

# Documentation

## Machinima »Atomkraftwerk«

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### **Machinima »Atomkraftwerk« (Nuclear power Station)**

The Machinima “Nuclear power Station”, is about the functions of a nuclear power station, the disaster in Fukushima right up to the grave consequences, that should galvanize the bystander and point out how dangerous we manufacture our electricity.

Normal reportages show either, how a Nuclear power Station is constructed, or current catastrophes, just like last year the disaster beyond all expectations in Fukushima.

In contrast, this Machinima is for both sources: It tells a Story. Starting with the explanation, how exactly electricity is produced in such a nuclear power station.

With an elegant transition to a breakdown with disaster, right up to the serious matters – People die because of the outbound radiation at the nuclear disaster.

Machinima should galvanize with the sorrowful ending, and demonstrate us, how the specific consequences might look like and that it could happen anytime.

### Documentation

I realised after some remote period, what a Machinima exactly is and how much force it owns. At the beginning of the project I believed that I could make with no troubles a really good movie or Machinima. But in the end it was not always easy and I had some issues, because I didn't realise until later, what a Machinima is.

At this point I'd like to quote Wikipedia: » As Machinima we referred movies, which are produced with the help of game-engines « A Story build out of videogame footage? That sounds like an easy thing, it is of course. But that isn't the aim of Machinimas: That sheer replacing from real Video footage, by videogame scenes or sequences carries no weight with it.

Why should I recreate something, when it works just as well with real scenes? No, a Machinima tells a story, that is more profound and it consists of more sources.

So just like in my case, there will be many various reportages cut apart and faked up, that they have got a meaningful combination, a story, a script, that elucidated and illuminated a certain subject.

After this Project I finally understand, what a Machinima is and how much knowledge and appreciation you can share with it. It would never be possible to explain a nuclear power station, connecting with a catastrophe and end the reportages with suffering, dying people.

Only the suffering people - just out of respect, that shouldn't be recordings with this content.

Quite different from Machinima, where the whole thing reaches another level, but it's still possible to create it very emotional.

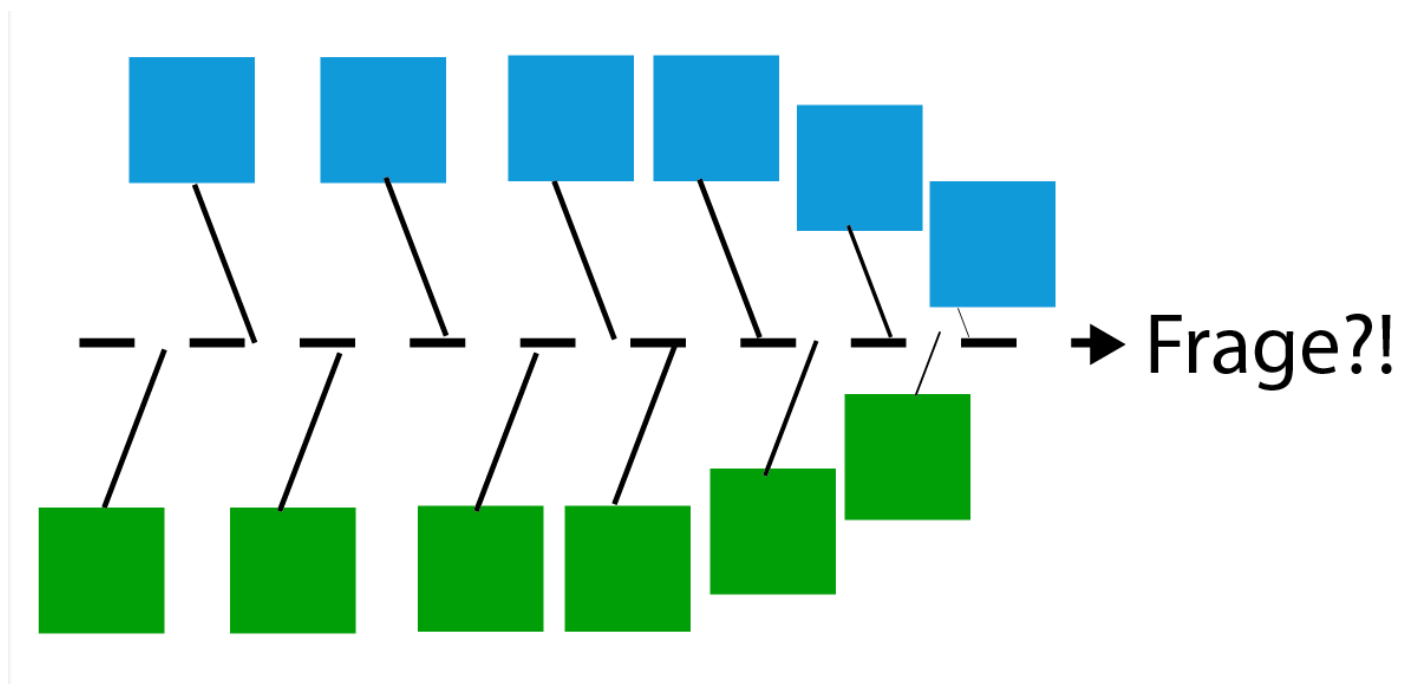
But how did I come to this realization, what kind of barriers got in my way?

