



# Educational Workshops 2018-2019



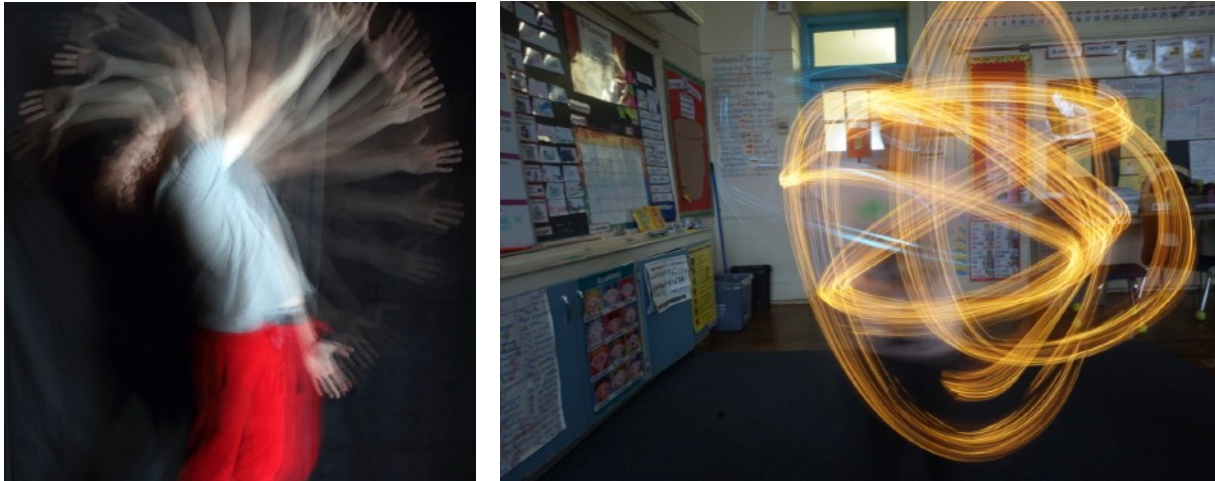
**Media art is created with light, sound, time and space and tells stories that travel at the speed of light.**

At the root of all media art is light, this essential material artists, photographers and filmmakers work with to capture images and transmit their imagined universe.

The following series of workshops aims to introduce youth to the origins of media art and prepare them to better understand it, thereby giving them the tools to understand and create photographs, videos and any digital work that communicates their history and their culture.

Each step is adapted to the students' level and allows for a progressive education in the media arts, from putting together a darkroom to creating video online. The youngest students will make these discoveries by touching and manipulating materials, while older students will learn the workings of image manipulation to foster critical thinking and master the technologies of visual communication.

The works created by students and the photographs documenting the creative process during the workshops will give you tools to follow up with your teachings and allow you to build an archive that can be used in public presentations.



Photography: workshop Introduction to Photography with Samuel Choisy

## About Le Labo

Le Labo is well connected with both the artistic and the francophone communities simultaneously.

Founded in 2004, Le Labo was incorporated as a non profit organisation in 2006. Since then, it thrives as an artist-run media arts centre well connected with both the artistic and the francophone communities. Its mission is to:

- Foster incubation, innovation, creation and production in the media arts;
- Promote artistic collaboration and dissemination;
- Train its Members, educate the future generations and introduce media art globally;
- Guarantee diversification and a healthy resource management;
- Communicate actively and efficiently within and outside the organisation.

In addition to providing access to media production stations with professional state-of-the-art technology, the Labo's annual programming includes residencies, exhibitions, installations, workshops, conferences and artist talks.

## Le Labo

Toronto's Francophone Media Arts Centre

647.352.4411

[info@lelabo.ca](mailto:info@lelabo.ca)

[www.lelabo.ca](http://www.lelabo.ca)



## The educational workshops

Le Labo will come to your school to provide workshops facilitated by experienced artists experts in their field. These workshops are intended to raise awareness of media arts and serve as an introduction to digital creation.

