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About This Video

GameLoading: Rise of the Indies is a feature documentary exploring the world of indie game developers – their craft, their games, their dreams, and how they have forever changed the landscape of games culture. Disrupting the big-budget industry, indie games have altered the art form through their innovative, varied and personal games. Small teams of passionate and creative developers are offering an alternate voice to players. GameLoading captures this pivotal point in history, where video games have become more personal than ever before.

Featuring: Davey Wreden (The Stanley Parable), Rami Ismail (Vlambeer), Christine Love (Analogue: A Hate Story), Tale Of Tales (The Path), Zoe Quinn (Depression Quest), Robin Arnott (SoundSelf), Trent Kusters (Armello), Mike Bithell (Thomas Was Alone), Ryan Green (That Dragon, Cancer) and many more.

GameLoading: Rise of the Indies comes in two sizes - **Film Only** and **Member's Bundle**

Film Only

Receive the film with English Closed Captioning. More language captions coming soon.

Member's Bundle

The Member's Bundle includes

1. The Film
2. Hours of Extra Video Content

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3. Original soundtrack by Tim Shiel
 4. GameLoading eBook by Michael Irving

We have hours of Extra Video Content that we are packaging into Short Films, plus two 20 min Micro Documentaries. These two Micro Documentaries explore the creators of Dwarf Fortress, and Japanese Indie Culture, and will be released within the next twelve months.

Extra Video Content includes

- 6 short videos at launch
- A new short video added every month
- 2 Micro Documentaries added in the next twelve months
- Director's Cut (TBC)

UPGRADE

Upgrading from Film Only to the Member's Bundle is easy!



Title: GameLoading: Rise of the Indies
Production:
StudioBento
Distributor:
StudioBento
Release Date: 21 Apr, 2015
Country: Australia
Video Resolution: 1080p(3.6GB)
Aspect Ratio: 16:9
Audio: 5.1 Surround
Contains: Adult Language
Running Time: 93 minutes

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Minimum:

OS: Windows 7

Processor: Intel Core 2 or AMD equivalent

Memory: 1 GB RAM

Network: Broadband Internet connection

Storage: 200 MB available space

Additional Notes: Network Bandwidth of 5Mbps for 540p, 3Mbps for 360p.

English,French,Italian,German,Arabic,Dutch,Finnish,Norwegian,Portuguese,Russian,Swedish







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This film isn't about in depth development or design. It's about the spirit and resolve of the people who are saving the video games industry from the monotony that it threatens almost every day to sink into.. Really quite enjoyed this. If you've seen Indie Game: The Movie you know roughly what to expect - it's a documentary about making indie games, about what that means to people, about some of the reasons for doing so, and some of the challenges. But Gameloading is kind of more upbeat and community-focused, bit more of a whirlwind tour of a slice of the indie community rather than a close-up examination of a day-to-day process in the way IGTM followed Ed McMillen etc. Which is not to say there aren't a few "central" people - Davey Wreden working on The Stanley Parable and Robin Arnott on Soundself feature a lot - but it's not a "day in the life" kind of movie.

It's "light", I guess, might be the worst I could say if I were looking for problems. Some people might have a problem with that; might find it kind of insubstantial if they're already familiar with indie gaming culture and are looking for some kind of magic special insight. I didn't feel that way. Gameloading isn't trying to be some deep and detailed analysis of how game development operates. It's just here's some people, here's this stuff they're doing and their explanations of why they love doing it, yay for that! It's a celebration of community and openness and trying new things, not a report, and there's nothing wrong with that. I've read comments calling the film kind of self-congratulatory fluff, but I can't really share that view. Even if I was of the mind that there was nothing here but a clique of hipsters patting each other on the back, I personally happen to think everyone depicted absolutely deserves a pat on the back, so...good on them?

I bought the bundle and I haven't watched any of the extra features yet; I'll come back and amend this when I have. In the meantime, to the various gaming conservatives out there, I hope you had a lovely time automatically voting this down with the rest of the positive Steam reviews. DISCLOSURE: ADRIEL WALLICK, DEPICTED HEREIN ORGANISING "TRAIN JAM", FAVOURITED ONE OF MY TWEETS ONCE.

