

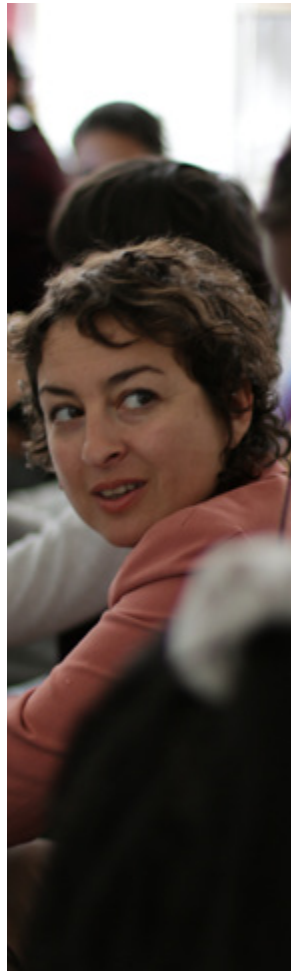
Isabelle Arvers is an author, critic and media art curator. From 2005, Isabelle Arvers developed a specific interest in machinima and organized screenings at the Centre Pompidou, at festivals in France and internationally (Czech Republic, Brazil, Canada).

Since 2009, she has organised sixty machinima workshops on how to make movies with video games, in order to democratize a practice that transforms an object of mass consumption into a production tool.

In 2014, Isabelle Arvers creates Kareron for promotion, diffusion, production and communication around artistic and educational projects in the fields of art, numeric and video games, in France and internationally. For this new adventure, Isabelle Arvers joins Myriam Boyer, artist and communications officer.

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## machinima workshop for art students 3 days

A machinima is a film made from the recording of audiovisual sequences, produced during video game play. These playing sequences are captured in real time through a external (or in-game) video capture software. Then audiovisual sequences obtained are then assembled using a video editing software.

The workshops aim to transform an object of mass consumption and entertainment in a means of film production and expression. The workshop intends to create hybrid works (interactive installations, games in the city, musical games, ...).



### aim

Create hybrid artworks using games as a medium to create installations, interactive installations and videos.

## Schedule

The Machinima Game art workshop aims to address critically video games and art, as installation, performance, digital painting in motion, gaming, interactivity or video.

The workshop begins with a screening of machinima and game artworks. This screening shows the variety of games used to design films or videos, as well as the variety of approaches, from the fan fiction to the most experimental artworks.

Following this presentation / projection, the participants discover the different production techniques of machinima, with dedicated softwares like Moviestorm or Muvizu or with video games, like GTA or Fall OUT using FRAPS to capture video in real time.

## Creativ process

Each step of the workshop can enable students to fit into a creativ process.

Use of **GTA, Independent video and computer games, Editing software** and Use of **After Effects**

- Presentation of 3 techniques for the design of films** (video editors inside games, dedicated machinima softwares, capture in real-time of gameplay)
- Introduction to **screenplay, dialogues writing**
- How to set **backgrounds & characters**
- How to record **virtual actors movements and dialogues**
- Design of **camera movements**
- Editing of **footage shots, sound and music integration, compositing**
- Rending of film and upload** on a video platform, in situ installations