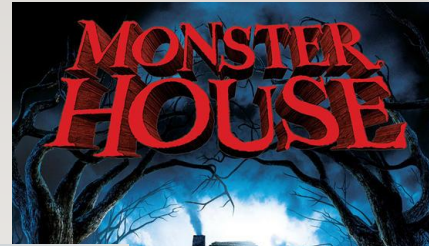# ANIMATION
# IN GAMES

SCAD: INTERVIEW PRESENTATION V06

NYE WARBURTON

07/02/20

HELLO!
MY NAME IS
NYE!

>GIT CLONE
HTTP://GITHUB.COM/NYEGUY/STATEANIMATIONGAMES

PRESENTATION

RIGS / ANIMATION

LINKS AND REFERENCE
BY SLIDE

POWERPOINT3

AUTODESK MAYA 2019

UNREAL ENGINE 4.24

OPEN BROADCAST SOFTWARE 25.0.04

# THE STATE OF ANIMATION IN GAMES

## REAL TIME

## ANIMATION DATA (AVATARS)

## CINEMATICS (SAND BOX AND CUT SCENES)

## NEURAL NETWORKS ("THEY'RE HERE.")

# ANIMATION

# NARRATIVE

ANIMATION DATA

# AVATAR

CHARACTER MESH

CHARACTER RIG

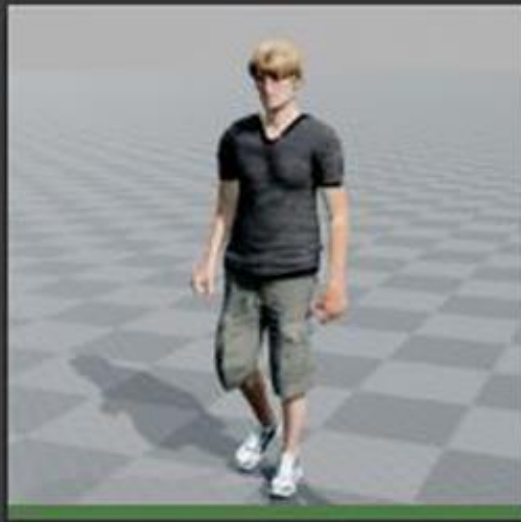CHARACTER CONTROL

CARTESIAN COORDINATE SYSTEM

X, Y, Z

RETARGETING
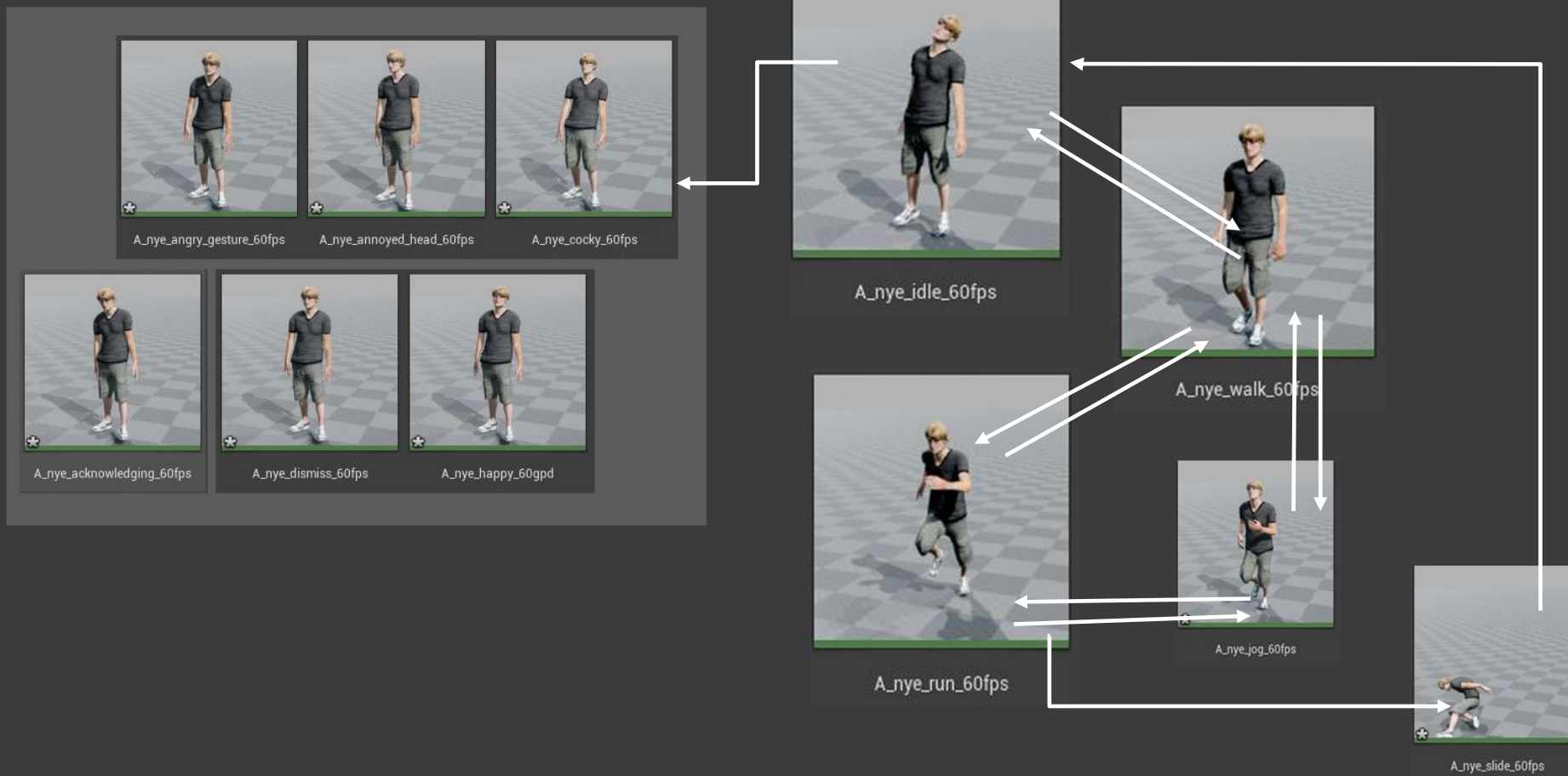
# VELOCITY
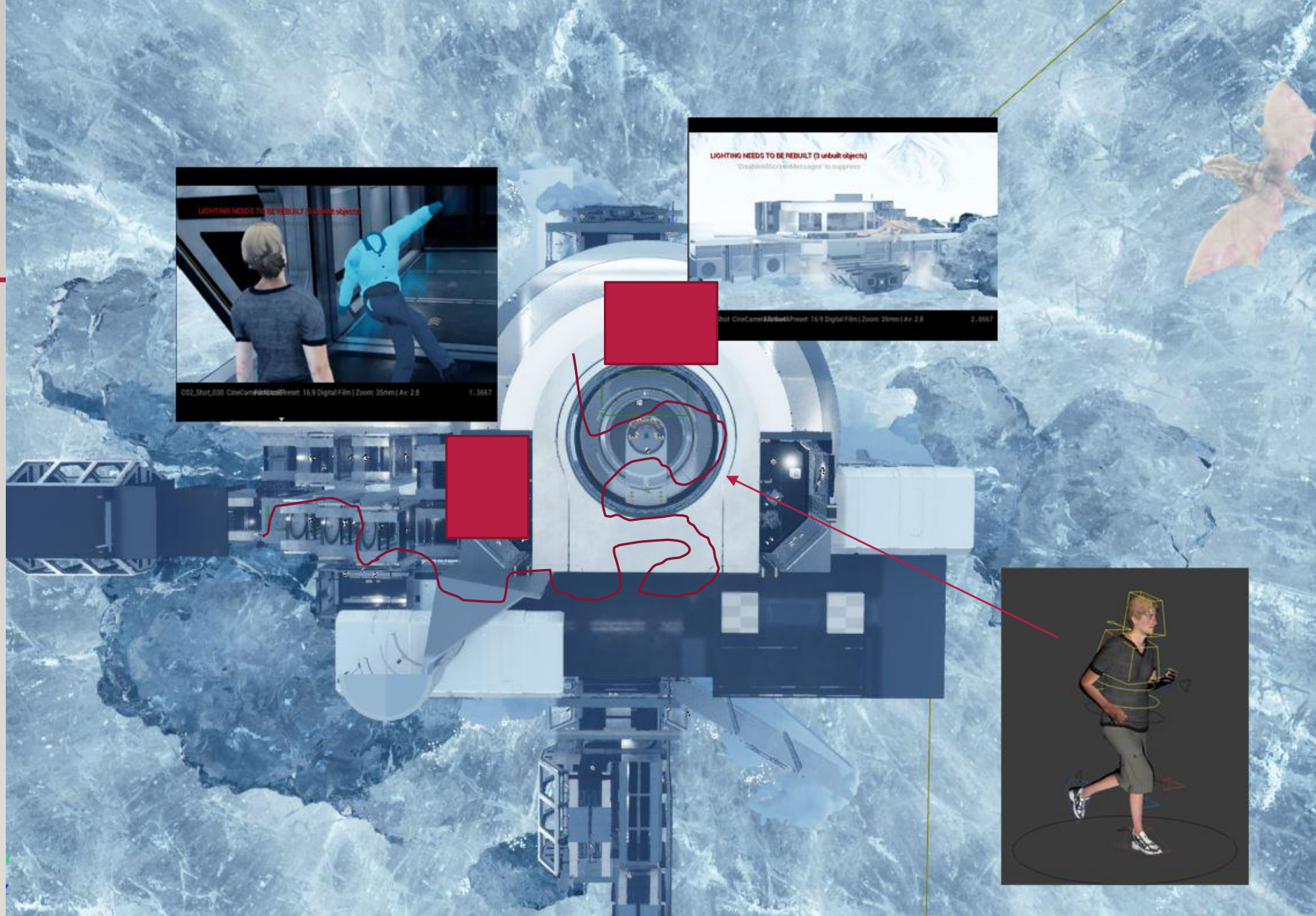