This program is designed to meet the requirements of the Ontario Ministry of Education's Curriculum.

### Booking policy

The time required for the coordination of a workshop is one month. To schedule a workshop in your school or institution, please contact us at least one month in advance before the date of the workshop.

To book, please contact Carolina Reis, program manager at [info@lelabo.ca](mailto:info@lelabo.ca) or 647.352.4411.

### Rates and paiement method

Each workshop is custom made and tailored to your individual needs.

Listed prices are for information purposes only. The cost of the workshops might be subject to change depending on the premises, the required equipment and the location.

All payments are done by cheque to the order of: Le Laboratoire d'Art.

### Duration

The times shown are the ideal training time. Do not hesitate to contact us to see if the duration can be adapted to your schedule.

The *Association francophone pour l'éducation artistique en Ontario* (AFÉAO) is our partner in education.



Le Labo's educational program is approved by the following school boards:



*Le Labo educational program does not receive any funding or sponsor for the moment. We are open to partners and sponsors. If you are interested, do not hesitate to contact us!*



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## Overview of workshops and rates \*

\* The maximum number of student per workshop is 20. Do not hesitate in contacting us for groups outside of this number.

WORKSHOP	Grades	Curriculum connections
Video Animation	1 - 12	Integrated arts, Media Arts, Visual Arts, French, Technology
Photography	1 - 12	Integrated arts, Media Arts, Visual Arts, Technology
Film + Video	5 -12	Integrated arts, Media Arts, Visual Arts, Drama, Theatre, French, Technology
Introduction to sound	6 - 12	Integrated arts, Media Arts, Music, Technology
360° video	6 - 12	Integrated arts, Media Arts, Visual Arts, Technology
Digital creation software	6 - 12	Integrated arts, Media Arts, Visual Arts, Technology
Introduction To Screenwriting	6 - 12	Integrated arts, Media Arts, Drama, Theatre, French

WORKSHOP	Rate for 3h / half day	Rate for 6h / full day
Video Animation	Not available (min 6h)	\$ 3210
Film + Video	\$ 2820	\$ 3210
Photography	\$ 2820	\$ 3210
Introduction to sound	\$ 2820	\$ 3210
360° video	\$ 2820	\$ 3210
Digital creation software	\$ 2460	\$ 2850
Introduction To Screenwriting	\$ 2460	\$ 2850



## Workshops for students and groups

Grades 1 through 12

### VIDEO ANIMATION

#### Introduction to stop motion

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Animate your objects, drawings or favourite creations as living characters in a world of your imagination!

DRAGONFRAME is a complete software solution, perfect for animation. Dedicated to capturing images for film in stop motion, it is compatible with a wide selection of cameras that connect to a computer by USB cable. The sophisticated control functions and timeline editing facilitate the process of frame by frame capture and allow experimentation and creation of quality entertainment.

Curriculum connections: Integrated arts, Media Arts, Visual Arts, French, Technology

Age group: Grades 1 to 12, post-secondary and adult.

Equipment to be provided by the school:

- Well-lit classroom with large tables,
- Video projector (can be provided by Le Labo)
- Modelling clay and/or construction paper, scissors, markers and/or small dolls and/or small toys.

Le Labo provides:

- 2 cameras,
- 2 tripods for cameras,
- 2 studio lights,
- 2 computers with Dragonframe

Length of workshop

Option 1: 2 sessions of 3 hours (can be adjusted as needed and according to projects and budgets).

Option 2: 1 day (can be adjusted as needed and according to projects and budgets).



## PHOTOGRAPHY

### **Introduction to light: illuminate your creativity!**

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Most of the time, photography - that art of capturing images of the world - is synonymous with technique, with a camera, with equipment ... This workshop aims to move away from the technical aspects of the medium for an approach that is sensitive, fun and educational.

This workshop aims to understand and use the medium through which the world appears to us. After an overview of the use of light in the visual arts, how to approach it from different sources, considering temperature, and applications that light commonly plays in the media arts, participants will take part in creative exercises in the narrative role of light.

