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URL:

www.mediamatic.net/workshops

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27 | 28 | 01 | 02 | February 2007

What?

Making Machinima is making movies in 3D games. Machinima makers use games as tools to film their own scenario's. In the Mediamatic Machinima workshop the participants are in the hands of some of the most experienced Machinima makers in the world. In 4 intense workshop days 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 Daniel van Gils (NL), 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 Sims 2 engine, the Machinima possibilities of Second Life and Machinimation, that runs in the Quake 3 engine.

This workshop is intended for filmmakers, animators and gamers. Some experience with playing video games or film editing is helpful, but not essential.

Registration:

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

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

Where and when?

February 27 | 28 | 01 | 02 between 10.00 and 17.00 hrs.

Mediamatic, Post CS building, Oosterdokskade 5, 5th floor, Amsterdam

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

Upcoming workshops:

Radio-Go workshop February 14 | 15

Machinima workshop February 27 | 28 | 01 | 02

Arduino Unplugged workshop March 12 | 13 | 14

Hybrid World Lab workshop Dates to be confirmed

<http://www.mediamatic.net/workshops>