A_nye_idle_60fps

A_nye_walk_60fps

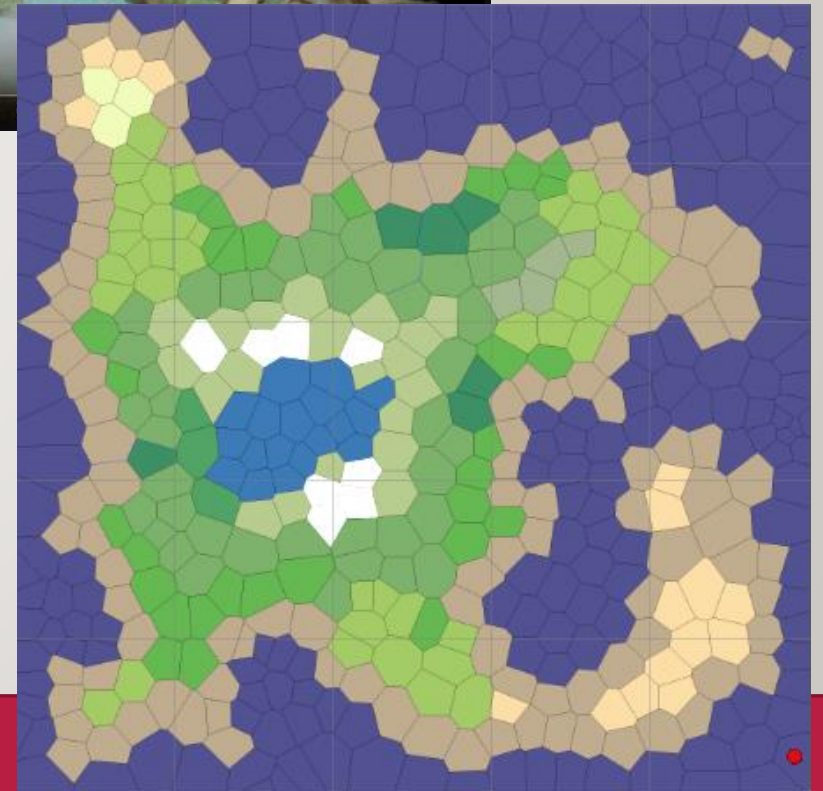A_nye_run_60fps

# STATE MACHINE

# SANDBOX

JUST DO IT!

