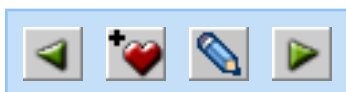




GoodCow ([goodcow](#)) wrote in [filmmakers](#),
@ [2003-11-01](#) 11:42:00



Current mood: accomplished

Metal Cow Solid 2

This week I finished re-editing a Metal Gear Solid fan video I filmed back in February on Digital8. While the movie is a fan film of the game, I'm hoping it will still be enjoyable to those who haven't played the game, simply because watching three stuffed animal cows having a shoot-out should still be amusing even if you don't get the direct parodies and references.

[Metal Cow Solid 2: Deck D](#)

Any comments would be greatly appreciated. Thanks!

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[yellowishness](#)

2003-11-01 09:17 ([link](#))



Select

Ahahaha, I've never heard of the game, but that video was pimp. Nice job.

[\(Reply to this\)](#)



 [spacecandy](#)

2003-11-01 09:31 ([link](#))



Select

hahah the cardboard box.. hahah thats been they gheiest item in the game since the NES days. I think you did a great job!

([Reply to this](#))



 [cheddarinc](#)

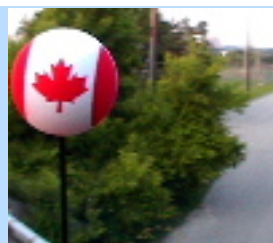
2003-11-01 09:58 ([link](#))



Select

Very cool.

([Reply to this](#))



 [maslacak](#)

2003-11-01 11:59 ([link](#))



Select

I see only black, but hear the sound. I suppose it doesn't work on a Mac...

WMP sucks.

([Reply to this](#)) ([Thread](#))



 [goodcow](#)

2003-11-01 12:01 ([link](#))



Select

Yeah, sorry.

The quality variable VBR encoding in WM9 doesn't work with a Mac.

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[maslacak](#)

2003-11-01 13:31 ([link](#))



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chalk one up to Microsoft...

oh well, my loss I suppose.

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[mega](#)

2003-11-01 14:07 ([link](#))



Select

Adorable ;)

([Reply to this](#))



[ner0spudnik](#)

2003-11-01 20:21 ([link](#))



Select

VERY nice! There were a couple of cuts where it was a little confusing, but I would imagine those cows are tough actors to work with. ;]

Great job, my man! Keep up the good work!

NerØ

([Reply to this](#)) ([Thread](#))



[goodcow](#)

2003-11-01 20:29 ([link](#))



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Thanks.

Could you be specific as to which cuts were confusing?

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 [ner0sputnik](#)
2003-11-01 22:20 ([link](#))   [Select](#)

There's the one towards the end where the cow flips over the bodies. It happens pretty fast. A little hard to follow... and every now and then I was confused as to which cow was who...

NerØ

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 [goodcow](#)
2003-11-02 14:59 ([link](#))   [Select](#)


Alright, thanks.




There was no way to get the cow past the dead body other than to basically kick him, and make him roll over. He didn't successfully land on his feet after three rolls, and I was worried about the ketchup staining, so I basically just him in mid-roll before he stops and tips over, to that quick side shot of him somehow on his feet being dragged (walking) away. But I still think it looks pretty good. It took about a dozen tries for him to roll and land on his feet in an older version of Metal Cow Solid I made about two or three years ago.

As for the confusion as to who was who, true, I didn't have real costumes, but I had hoped it was established who was good, and who was bad.

Anyway, thanks for your input.

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 [ner0sputnik](#)
2003-11-03 07:22 ([link](#))   [Select](#)

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Category: Well, don't get me wrong, it's not like I was sitting there going , "Wha happen?!" It was all pretty clear and very well done. That was just one bit... and it wasn't that bad.

NerØ

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