Everything started with a short exercise, in which a current topic, in the form of Machinimas, should be rehashed. At the beginning I mentioned, that a Machinima is not only sheer replacing by videogame footage... but that was the way I started. First I focused my attention on castor-transport, whereby my final topic crystallised out.

So at first I was searching for a current reportage. In that case it was about the »castor-transport« from France to Gorleben, where many demonstrations took place in the last months. The whole reportage and every single camera setting were replaced with modern game-engines from GTA IV and GTA San Andreas.

A good training for me, to get a good feeling, for generating a documentary movie with the help of videogames. That was a short step that helped me a lot with the later advancement of the movie. The movie was great, but at the end it was just the reportage, that can work as well without any videogame sequences.

Therefore I had to think about how I can build another storyline in this reportage, to give Machinima profoundness and a clear statement.



To research and think about what a castor-transport is really like, was the next step. Summarized some containers, with nuclear radiation, were transported to a salt refinery. If you raise awareness, it is really terrifying, especially when you face with it every day, for example on your way to work or if you live nearby a power station. Nobody knows how safe you'll be from this nuclear radiation, that's why a fear of that topic still exists. I made that fear so to say, to my advantage - to incorporate a critically aspect in Machinima and tell a parallel story.

I tried that cramped by using the catastrophe of Fukushima in my video.

Beside the reportage there were also from time to time some scenes that show an earthquake, a tsunami and an explosion. The explosion signifies that a nuclear power station was blown up and the nuclear radiation started to expand.

A really interesting aspect, if that were possible, it would have been given Machinima profoundness. But how should a castor-transport blow up?

I came to this insight, that this made no sense, at a later time.

The fear is not about the explosion of a castor container, but rather the dangerous radiations inside, which can attack the internal organs. But what has this to do with an explosion? Nothing!

Even I was on the wrong way, it took me an elementary step forward. Anyhow it worked out to make a second storyline, which gave Machinima profoundness and helped to see it more critical, even I missed the topic.

It owns an overvalue, something that helps People to start thinking about everything. Thereby Machinima was not finished. That is why I decided to forget the story about the castor-transport and start focusing on the catastrophe in Fukushima. The reason was simple; castor transporter can only exist because of nuclear power Stations. I wanted to get down to the root of the trouble and show the danger in the beginning with my Machinima.

The next Step: investigation! I've learned during the process of a Machinimas, that there is no point in just making a video with this topic. At first I had to get some information about everything – How to produce electricity, what can go wrong and much more. Thereto I watched many reportages in the internet that gave me a better overview in this topic. Because of the appropriate of knowledge I got a little impression from the splitting of the atom until the »finished« electricity. That's the reason why I had the idea to make a Machinima with this storyline: How does it work, and what can happen and what are the consequences.

The idea still lives on. I was searching really hard for reportages, that I was able to use in the detailed work to form an interesting documentary movie. The sound was nearly perfect, but the problem was the picture. Moving pictures, which seem like a big mess without a connection. But right here the idea of Machinima starts: To use elements of a game to show a story that can't be told. That was the decisive fact, which let me finally understand the meaning of Machinima. The Investigation wasn't finished, now I had to find scenes that could explain and describe the topic in a better way. This begs the question, what games could I use for the scenes? There are no games, who show nuclear power stations anyway? A little thought, that fades away after a short time. In Games like GTA VI and Stalker, you can surely find some perfect scenes. GTA VI has some territories you can scout from outside, but not from the inside. Stalker has more liberties, there you have an own map with a nuclear power station field. Only point of criticism: It was a destroyed nuclear power station. I took also some elements from other games like, L.A. Noire, Heavy Rain, Tekken, even Minecraft, for my Machinima topic. Above all the last scene was cut out in the final version.

No Minecraft? I've chose Minecraft for this part where I walked through a nuclear power station, to spell out the situation. If you're able to build something on your own, the opportunity arises that you build a nuclear power station in which you can enter. That worked at that moment, when I used real scenes, and not videogames. At the End I replaced everything through videogames; finally there was just one real movie-scene left.

In this last sequence was an Asian, who shows a contamination meter with high measured datas in the camera. But that really bothered me, it was a sort of clashing with the style, I didn't want to accept.

Really inept, that's the reason why I changed the sequences with one out of Tekken.

In this sequence you can see a counter on a bomb – released by play the tape backwards.

Thereby it's more like a contamination meter that shows increasing measured datas.

But back to the script: Due to I focused myself on modern game-engine, the Minecraft scene was a clashing with the style in Machinima. Even a mod option didn't change the style of the pixelblocks. Modern graphics mixed with pixel graphics? Not really a good eyecatcher. At the end I replaced the sequence with a game scene from "Stalker".

Finally it became a beautiful Machinima, that shows in about 3 Minutes the importance parts of a nuclear power station and bares the horrible disaster.

I'm sitting here with a chuckle and I've to say: It became a really good project; even there were some problems at the beginning.

The reportages come from ARD, ZDF and n-24. Sound recordings from Youtube videos. I took the scenes out of the Games: GTA Vice City, GTA IV, Heavy Rain, Stalker and Tekken.