

GALLOPING TALES

digital PUPPETRY and OTHER SHENANIGANS



The workshop can be run with or without the show. It uses the same world, characters and technology as the show and we take the kids through creating their own interpretations. We vary the show for age groups depending on their abilities.



WORKSHOP 1

*Kinect Based
Age group 5-10*

| **Making a Physical Puppet from template**

We have templates of the characters from the world that we get the kids to colour in and make their own. In this process we get the kids to customise the characters and take ownership of how they look

| **Physical theatre exercise**

We take the kids through the physical side of the puppeteering, and getting them used to how to use their whole bodies to create the movements of the puppets, as this is a full body puppeteering exercise.

| **Puppeteer created character with the Kinect**

We scan their characters created into the computer and place them into the Digital Puppet software and place it on screen. Now the kids get to stand in front of the Kinect and puppeteer their own character. They can do this individually, or as a team.

| **Record session and take home**

We record the session of puppeteering, as well as a feed of the kids moving into a short video. Parents and kids then have the opportunity to take home the video, or consent to us sending it to them through a Youtube link.

WORKSHOP 2

*Green Screen Based
Age group 5-10*

| **Making a Physical Puppet**

We help the kids create characters from paper that can be puppeteered in front of a small green screen. In this process we get the kids to customise the characters and take ownership of how they look and how they move.

| **Physical theatre exercise**

We take the kids through the physical side of the puppeteering, and getting them used to how to use their puppets to create the movements of the characters.

| **Puppeteer created character in front of a green screen**

We have small green screens that we set up to bring the created characters into a digital cartoon world. We use this opportunity to invite kids to create stories between two of them, and interact on the screen.

| **Record session and take home**

We record the session of puppeteering, as well as a feed of the kids moving into a short video. Parents and kids then have the opportunity to take home the video, or consent to us sending it to them through a Youtube link.

The possibility exists to combine W1 and W2 to utilise both methods of puppeteering. This does extend the length of the workshop, and people involved.

WORKSHOP 3

*Kinect Based
Animation
Programming
Age group 8-12*

| Making a Physical Puppet

We help the kids create their own characters that would fit into the World of Gallop. In this process we get the kids to customise the characters and take ownership of how they look and how they move, and how they exist as characters within the world

| Physical theatre exercise and create a small scene

We take the kids through the physical side of the puppeteering, and getting them used to how to manipulate their puppets to create the movements of the characters. We also take the kids through creating a small scene between two people. This we do so that they can build a small scene from start to finish.

| Converting the Puppets into the digital

The kids are taken through the process of converting the character parts into digital puppet components. For this we use Adobe Photoshop and take the kids through this process. If the kids are too young/inexperienced for this we help them through the process.

| Compile the scene into the operating program

We take the kids through the program around compiling the scene. We help them think about character placement and scene dynamics.

| Puppeteering

Finally, each student gets the opportunity to puppeteer the scenes they created as pairs using the Kinect cameras. Here we explore the scene, the voices and the puppets created earlier.

| Record session and take home

We record the session of puppeteering, as well as a feed of the kids moving into a short video. Parents and kids then have the opportunity to take home the video, or consent to us sending it to them through a Youtube link.