

## Making an UrbanTerror movie handbook

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Playing UrbanTerror is fun. But making a kick ass movie(s) with UrbanTerror footages showing your friends how hard this game pwn .. or you, can also be rewarding and fun to look back to. So this will be my attempt to consolidate all the data i have gathered for movie making with UrbanTerror and compile them into a single useful document. I hope this will benefit the community/you.

### CHAPTERS

0. REQUIREMENT
1. CAPTURING
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4. ENCODING
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### 0. REQUIREMENT

Like any good cook book. You cannot do without an ingredient list:

- UrbanTerror game files
- ioUrbanTerror or Q3A executable
- A decent computer for capturing and editing:
  - CPU: 2Ghz (single core) or 1.5Ghz (dual core)
  - GPU: Nvidia or ATI that is capable of 8x FSAA and 16x anisotropic (speed is not important, quality is!)
  - Storage: min. 15GB free, for some more serious bigger projects 50GB – 200GB.
- A demo (.dm\_68) file with some 'interesting' events on it ;)
- A non-linear editing system (short: NLE) for video and audio. To name a few:
  - Adobe Premiere
  - Avid Liquid
  - Cinelerra
  - Final Cut
  - iMovie
  - Sony Vegas
  - Ulead Video Studio
  - Windows Movie Maker
- Additional utilities like:
  - FRAPS
  - VirtualDub
  - AviSynth
  - meGUI
  - nHancer
- Video codecs, such as: Xvid, x264, huffyuv, lagarith
- Audio codecs, such as: LAME, FAAC
- And lets not forget about a cup of creativity

### 1. CAPTURING

Before you can start making your UrbanTerror movie. First you will need to capture the scene from a demo file. The files that ends with .dm\_68 sitting most likely in your demos directory in your q3ut4 folder.

No, those are not video files. They are simply recorded sequences of game network data. To watch them you need the 'engine' that produced them to playback, which would be either ioUrbanTerror or Q3A.

There are several solution you can follow to capture footages from demos. One of those is build-in with ioUrbanTerror (a feature carried over from ioQuake3 project) or you can use the Quake3Arena binary; Another solution would be to use FRAPS.

A comparison list of capturing method:

	Output	Video	Audio	Max FPS	Max res.	License
<b>ioUrbanTerror (ioQuake3)</b>	.avi	Raw video, MJPEG	PCM	none	GPU dependent	GPL
<b>Quake3.exe</b>	.tga	TGA sequences	none	1000	GPU dependent	Proprietary
<b>FRAPS</b>	.avi	FPS1	PCM	100	Half-size 2560x1600, Full-size 1152x864 (4:3), Full-size 1280x800 (wide)	Freeware, Proprietary
<b>Q3SDC</b>	.tga .sd3 .dm_68	TGA sequences	none	1000	GPU dependent	Free to use
<b>Q3MME</b>	.tga .png .jpg .avi	TGA sequences, PNG sequences, JPG sequences, raw video	wav	none	GPU dependent	Free to use
<b>Gaz TGA Hook</b>	.tga .jp2	TGA sequences, JPEG2000 sequences	none	1000	GPU dependent	Free to use
<b>It's a wrap</b>	.tga	TGA sequences	none	1000	GPU dependent	Free to use

With FRAPS it's possible to capture game footages live as you are playing them; if you need this for whatever reason. It should be noted that the freeware version of FRAPS has some limitations. Such as only capture 30 seconds of video and places an irremovable "Fraps" watermark at the top of every video.

In the comparison list you see Q3SDC, Q3MME, Gaz TGA Hook and It's a wrap. Those are basically hacked versions of Quake3.exe or a dll hook adding features for capturing movies.

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Some of those features cannot be found in ioUrbanTerror nor in normal Quake3.exe:

- Replay an existing demo and re-record it to a new demo file as spectator or in haunt mode
- Motion blur (with temporal anti-aliasing)
- Scripted camera path
- Capture depth and stencil buffer to black/white for masking in NLE

Unfortunately, Q3MME cannot load UrbanTerror. Error occurs trying to load a map.

As for Q3SDC, there are visual errors in the demo you load with it. Such as always have a flag on your back or even crashing when go into haunt mode.

It's a wrap seems to also have problem with UrbanTerror as it was written for Enemy Territory. Only GAZ TGA Hook seems to 'work' properly.

This leaves us with pretty much only 3 unique solutions. I'll start with explaining the basics using ioUrbanTerror as this would be the most convenient method.

### **Capture with ioUrbanTerror(/ioquake3):**

- 1) Start ioUrbanTerror
- 2) Open the console (press ~ key) and bind one key with a command \video and another key binded with a command \stopvideo. Example:  
bind F11 "video"  
bind F12 "stopvideo"
- 3) Click demo in the main menu and select a demo from the list and click play  
.. or ..  
Open the console and type \demo mydemofilename  
(you can use the TAB key for command and filename completion!)
- 4) Now with the demo playing, press F11 to start recording the scene you want and press F12 to stop recording. You will now have a new directory in your q3ut4 directory called "videos". In there you will see a new file called video0000.avi.

### **Capture with Quake3.exe (or similar solution):**

- 1) Start UrbanTerror with Quake3.exe. Command line:  
quake3.exe +set fs\_game q3ut4 +set com\_hunkmegs 256
- 2) Open the console (press ~ key) and bind one key to start capturing and another to stop capturing:  
bind F11 "cl\_avidemo 25"  
bind F12 "cl\_avidemo 0"
- 3) Click demo in the main menu and select a demo from the list and click play  
.. or ..  
Open the console (press ~ key) and type \demo mydemofilename  
(no command or filename completion here)
- 4) Now with the demo playing, press F11 to start recording the scene you want and press F12 to stop recording. In the screenshots directory in your q3ut4 directory, you will see a lot of shotXXXX.tga files.
- 5) Start VirtualDub
- 6) In the menu, click: File > Open video file (or press ctrl+o), browse to your q3ut4\screenshots folder and select the first image sequence (shot0000.tga) and click Open.

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- 7) In the menu, click: File > Save as AVI (or press F7), give it a name and click Save.
- 8) You can remove all the shotXXXX.tga files in your q3ut4\screenshots directory now for a new capture.

### **Capture with FRAPS:**

I'm not a fan of this solution. So consult the FRAPS user manual on how to capture game footages...