Introduction

The Pragma Filmmaker (PFM) is a free, open-source re-implementation of the Source Filmmaker, built on the Pragma Game Engine.

You can download the latest release here, but please keep in mind that it is a **beta**:

The following languages are currently supported: English, Deutsch, Français, Español, Italiano, Polski,   ,   (Zhōngwén),

No installation is required, simply extract the "win64.zip" archive (if you're on Windows) into a directory of your choice and launch the "pfm.exe". The filmmaker ships with a series of interactive ingame tutorials, designed to teach you the basic usage. You can also find some of the tutorials in video-form on the official YouTube channel:

(You can find a playlist with all of the uploaded tutorials here.)

Some of the features of the filmmaker include:

* Support for Source Engine (and Source 2) assets and automatic detection/mounting of installed Source Games

- Modding Support (With Lua and C++ binary modules)
- Raytracing using the Cycles X renderer (same renderer as the one in Blender)
- Interactive ingame tutorials

Links

- Discord
- Pragma GitHub Repository - Source code for the Pragma Engine, as well as releases
- PFM GitHub Repository - PFM Source Code
- GitHub Issues - for Bug Reports / Feature Requests
- GitHub Discussions - for general discussions
- This Wiki - for general information about PFM
- YouTube

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