Cinematic replay of interactive drama

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**Context**

Interactive drama [1,2] are computer-based fictions where a user chooses actions for the main character. As a result, each session tells a "different story". Visually, the story is usually presented in a first-person view for the user/player, which facilitates interaction.

**Objectives**

In this master's thesis, we would like to recompose a movie (cinematic replay) [3] after a session of interactive narrative, showing that same story again, this time from a third person view. To reach that goal, the candidate will review current research in narrative theory [4,5] and study the requirements for staging and editing the actions in an interactive drama session into a movie [6,7]. Based on this theoretical investigation, a prototype implementation will be proposed on top of an existing framework [8].

The Master thesis will be supervised by Remi Ronfard at INRIA Grenoble in a collaboration with Nicolas Szilas at University of Geneva and is expected to lead to a PHD thesis on the topic of interactive moviemaking, with the more ambitious goal of generating cinematic, third-person narratives in real-time.

**Requirements**

For this thesis, we are looking for candidates with a strong background in mathematics and graphics programming, and an interest in narrative theory and movie-making art and science.

**References**