

## Machinima Game Art Workshops



Machinimas projection in Sao Paulo

### ● How to divert games

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

Appeared at the beginning of our millennium, Machinimas now have their festivals dedicated and numerous digital film festivals and directing short films have devoted a section to this art. They 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.

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 (Machinima interactive, interactive installations, games in the city, musical games, ...).

Each step of the workshop can enable everyone 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.



Installation realised at the Esa Cambrai

### ■ Workshops

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.

For exemple, we can watch *World of electors*, the interviews between the two rounds of presidential elections in 2007, reworked in machinima by Alex Chan, *Don't buy me web*, a video blog on the net neutrality by Chris Burke, *Lord Vigilante*, the monologue of a woman taxi in GTA Eddo Stern and Jessica Hutchinson, *Hotel*, a work of Benjamin Nuel that brings us inside the backstage of a fighting game and finally, *the Intimate Confessions* by Systaime which diverts the voices of TV reality shows into a very minimal machinima.

We can then watch game artworks by artists such as *Can you see me now*, a pervasive game of Blast Theory, *Wacco Resurrection*, a video game documentary by Eddo Stern, *Sam 5 year old killer* or *Free Fall 2011*, videos from games modified by Palle Torsson and contemplative installations by Tobias Bernstrup, *Mario is sleeping* by Miltos Manetas, or *I shot Andy Warhol* and *Super Mario clouds* of Cory Arcangel.

Following this presentation / projection, I show 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.

## ● Format and duration

Format and duration are flexible and adaptable to each context and also depending on the expected results. Two workshop formats are available :

- a sensitization workshop with the discovery of short films made from vidéo games and techniques to achieve machinima making.
- creative workshops that lead to the design of short films or hybrid works between films and installations

The ideal time to design one or more films is 24 hours but it is possible to achieve very short films with workshops of 8 to 16 hours (the minimum duration of a workshop is between 2 and 3 hours)



## ● Aims

- Public awareness on educational aspects of media: video game, image, video, sound, editing
- To assimilate, integrate a tool (video game) in favour of an innovative cultural production
- Educating young people in technical writing, reading, production and editing
- Working on a playful appropriation of the first cultural object: the video game
- Working in a group for a better perception of collective life, relationships with others
- Uniting the forces and individual potential around a common path



## ● Schedule

Each step of the workshop allows everyone to enter in a creativ process :

- Discovery of machinima history
- Screening of film excerpts and works of artists who use video games as a medium
- 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
- Rending of film and upload on a video platform

## Technical specifications

Microsoft Windows XP/ Vista/ 7  
(32 or 64-bit)

A PC with 2.4GHz processor

2GB of RAM

10GB of available hard disk space

A 32-bit colour display, capable of 1280×960  
pixels resolution

A broadband internet connection

A dedicated 3D-capable graphics card  
(Nvidia GeForce FX 5200 or better / ATI  
Radeon 9600 or better)



*Installation realised at the Esa Cambrai*

## References

### **Ososphère, Strasbourg**

With Allutt, themovies.com admin  
Group of 4 - 4h: Sept. 28, 2010

### **Feyzin middle school, Lyon**

With the artist Benjamin Nuel  
in partnership with the Epicerie Moderne  
12 x 1h30: from Nov. 2010 to April 2011

### **Ososphère, Strasbourg**

2 groups of 6  
3 x 6h: Dec. 8,9,10, 2010

### **Exhibition «Play it yourself», Paris At Studio 13/16 of Pompidou center**

Continuous public reception  
2 x 6h: January 15 & 16, 2011

### **Game Heroes exhibition, Marseille Alcazar library**

Continuous public reception  
2 x 4h : March 11 & 12, 2011

### **MJC Caudebec en Caux & MJC Fécamps**

With Passeurs d'images  
2 groups of 8 - 2 x 8h: April 20 & 21, 2011

### **Festival "Grain à démodre", Le Havre**

Group of 12  
4 x 8h: April 22 & 23, July 7 & 8, 2011

### **Games Show Go Play One, Hyères**

Continuous public reception  
June 2 & 3 2011

### **Open Crea PRIMI, Marseille**

Workshop for professionals  
La Boate - June 2011

### **Superior Art School, Cambrai**

Creation workshop  
12 students  
3 x 6h: Feb. 5, 6, 7, 2012

### **Théâtre Toulon Liberté, Toulon**

Continuous public reception from 11h to 19h: 31st March & 1st April 2012

### **Stereolux, Nantes**

Creation workshop, 10 teenagers  
5 x 8h: from 10 to 19 April 2012

### **Go Play One, Hyères**

Machinima workshop & Game level creation workshop  
Continuous public reception  
2 & 3 June 2012

### **MASH UP FILM FESTIVAL, Paris**

Forum des images  
Creation workshop  
Continuous public reception from 12h to 18h: 22, 23 & 24 June 2012

### **Méliés Cinema, ACRIRA, Grenoble**

Workshop for professionals - 8h - 2012

### **Centre for Digital Media, Vancouver**

Integration of the machinimas in the classes (rapid prototyping, project management) - 2012

