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URL:

www.mediamatic.net/machinima

Mediamatic Machinima workshop â Games as Tools

15 | 16 | 17 | 18 | January 2007

What?

A Machinima movie is a movie made in a computer game. In the Mediamatic Machinima workshop the participants are in the hands of some of the most experienced Machinima makers in the world, and find out what Machinima can do. In 4 intense workshopdays all participants make their own Machinima movies or game based projects.

The workshop provides you with the skills and knowledge you need to create your own Machinima, or to further improve your skills if you already tried your hand at it.

Who?

Participants will be guided through Machinima production process by Friedrich Kirschner (G), Jonas Hielscher (G) and Ricard Gras (E/UK)

The coaches are experienced in a wide variety of game engines, and specialized in using the Unreal Tournament engine, the Sims2 engine, the Machinima possibilities of Second Life and Machinimation, that runs in the Quake3 engine.

This workshop is intended for filmmakers, animators and gamers, who are interested in each others arts. Some experience with playing video games or film editing is helpful, but not essential.

You can register online: <http://www.mediamatic.net/workshopregistration>

The price for this workshop is reduced to EUR 250 incl. VAT !!

Where and when?

15 | 16 | 17 | 18 | January 2007 between 10.00 and 17.00 hrs.

At Mediamatic, Post CS building 5th floor, Amsterdam

t +31 (0)20 6389901 <http://www.mediamatic.net/machinima>



made by Desiree FÃ¼rster, desireef@web.de