

Only Lore

Episode 1: James Cameron

In this episode I talk about the greatest Canadian, James Cameron, and how he helped change sci-fi and make Warhammer what it is today.

Transition into podcast with musical intro

Anthony: Hello and welcome, I'm Anthony Shudra, and this is the Only Lore Warhammer podcast. Today's topic will be about the greatest Canadian, and how he helped change film, science fiction, and Warhammer.

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James Cameron was born on August 16, 1954 in Kapuskasing, Ontario. When he was 17, his family moved to California where he went to high school and enrolled in a community college in 1973. He switched subjects from physics to English, but ended up leaving the college a year later in 1974. Now out of college, he worked odd jobs and wrote in his spare time. He became interested in the film industry, more specifically special effects, by reading about film technology at the library. After seeing Star Wars in 1977, he quit his job as a truck driver and decided to enter the film industry.

His first work was a short film that he made with his friend in 1978, titled Xenogenesis. The next year he got a job as a model maker for Roger Corman studios, and for a while he worked on the effects for several smaller films. In 1982 he was hired to be the special effects director in Piranha 2: The Spawning. After filming in Rome, he had a nightmare about a robot assassin coming from the future to kill him. That same year he wrote the script for The Terminator, and wanted to direct the movie. He ended up selling the script for one dollar under the condition that he would direct the film.

The Terminator exceeded all expectations, and earned 78 million worldwide. It was popular with audiences and praised for its impressive visual effects. It was his breakout film and what he needed to cement himself as a writer and director. After The Terminator, he co-wrote the screenplay for Rambo: First Blood part 2, and started working on his next big feature, Aliens, which released in 1986. Aliens was another big success, earning 130 million, and was nominated for 7 academy awards. Afterwards he

directed *The Abyss*, which was released in 1989 and praised for its special effects, including early use of computer generated imagery like water.

In 1991 he got the chance to make the sequel to *The Terminator*. *Terminator 2: Judgement day* came out in 1991, and was one of the most expensive films ever made at the time, partly due to its use of CGI. It made over 300 million worldwide and won 4 Academy Awards. James planned to make a third *Terminator* film but didn't until the rights were bought by another company. In the meantime, he worked on a couple smaller films in 1994 and 1995. Then came his next major film, *Titanic*. *Titanic* was one of the most expensive films ever made, costing 200 million dollars to make. On release the film became the highest grossing film of all time, and won 11 academy awards, tying it for the world record.

After *Titanic* he laid low, directing various documentaries, until 2009, when he released his next Anthony big feature, *Avatar*. The film was an ambitious project, as lots of the characters were completely made with cgi. The film cost 300 million to make, and made 2.7 **billion** worldwide, breaking the previous record set by *titanic*. It was nominated for nine academy awards, and won three of them.

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Anthony: His most recent film was *Alita battle Angel*, which came out last year, and apparently there is supposed to be an *avatar* sequel in production. As we just covered, James Cameron has made a **lot** of films, but I wanted to get the opinion of someone who has seen nearly all of them. Trevor Shudra is a film enthusiast and a fan of quite a few of James Cameron's movies, and he even saw *terminator* when it came out in 1984, so I asked him what he thought about it, and James Cameron.

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Questions (summarized answers):

When did you first see "The Terminator"?

Trevor Shudra: I saw it in 1984 when it came out in theatres.

What did you think when you first saw?

Trevor Shudra: I liked the film, it had interesting effects, and it made it on a small budget.

Do you think the film is still significant today?

Trevor Shudra: Yes, it touched on many issues we experience today.

What do you think of James Cameron and his films in general?

Trevor Shudra: He made a lot of great films with effects that supported the story instead of being the main focus of the film.

Fade in and then out for music transition out of the interview

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Anthony: That's interesting, but how does James relate back to Warhammer? Well, Warhammer takes inspiration from a lot of different things, including some of James Cameron's work. The Necrons, a sickly race who trade their souls for mechanical bodies, and have a skeletal, robotic appearance, have grown to be one of the most popular factions in the game. Their designs clearly take inspiration from the Terminator, and they aren't the only example of Warhammer taking inspiration from James Cameron's films or other material. I also wanted to get someone else's opinion on the necrons, so I got an interview with Cameron Kermani, a fellow Warhammer fan, and these are some of the highlights.

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Fade in and then out for music transition into the interview

Questions (summarized answers):

So, what do you think of necrons as a faction?

Cameron Kermani: The Necrons are one of the more easily recognizable factions in Warhammer, due to their simple appearance, but with a unique twist which is being built on in new releases.

Why do you think they're so popular?

Cameron Kermani: They are recognizable, have a cool colour scheme, and are a relatively cheap and easy to paint faction.

Do you think Warhammer takes inspiration from other material?

Cameron Kermani: Yes, but it does it very well. The Necrons look like Terminators but have their own unique twist to distinguish themselves.

Fade in and then out for music transition out of the interview

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Anthony: What we just discussed is only one example of James Cameron's work inspiring others. He has left a profound impact on the world with his films, and helped change how movies were made with his revolutionary effects work and advancements in CGI. The movies he created helped inspire a generation of new science fiction, Warhammer included. He is **the** greatest Canadian director, and many of his films have themes that resonate with Canadian identity. And it is for these reasons that I would say he is the greatest Canadian.

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Anthony: Thanks for listening to this episode of Only Lore, if you enjoyed it consider subscribing, and stay tuned.

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