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Machinima Workshop 1

Machinima Workshop

URL:

www.mediamatic.net/workshops

Workshop Machinima â Games as Tools

26 | 27 | 28 | 29 September 2006 @ Mediamatic

In the upcoming machinima workshop, Mediamatic will mix together film making, 3D animation and game design. Machinima is a new form of filmmaking based on computer games technology, initiated by independent filmmakers slash do-it-yourself game developers.

In this 4-day workshop participants will make their own machinima movies or game based projects, guided by experienced machinimamakers and animators.

Machinima delivers traditional assets of big budget filmmaking (things like fancy vehicles, large fantastic sets, explosions and big-ass weaponry) in the hands of smaller budget artists and media makers. By treating the game's point of view as a camera, the game space becomes the set, the game characters turn into film actors, and the gamer gets to be a director.

Trainers & speakers

Participants will be guided through machinima production process by Friedrich Kirschner, Daniel van Gils and Jonas Hielscher, 3 experts from the fields of game design and 3D animation. Besides technical instructions on set design, character creation, re-camming and post production, we will focus on cinematic and artistic possibilities of shooting film in 3d engines.

Target group

This workshop is intended for filmmakers, animators, gamers and other media professionals, who are interested in each others art and game-based projects. Some experience with playing video games is helpful, but not essential.

More information can be found on <http://www.mediamatic.net/machinima>.

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