Isabelle Arvers is an author, critic and media art curator. From 2005, Isabelle Arvers developed a specificic 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.

www.isabellearvers.com

ia@isabellearvers.com
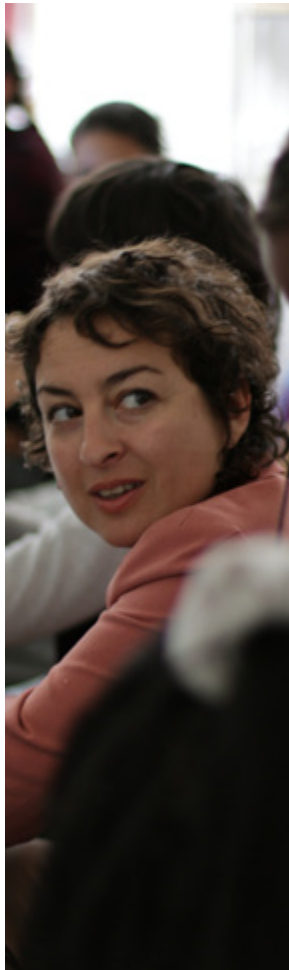
machinima workshop for teenagers
3 days

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

The Machinimas workshop 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.

aims

Develop new skills related to video games and discover how games are being made. An opportunity to better appreciate new kind of computer skills related to **game development, storytelling and 3D animation**.

Schedule

The workshop begins with a screening of machinimas. 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 teenagers to fit into a creativ 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.

- ◯ Discovery of **machinima history**

- ◯ **Screening of film excerpts**

- ◯ **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

- ◯ **Rendering of film and upload** on a video platform