BREAK IT!
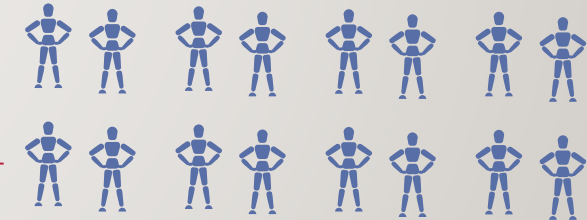
TRY IT!

# NO FEAR!

CINEMATICS

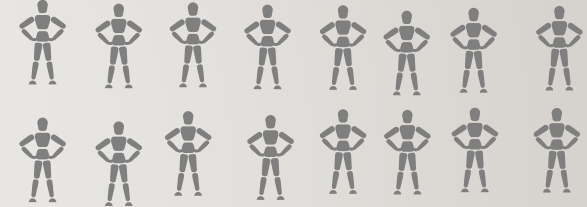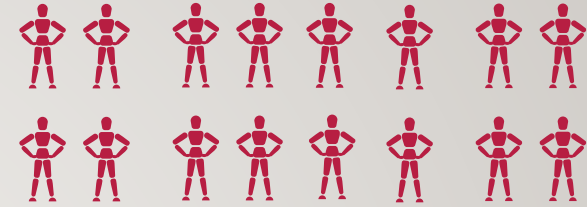PERSISTENT WORLD?

# NARRATIVE SYSTEMS

# ANIMATION SYSTEMS

**(RUNNING, COMBAT, ACTING, FLYING, DANCING, POKER PLAYING?)**

# CASCADEUR
# DYNAMIXYZ

# RADICAL AI
# RUNWAY ML

# UNITY
# – ML AGENTS

# THE STATE OF **ANIMATION** IN GAMES

## **REAL TIME**

**ANIMATION DATA** (AVATARS)

**CINEMATICS** (SAND BOX- PERSISTENT WORLDS)

**NEURAL NETWORKS**

# NYE'S READING LIST

# (EVERYONE CARRIES A SKETCHBOOK)

**ANIMATION**

- *"THE ANIMATOR'S SURVIVAL KIT"*, WILLIAMS
- *"ILLUSION OF LIFE"*, THOMAS & JOHNSON

**FILM**

- *"FILM DIRECTING SHOT BY SHOT"*, KATZ
- *"HERO OF 1000 FACES"*, CAMPBELL
- *"STORY"*, MCKEE

**GAME DEVELOPMENT**

- *"3D MATH PRIMER FOR GRAPHICS AND GAME DEVELOPMENT"*, DUNN & PARBERRY
- *"GAME PROGRAMMING PATTERNS"*, NYSTROM
- *"DESIGNING GAMES"*, SYLVESTER

**INTELLECTUAL PROPERTY AND IDEAS**

- *"THE MEDIUM IS THE MESSAGE"*, MCLUHAN
- *"THE BLACK SWAN"*, TALIB
- *"POSTCAPITALISM"*, MASON

# GREAT IDEAS COMES FROM "INSANE" AMOUNTS OF ITERATION.

# -NYE

NEW AIRCRAFT ARE DESIGNED AND TESTED VIRTUALLY, ON A SUPERCOMPUTER.

'WHEN WE DESIGNED THE TAIL FIN OF THE TORNADO FIGHTER WE DID TWELVE STRESS CASES ON IT,' ONE VETERAN ENGINEER TOLD ME. 'WITH ITS REPLACEMENT THE TYPHOON, WE DID 186 MILLION.'

(POSTCAPITALISM, CHAPTER 5, PART 2, PAUL MASON 2015, P. 110)

# THE STATE OF
# ANIMATION
# IN GAMES

THANK YOU!

HTTP://GITHUB.COM/NYEGUY/STATEANIMATIONGAMES

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