Here are six different exercises that can be explored during the course of the workshops and the number of sessions:

- 1) The camera obscura,
- 2) Light painting,
- 3) The mask and role play,
- 4) Photographic writing,
- 5) The pinhole,
- 6) Sun painting.

Curriculum connections: Integrated arts, Media Arts, Visual Arts, Technology

Age group: elementary, secondary, post-secondary and adult.  
Can be modified as needed.

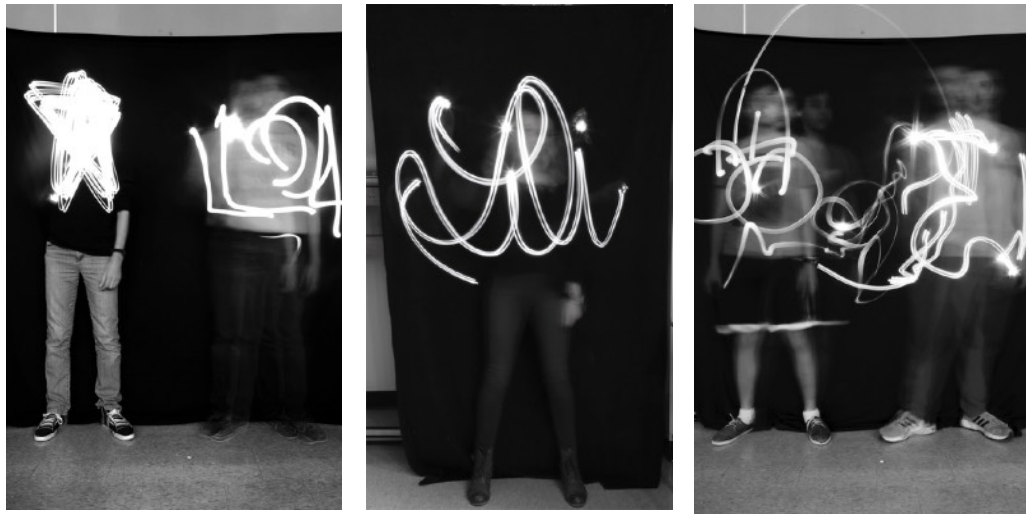
Equipment to be provided by the institution:

- Video projector (can be provided by Le Labo)
- Classroom (with black curtains or means to black out the room)
- Lamps, candles and flashes,
- Webcam, video camera/still camera or smartphone (Le Labo can provide cameras).
- Roll of paper, pencils, tape, various waste materials (specified based on the workshop).

Le Labo provides:

- Up to 10 digital cameras
- 2-3 tripods
- Lighting equipment

Length of workshop: 3 hours (half-day) or 6 hours (full day)



Introduction to Light with Samuel Choisy



Photography Without a Camera with Samuel Choisy



### FILM AND VIDEO

#### Media Arts Creation: fiction or documentary

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The media arts are the junction between all forms of artistic expression such as the visual arts, drama, music, digital art and other disciplines. By discovering the process of audiovisual production, students will be in a better place to understand the tactics used in communication and build a critical sense with regards to all the information to which they are exposed.

The objective of this workshop is to create a one- to three-minute video. Depending on the grade, the video may be an original creation or be connected to other disciplines. The finished project thus will be able to connect with a book or a socio-historical subject studied in an information literacy framework program including social studies, history and geography or the social sciences.

Being guided through the three stages of development of video production, students will learn to produce videos that communicate their choice of message and story:

**1. Pre-production (creation and screenwriting),**

Regardless of genre, any video project, animation or film begins with a script. The script is the description of scenes that make up a movie. This workshop aims to understand the function of a script and to write a movie scene with action and dialogue.

**2. Production (image capture technologies),**

**3. Post-production (video editing).**

Completing a video project from A to Z requires the three stages of production above. A minimum of 3 hours are necessary for each stage for a total of 9 hours of workshop. At the end of completing the three stages, participants will have created a 1 to 2 minutes video.

