

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 workshops on how to make machinima films 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 (classes, conferences, workshops organisation and animation) 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.

www.isabellearvers.com

✉ ia@isabellearvers.com



machinima workshop for children

from 6 to 10 years old - from 2 to 4 hours

The Machinimas are films made with game engines. Video games thus become a medium for storytelling.

The Machinima workshops are designed for the young generations by their content and visual codes, because video games are a medium they know and master.

It is therefore interesting to get them to use game engines for writing and directing short movies.

aim

Allow children to **create their own sets and characters** and to **direct their characters** inside a virtual world.



Schedule

The workshop begins with a screening of machinima and game artworks. This screening shows the variety of games used to design films or videos.

Following this presentation / projection, the participants discover how to create a machinima.

Creativ process

Each step of the workshop can enable children to fit into a creative process: writing dialogue and scenes, set design, characters, direction of virtual actors, video editing, sound mixing and put online film made on a video platform.

- **Use of Moviestorm software:** a mix between a game engine and an editing software. This software is very easy to use and allow children to create a movie in a short time.
- 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**
- **Rendering of film and upload** on a video platform