

= Dance , Voldo , Dance =

Dance , Voldo , Dance is a machinima @-@ based music video produced in 2002 by Chris Brandt . The video , created using the fighting game Soulcalibur , features two players both controlling the character Voldo , using existing in @-@ game animation to have the characters perform a synchronized dance to the song " Hot in Herre " by musician Nelly . The result of over a week 's full @-@ time preparation and training , the video was conceived after Brandt noticed the character 's animations and attacks could be triggered in sync with the beat of a song , and the reactions of onlookers to such a display . While several groups demonstrated interest in showcasing the video , complications arose from the copyright holders whose works were involved in creation .

The video has been well received , cited as one of the first examples of machinima @-@ based music videos , and has since spawned several fan @-@ based imitations with Voldo dancing to various songs . Several sources such as The Village Voice have praised the video for its choreography and presentation , while several books and college professors have cited it as a notable example of machinima animation in lectures on the subject . It was also nominated at the 2005 Machinima Film Festival awards for Best Virtual Performance , and served as part of an exhibit for the San Jose Museum of Art .

= = Conception and creation = =

In February 2002 , while listening to music and playing Soulcalibur with Jesse Reklaw with both playing as Voldo , Chris Brandt noticed that because Reklaw didn 't often play video games , he often utilized repetitive motions on the controller to attack . Brandt decided to mimic his gameplay , resulting in what he describes as " an impromptu dance of sorts " . When the music playing in the background changed to " Move Bitch " , Brandt noticed a consistent time interval for all of Voldo 's motions , and had the character 's movement follow the beat of the music . Reklaw noticed and followed in rhythm , entertaining onlookers with the results . Later in September , Brandt met up with Reklaw and other friends , and the subject turned to what had happened in February . Deciding to demonstrate it , the two played against each other using Voldo again , with the characters " dancing " to various songs . Noticing the audience seemed to enjoy the homoerotic nature of Voldo 's animation , and decided to develop something from the concept .

In October , after realizing he lacked the funds to pursue the projects he wanted to , he decided instead to work on the Voldo video project using the song " Hot in Herre " . However , the only partner he had to create the video with was his roommate , who wished to be credited anonymously as " Msr . M. " and initially wanted nothing to do with it . After seeing Brandt work on the concept by himself however , M. decided to help under the stipulation that the project 's schedule fit around his drinking habit . Development of the choreography was completed the next day , and the following five days were devoted to producing the video at five @-@ hour intervals for each day , while the music played through the television via a PlayStation 2 's audio cable . However , by the fifth day , both realized that the music was actually distracting , and Brandt recorded himself counting out the beat of the song . Using this as the audio track , they were able to complete the project easily , and after editing the video Brandt released two versions online , with the latter utilizing the song " Kiss " by Prince .

Attention was drawn in 2004 to the video by Brody Condon , who had shown the video at a gaming / machinima conference in Australia . Interest was shown by G4TechTV , MTV , and Microsoft to feature the video on their respective media ; however , they hit complications with both the copyright holders of Soulcalibur , Namco , and Nelly , whose agents wanted \$ 100 @,@ 000 to license the song . To rectify the latter problem , Brandt contacted a musician he had worked with on another project , Tana Rusitanonta , who 'd expressed interest in producing his own music for the character , to produce a song that sounded similar to the original without infringing on the copyright , producing the " final " version of the video . However , shortly thereafter Namco explicitly stated they would not license the character for such means , and discussions ceased .

= = Critical reception = =

Since its release , Dance , Voldo , Dance has been well received by the public , appearing briefly on the popularity index Popdex 's " Top 10 " . Several fan @-@ made machinima have followed suit , each using the same concept of two Voldo characters dancing to various songs . In 2005 , it was nominated for Best Virtual Performance at the Machinima Film Festival . In 2006 , from January 21 to April 29 it was featured at the San Jose Museum of Art as part of their " Heavenly Bodies " exhibit .

At the 2006 Machinima Film Festival , Machinima.com founder Hugh Hancock and Academy of Machinima Arts & Sciences founder Paul Marino cited Dance , Voldo , Dance as one of the first examples of machinima @-@ based music videos . The book SwanQuake : The User Manual described it as a difficult form of machinima to characterize , describing it " genre @-@ bending work " and having elements of puppetry , moviemaking , and choreography . Another book , The Machinima Reader , described it as " an ingenious fight @-@ as @-@ dance choreography " , citing the " sexualized virtual identity " of the character combined with the original soundtrack . In Developing Interactive Narrative Content , Georgia Institute of Technology assistant professor Michael Nitsche compared the animation to virtual puppetry in that it was rooted solely on in @-@ game animation , yet also used it as an example to illustrate that such material could be entertaining . In Medien Körper Imagination , the motions used in the video were described as both descriptive and often prescriptive , comparing it to time and motion studies .

The Village Voice described it as a " virtuoso in @-@ game performance " , describing it as one of the most impressive works showcased at 2005 Machinima Film Festival . The book Playing with Videogames called it " extraordinarily skillful and humorous " , citing it as both a suspension of the game 's normal purpose by players with " parodic humor " and one of the defining moments in machinima . In a study of video games as an art form , University of Montreal lecturer Martin Picard cited it as an example of machinima and performance , calling it " perfectly choreographed " and a " superb example of gameplay and performance " . University of California professor Michael Mateas stated he enjoyed the dance performance of the presentation in light of more narrative forms of machinima , adding that it was enhanced by Voldo 's " S & M attire " .