Curriculum connections: Integrated arts, Media Arts, Visual Arts, Drama, French, Technology

Age group: Grades 3 to 12, post-secondary and adult.

Equipment to be provided by the school:

- Workshop room or film stage for practice,
- Video projector (can be provided by Le Labo),
- Computers with Premiere Pro CC software (free trial available),
- Webcam, video camera/still camera or smartphone (Can be provided by Le Labo),
- Large sheets of paper, letter-sized sheets of colour paper, and markers/[crayons] for fun exercises, tables and chairs.

Length of workshop: 3 hours (half-day) minimum for each production step



## **Introduction to Screenwriting**

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Regardless of genre, any video project, animation or film begins with a script. The script is the description of scenes that make up a movie. This workshop aims to understand the function of a script and to write a movie scene with action and dialogue.

Curriculum connections: Integrated arts, Media Arts, Music, French

Age group: secondary, post-secondary and adult.  
Can be modified as needed.

Equipment to be provided by the school:

- Classroom with space to move/play,
- Video projector and computer to watch extracts (can be provided by Le Labo),
- Large sheets of paper, letter-sized sheets of colour paper, and markers/[crayons] for fun exercises, tables and chairs.

Length of workshop: 3 hours (half-day) or 6 hours (full day)



## **Recording and editing sound**

### **Introduction to Sound**

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Amateur filmmakers often have a problem with sound quality in their productions. Indeed, due to several factors considered in this workshop, sound quality can often be improved. Upon examining the different types of microphones and techniques for a clean recording, participants will learn the basic techniques of editing and sound mixing to get semi-professional results.

Curriculum connections: Integrated arts, Media Arts, Music, French, Technology

Age group: secondary, post-secondary and adult.  
Can be modified as needed.

Equipment to be provided by the school:

- Classroom
- Video projector (can be provided by Le Labo)
- Microphones (can be provided by Le Labo)
- Computers (can be provided by Le Labo).

Le Labo provides:

- MIDI recorder with iPad

Length of workshop: 3 hours (half-day) or 6 hours (full day)



## 360° VIDEO

### Introduction to 360° image capture

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Part of the world of virtual reality, a 360° image captures the environment around the camera. This image can be displayed on a screen (computer, tablet, smartphone) with which one can navigate in all directions or by using a head-mounted display (Oculus-style) that virtually propels the user into this space.

After an overview of the art of virtual reality and its technology, participants will learn to make use of a 360° camera and to process the captured videos. From shooting to editing, participants will have created an image or mini-video by applying the methods they have been taught.

Curriculum connections: Integrated arts, Media Arts, Visual Arts, French, Technology

Age group: secondary, post-secondary and adult.  
Can be modified as needed.

Equipment to be provided by the school:

- Classroom
- Video projector (can be provided by Le Labo)
- Computers (can be provided by Le Labo).

Le Labo provides:

- 360° camera
- iPad

Length of workshop: 3 hours (half-day) or 6 hours (full day)



## DIGITAL CREATION SOFTWARE

### **Image Editing: Adobe Photoshop**

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Photoshop is essential software for digital image editing. This course aims to introduce the interface and simple and common tools in order to inspire confidence and to initiate future mastery of the software. The toolbar, the various layers and all the key elements of the software will be explored by working on two or three image models. Shortcuts will be introduced to encourage good efficient practice from the start. The participant will receive a small file with links to relevant websites, a sheet listing the shortcuts and a note on the steps for each exercise.

Curriculum connections: Integrated arts, Media Arts, Visual Arts, French, Technology

Age group: grades 6 through 8 up through secondary, post-secondary and adults.  
Can be modified as needed.

Here are five different exercises that can be explored during the course of the workshops and the number of sessions:

- 1) Photo montage
- 2) GIF image
- 3) 3D
- 4) Light
- 5) Digital retouching

Equipment to be provided by the school:

- Classroom
- Video projector (can be provided by Le Labo)
- Computers with Adobe Photoshop CC software (free trial version available for download).

