


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**:

 [Download](#)

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

<https://www.youtube-nocookie.com/embed/SlgLkcMBQD4>

(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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