### **Master Arts et Médias numériques, Sorbonne, Paris**

Class of 4h about machinimas  
Déc. 2012 & 2013

### **Fritures numériques, La maison des Métallos, Paris**

Game Camp & Machinima Workshop,  
January 8 to 11, 2013

### **«Déjoue le jeu», Fabrique numérique Digital Art Festival, Bron**

6 x 8h with exhibition of the works realised on Feb. 7, 8, 9, 2013

### **Labo Asca, Beauvais**

Creation workshop - 10 teenagers  
5 x 8h: from Feb, 25 to March 1st 2013

### **Collège Iqbal Masih, Plaine St Denis**

With the artists C. Chabot and S. Rousset  
Realisation of virtual doubles from a text of Médée  
4 x 1h30: January to April 2013

### **La raffinerie numérique, Martigues**

Workshop machinima and stop motion  
Group of seniors  
2 x 4h : April 5, 6, 2013

### **Service Jeunesse de Genevilliers**

Continuous public reception  
April 13, 14, 2013

### **Press start BPI Centre Pompidou**

Sensitization workshop - Adults and teenagers - 2 x 8 h : 4, 5 mai 2013

### **Web Visions Barcelone**

With professionals of web design  
8h : 27 juin 2013

### **Ville et machinima**

Université Montpellier 3  
Master fiction numérique  
20 students - Sept. 17, 2013

### **Art en jeux, Obsin, Arles**

With students from the Esaia and the IUT  
Arles - 4h: Oct. from 11 to 24

### **Level Art Agora, Wroclaw**

Creation workshop, 8 teenagers  
3 x 6h: Nov. 13 to 15, 2013

### **Centre for Digital Media, Vancouver**

With Master students - Nov. 2013

### **Connexions en jeux, Evry**

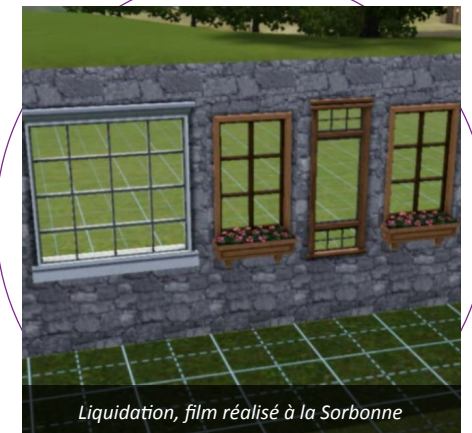
Continuous public reception  
Dec. 7, 2013

### **Ecole supérieure d'arts de Cergy**

With students from the school  
2 x 8h: Feb.13 & 14, 2014

### **AntiAtlas of borders, La compagnie Marseille**

Creation workshop with the artist Ahmed El Shaer  
2 groups of 8 teenagers  
16h: Feb. from 24 to 28, 2014



*Liquidation, film réalisé à la Sorbonne*



Isabelle Arvers - Photo : Sonia Chanel

## ● Biography

Isabelle Arvers is a graduate of the Political Sciences Institute and obtained a Master in Management of cultural projects in 1993', with a specialisation in New Media. Isabelle Arvers spec in 1993.

Pioneer in the field of game art in France, she curated Playtime – the gaming room of Villette Numérique (2002), as well as the net. art gallery on « sound games ». Her following

exhibitions and projects presented the video game as a new language and as a medium for artists. For example she organised a gameboy music concert at Project 101, Paris, 2004. She also curated Mind Control, a net.art exhibition for Banana RAM in Ancona, Italy , 2004, and Node Runners game festival, for the Region Ile de France in Paris, 2004.

Isabelle curated a variety of international exhibitions and events including: Reactivate under Gametime festival, Melbourne, Australia 2004 / 2005; No Fun ! Games and the gaming experience for Pikel festival in Bergen, Norway, 2005; Playing Real, 2007 Gamerz 2009-2014 Digital Lounge at Maison Populaire , Montreuil; and Game Heroes at the Alcazar , Marseille, 2011.

From 2005, Isabelle Arvers developed a specific interest in machinima ( films made within virtual worlds using real-time 3D engines or video games) and organized screenings at the Centre Pompidou, at festivals in France and internationally (Czech Republic, Brazil, Canada). Since 2009, she has organised several 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 partnership with the Gamerz Festival in Aix-en-Provence, she designed the first machinima exhibitions for an art gallery and continues to curate exhibitions of independent games, game art and retro gaming with Dream Games and Games Policy in France and abroad with Evolution, coming to Vancouver in August 2014.

She has written for magazines like Arcadi, Fun, MCD, Digitalarti, Etapes Graphiques and published critical essays on the work of game artists such as Matteo Bittanti or Axel Stockburger. Finally, she published several academic articles on machinima including «Cheats or glitch , voice as a game modification in Machinima» with MIT Press (2010) and VOICE Vocal Aesthetics in Digital Arts and Media , Edited by Norie Neumark , Ross Gibson and Theo Van Leeuwen. Isabelle was interviewed in «Understanding Machinima , Essays on Filmmaking in Virtual World» published by Jenna NG editions Bloomsbury in 2013.

**KARERON** 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, du numeric and video games, in France and internationally. This program of artistic and education proposes to everyone a new approach of art and a way to build with actuals expressions a warm, playful and intrusive relation. For this new adventure, Isabelle Arvers joins Myriam Boyer, artist and communications officer.

## Contacts

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