Length of workshop: 3 hours (half-day) or 6 hours (full day)



## Adobe Illustrator

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*The vector image, a world of possibilities!*

This workshop is dedicated to those who wish to improve their command of digital imaging and discover the benefits of vector illustration. Very different from image retouching, Illustrator provides opportunities for extensive graphic design such as logos, icons, technical drawings and complex illustrations.

Part of the Adobe Creative Suite, Illustrator is the software of choice for computer graphics or design professionals - a good tool to know for anyone interested in these means of expression.

### OBJECTIVES

The participants will develop a specific project while being guided through the most advanced tools for creation and image manipulation, as well as multiple levels of graphics editing with Adobe Illustrator. At the end of the workshop, they will leave with a knowledge of vector creation and opportunities for its use with print and digital.

Curriculum connections: Integrated arts, Media Arts, Visual Arts, French, Technology

Age group: grades 7 and 8 up through secondary, post-secondary and adults.

Can be modified as needed.

Equipment to be provided by the school:

- Classroom
- Video projector (can be provided by Le Labo)
- Computers with Adobe Illustrator CC software (free trial version available for download).
- Graphics tablet (optional).

Length of workshop: 3 hours (half-day) or 6 hours (full day)

## Adobe InDesign

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InDesign is software for desktop publishing (DTP) and layout. It allows the creation of linear reading materials such as magazines, newspapers, books and brochures. Originally intended for printing, the latest versions of the software integrate more and more virtual and interactive publishing features for webcasting.

This workshop is an introduction to the basics of layout. The goal is to create a document by incorporating all visual information such as images, photography, illustration and typography. The finished document can be published as a PDF for printing and also in an interactive version for digital use. The skills acquired may be further developed to produce more complex publications.

Curriculum connections: Integrated arts, Media Arts, Visual Arts, French, Technology

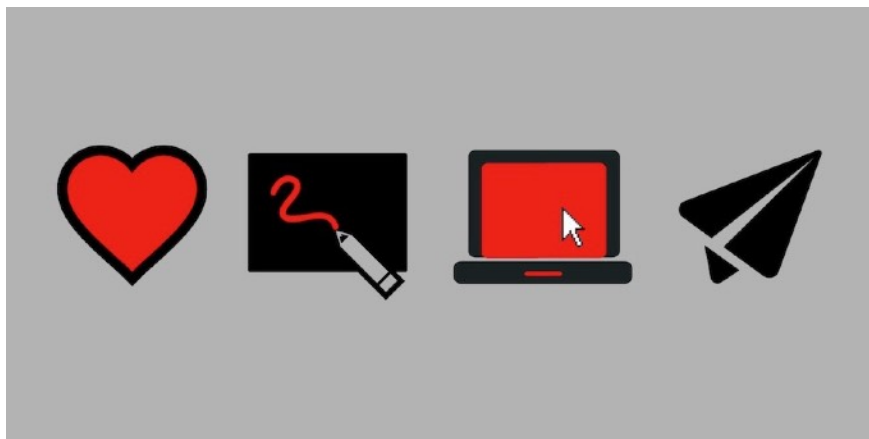
Age group: grades 7 and 8 up through secondary, post-secondary and adults.

Can be modified as needed.

Equipment to be provided by the school:

- Classroom
- Video projector (can be provided by Le Labo)
- Computers with Adobe Indesign CC software (free trial version available for download).
- Graphics tablet (optional).

Length of workshop: 3 hours (half-day) or 6 hours (full day)



## **Creating websites: WordPress**

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WordPress is a free and open content management system for creating a website or blog without the need for knowledge of web development.

Intended for beginners who want to learn the WordPress platform, this workshop will guide the participant in the installation of a website. Practical tips to navigate the structure of the dashboard and WordPress features will be provided in order to create an effective and optimized website. No prior knowledge is required for this course.