(to the regular people who voted it down because they actually just didn't think it was helpful, I understand, I usually don't like what I write either!)

happiness and cheer/10

Edit: Oh, right, I did want to say I'm disappointed it's only available streamed rather than downloaded. On this desktop I have a good wired connection and quality was great, though it did cut out a total of about three times throughout the film, making me reload it (this took about two seconds since it saves where you're up to, so no big deal in practical terms). Mainly just would have liked to be able to watch it on my living room setup, where I'm stuck on wireless and wouldn't get as good a picture. Apparently download is intended to be available at some point, but not really "soon".. I actually really Liked GameLoading: Rise of the Indies. I read a lot of reviews before committing to the purchase and, after actually seeing the movie, I feel as though a large majority of the people who wrote those reviews either didn't watch the whole movie (If watch it at all), Had a pre-conceived idea of what the movie was about, were disappointed in that it did not speak enough about one topic or another or, were just complaining about the steam video service itself....
Not every bad review falls into this but, most seemed to.

This movie is not Indie Game: The movie. I don't feel like it tries to be either. I also feel like this movie does not try to dive to deeply into one topic or another, but simply gives a narrative as to what is happening with indie games, Why indie developers do what they do and briefly talks about some of the hurdles, challenges, hardships and rewards that indie developers face. It also talks about the indie community and the good and dark sides to that community, although I'll admit the film mostly talks about the former of those two sides.

All together, I found the film very enjoyable and a good watch. It may not have been super informative but, I still recommend it. A very good film about video games. But I want to briefly address some of the issues raised by negative reviewers of the film.

Anyone can see these are relatively good, and for the most part humble, people. People like Pugh of Stanley Parable and others

question whether they really deserve this praise they are receiving. I will concede that a surprising number of them have pink hair. Not a fashion choice I'd go with but hey, incredibly I am capable of tolerating this.

Other than some questionably disparaging comments about Assassin's Creed in one interview, there is nothing in this film that is remotely attacking mainstream video game culture. Nothing. So where is the hatred coming from?

For all you pro-Gamergaters out there who feel the need to up-rate some of these disgusting reviews: This documentary goes for 93 minutes. It focuses on Zoe Quinn and Depression Quest for a total of less than 4 of them.

Guess what, you can read who's interviewed and the games they represent on this page. If you dislike these games, then why buy the film? Why bother? Both sides of this so-called debate shoot vitriol at each-other unnecessarily. Things don't get better by describing the whole indie culture as "incestuous", when that's obviously one of the most inane terms to describe a group of people who identify with each-others ambitions and goals.

I agree that the film isn't as well-structured as it could be. Other than following Davey Wreden around there isn't much narrative; though I liked when it came to PAX everyone who had already been interviewed in their own development places congregated there, which felt like the centre of the whole film.

I highly recommend this film to the people who looking at the title and info already THINK they will like this film. You will. Its a celebration of a culture of people making games for those who are looking for something different, interesting and personal.. Great watch, especially if you're a developer or thinking about making games yourself.

I really missed the ability to download the video, though.

When watching, the stream would often stop entirely and I would have to restart the video, which means getting off the couch on a Saturday morning :).

. Like a lot of people, I bought this mainly to post a review; to get my voice heard.

This is a fairly harmless movie, in and of itself, but you should realize that there's a lot they're NOT telling you in this movie.

They're not telling you how incestuous the industry has become.

It paints a very innocent picture of the indie scene and it's really not.

They are showing you the 5% of the time that they're not on social media calling people sexist and racist.

If they want to have their own customers, great, but they shouldn't be trying to insult customers of existing products.. This isn't a documentary about "how to be a game developer" or anything like that. It's a look at the culture and direction that current independent game development has, and what about that development appeals to people. Featuring a lot of interviews with people like Zoe Quinn, John Romero, Rami Ismail, and Christine Love, as well as footage from PAX, GDC, and Train Jam, it's a pretty wide look at what sorts of people are finding success (and sometimes failure) in games.

It also features a host of extra interviews with Mattie Brice, Nina Freeman, and more. Very well-polished - as a documentary, it's excellent in terms of visual and audio quality. It currently seems to be streaming-only, so if you're looking for a downloadable version, you'll need to find it elsewhere.

If you're interested in the more interesting people and games currently coming out of the indie games community, I'd give it a watch.. I was hoping for a great documentary, and »Rise of the Indies« delivered. It exceeded my expectations. The 1080p stream was a joy to watch, I love every bit of it, most of all the ability to put faces to names I've already known.