After an introduction to the platform and its various features, the participant will begin the construction and structuring of a website following the steps below:

- Choice of theme (site structure)
- Creating pages and content (text, image, video, links)
- Website customization

Participants will take away additional resources to pursue their development beyond the workshop

Curriculum connections: Integrated arts, Media Arts, French, Technology

Age group: grades 7 and 8 up through secondary, post-secondary and adults.  
Can be modified as needed.

Equipment to be provided by the institution:

- Classroom
- Video projector (can be provided by Le Labo)
- Computers (can be provided by Le Labo).
- Internet access.

Length of workshop: 3 hours (half-day) or 6 hours (full day)





## **Testimony of a participant in a workshop:**

« I really liked the structure of the workshop. Having explained what I do with the students, the training was based on the organization and accessibility of the application and on how to use a website in a the context of a class. This allowed me to better understand interactivity. »

Mariam Poinem, Media Arts Teacher.  
Creating websites workshop,  
École secondaire Jeunes sans frontières, 2015.



## Our instructors

**Emmanuel Albano** chose to study film and specialized in directing after studying science in France and economics in Italy. His career began in advertising in Italy, where he became assistant director, editor, then director. He participated in guerrilla marketing shoots and large promotional shows, a highlight being an immersive 360° spherical show for a company whose post-production studios he managed in 2008.

Since arriving in Vancouver, Canada in 2009, he has focused on film and art. He relocated to Toronto in 2011 to further develop his craft. Emmanuel specializes in stereoscopic 3D imagery. His latest art projects are two dance films: “boxset3d” and “frames”, followed by “L'esprit de la chasse” (“The Spirit of the Hunt”), a collaboration with Aboriginal painter Nyle Johnston.

Since 2013, Emmanuel has continued the research he began in Italy on immersive imagery, particularly in stereoscopy, 360° media and spatial audio.

**Samuel Choisy** is a visual artist who works primarily in the medium of photography, video and drawing. He obtained a DNAP at the École de l'Image d'Angoulême in 1999 and a DNSEP of the École des Beaux Arts de Nantes in 2001. His work has been exhibited in France and in several European countries, the USA and Canada.

**Nacima Genot** graduated in computer development. She worked for ten years in the production and development of websites. After much experience in technical development in PHP, ASP, CSS, HTML and installation and management of WordPress sites and servers, she specialized in online marketing, going from SEO project manager to online advertising project manager. She has worked in this field for over 5 years and for nearly two years in Toronto. Upon arriving in Toronto, she worked for Le Labo especially in database management, redesigning the Le Labo site in 2015 and providing training in creating and managing WordPress sites.

**Marc LeMyre** is a spoken word artist, psychotherapist, and photographer. In 2001, he debuted his first compilation of poems *Zones de dos de baleines* (éditions Prise de Parole), as well as the production *Le Projet Turandot* (Théâtre la Catapulte, Ottawa).

In 2004, his electric poetry CD was released, "...gaga pour ton zoom"(Crazy for Your Zoom) (Trille Or Award for Poetry). In 2009, Marc LeMyre won a La Fondation award for the Théâtre francophone's development in Canada.

His last theatrical piece, *L'Honnête homme / Un One Woman Show*, starring actress Geneviève Couture, received five Rideau Awards in 2010.

Marc LeMyre was a freelance producer at Radio-Canada for 15 years (CJBC, Toronto).

As a photographer, Marc LeMyre has also worked for: Radio-Canada, Théâtre la Catapulte, Carbone 14, Théâtre Momentum, Théâtre Français de Toronto, la revue Voir, Revue Liaison, Pollution Probe, The University of Ottawa, Conseil scolaire Viamonde...



**Madi Piller** is a Toronto-based filmmaker who was born in Lima, Peru. A graduate from the University of Lima in Communication Sciences, she began her career in advertising, producing TV commercials for a wide variety of products. In 1998 Madi moved to Toronto and started working closely with the independent film community doing experimental short films, programming and mentoring. Her films have been shown at many Festivals and venues across Canada and abroad. Her work has been produced with the support of the Ontario Arts Council, Toronto Arts Council, Liaison of Independent Filmmakers of Toronto and the National Film Board of Canada. Madi's admiration for the art of animation has motivated her to serve as volunteer President on the Toronto Animated Image Society (TAIS) Board of Directors.

**Carolina Reis** is an artist and designer. Carolina's work has been featured in numerous events, including Sensation Mode, the Grand Défilé Vert, Jeunes Créateurs à Montréal, the Musée de la Mode (MoMu) in Belgium, the Dutch Design Week in the Netherlands and the Design Biennale in Lisbon, as well as the Museum für Angewandte Kunst, Frankfurt and FAT Fashion Art Toronto. She has given several workshops in digital vector illustration and recently became an Adobe Certified Expert. She has been a recipient of Ontario Arts Council grants several times in the Artist in Education program from 2014 to 2017 and in a project grant, Artist in Visual Arts and Crafts, in 2015.

**Geneviève Thauvette** is an emerging Franco-Ontarian artist currently residing in Toronto. Her photographs have shown internationally, notably at the 17th Japan Media Arts Festival, the Perth International Arts Festival (Australia), the 2010 Vancouver Winter Olympic Games, and the Vie Jeux de la Francophonie in Beirut where she won the gold medal for Canada. Her series Les quintuplées Dionne have been acquired by the Canadian Museum of Civilization and the City of Ottawa Fine Art Collection. She has also recently won the 2013 FlashForward emerging artists award and is the recipient of several grants, including the 2011 Emerging Artist Production Grant from the Ontario Arts Council. Thauvette presented Cake is Freedom, a performative installation at Ottawa's inaugural Nuit Blanche, which was the subject of a Radio-Canada documentary (Rendez-vous Artv). Geneviève has presented many photo workshops and been a part of numerous juries. In 2012, she toured Canada, Haiti and St-Lucia to select the final participating artists during the VIIe Jeux de la Francophonie. She was further chosen by L'Organisation internationale de la francophonie to judge the photography competition during the games in Nice. Thauvette is represented by St-Laurent + Hill in Ottawa and Eye Buy Art.



**Nadine Valcin** is an award winning bilingual producer, writer and director. She has directed four documentary projects for the National Film Board of Canada, including the critically acclaimed *Black, Bold and Beautiful* and *Une école sans frontières (A School without Borders)*. Most recently, she has written and directed three short dramatic films and is developing two feature films. *Terre d'asile* (in French) and *My Own Angel* (in English). Nadine has been awarded numerous grants and prizes including the prestigious Chalmers Arts Fellowship and a Drama Prize from the National Screen Institute for the short film *In Between*. She holds a professional degree in architecture from McGill University and is an alumnus of Doc Lab, the Women in the Director's Chair, and the National Screen Institute. She was an artist-in-residence at Osgoode Hall Law School at York University for the 2015-2016 academic year. She currently serves as president of the FRIC (Front des réalisateurs indépendants du Canada) and BRBR, a show of emerging music by Groupe Média TFO.

**Zefred** is a filmmaker born in Montpellier, south of France. He completed the two masters and a pre doc diploma before being hired as a CGI artist, then a CGI production manager. After four years of confinement in a dark office, he decided to change his course of action and go back to his childhood love and passion: filmmaking. Back to school for three years at the ESRA cinema school in Paris where his filmmaking career started. Since then, he's been enjoying the sets first as a P.A., on-set digital effects assistant, 2nd A.C., and then Steadicam Operator since 2001 and director in 2002. He has operated cameras on numerous projects in France during these five years, while always keeping up to date with the post production side. He moved to Canada in 2005 to teach directing and cinematography at a film school in Toronto. He is developing new projects, working as a steadicam/camera operator, Director of Photography and Director and is always up for new adventures!

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