In order to absorb it all, I'll have to watch it again very soon, check out some of the games even. I'd love to be on that train ride, the serene and beautiful scenery outside contrasting with the manic productivity in the train will reverb in my memory for some time. I also love the Nottingham and Austin sequences; great places, beautifully shot. About the creators and their amazing creations I'm reminded of the Vulcan philosophy »IDIC«: Infinite Diversity in Infinite Combinations!

This flick is now rivaling the top place for my favorite documentary watched during the past few months: Tim's Vermeer. If anybody has a recommendation for similar flicks depicting this degree of enthusiasm, passion and skill, please let me know. I

myself cannot recommend to watch »Rise of the Indies« enough.

If I had to pick between the two, I would definitely say that Indie Game: The Movie is the superior film. But despite its formlessness, this is still a charming look and the Indie dev scene and the people within it.. This isn't a movie about the video game industry. So if that's what you're looking for then don't buy this. This is a movie about inspiring indie game developers. There seems to be an uprising of content like this (content focused around independent game development) being promoted by companies like Valve and Unity. I guess you can say that they're probably only doing it for profits in the long run, but it's providing a huge opportunity for growth as a medium.

A little over a year ago game development wasn't really a big goal for me. I've always been really into making meaningful art and doing that through video games has been something that's interested me almost the entirety of my life but I always thought that the technicalities of it would be too much for me. But people like Extra Credits, who produce so many videos about design theory, companies like Unity that have free and comprehensive tools and tutorials, and sites like StackExchange where you just have this huge community helping each other out, these things put those technicalities into the grasp of a common person.

And I think documentaries like this one, and Indie Game: The Movie serve to inspire people like me who maybe can't afford college because they couldn't get financial aid, and are developing a game in their spare time while working minimum wage at Subway. Because it's such an exasperating process. Documentaries like this one make me feel like I have a shot at making something worthwhile and getting it out there. And I think that feeling is definitely essential if an Indie developer is actually going to follow through with their project.

Seeing this rated as having mixed reviews kind of makes me sad. Though when I read the negative reviews it sort of makes sense. The people saying this is bad are the same people who want to protect the "Gamer" identity and keep the game industry pretty much exclusively oriented for young adult males. So I guess if you're one of those people don't buy this. However if you're an aspiring developer you should definitely buy this, because it's stuff like this that might just keep you from giving up on a potentially incredible work of art.

****EDIT****

Revisions to the intro paragraph to make the purpose of this review more clear.

Revisions the last paragraph from talking about the maturity of the medium to talking about the audience the game industry mostly markets toward to clarify my point on that particular topic.. It's great seeing so many of the faces behind the games I love! Much of this was a recap of events in the indie scene that I'm familiar with, but I also learned about several game jams, trade shows, studios, and education groups. The message is: go make your own games now, no matter who you are.

I'm not sure what people who don't follow the scene would make of it. There's a lot of inside baseball and some of the personalities could seem very confusing without knowing their work ahead of time. For example Cart Life's creator is kind of creepy, but it totally makes sense when you know his game. At the same time they take time to explain the games they've made, so maybe it would work.

So, nice and mostly feel good. Very fractured because it interviews so many people, but it does a nice job of weaving them all into a single dialog.. Fun movie to watch and reminds me of that one indie game movie from 2011 (the one that with FEZ, Super Meat Boy, Braid etc).

Would really enjoy a documentary following just one project from start to finish but that is another topic for another day.. An interesting look at the people behind some recent indie games. I think it is worth a watch if you've seen Indie Game the Movie because the nature of the scene has changed quite a lot since then and it really shows in this film.. Great look at the many facets of indie game development.. If you're heavily into game development you'll probably buy this regardless, but be forewarned that this is mostly an 'artist' self congratulatory circle-jerk; A lot of pretension, very little competence. The few competent people like those behind The Stanley Parable are offset by people uttering lines like; "You don't have to be, like, this nerdy sort of stereotype, you can actually be like a very artsy creative person..."

Having seen Indie Game: The Movie, I was hoping this would be as good, and though the production quality seems to be of the same standard, the cast of people given face time is pretty cringe worthy overall. My advice is to skip this unless you're desperate for anything remotely related to game development.

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