BRITISH ACADEMY
OF FILM AND TELEVISION ARTS

Press Release
1 March 2011

(For immediate release)

BAFTA AT THE ICA: EXPLORING THE CRAFT OF THE MOVING IMAGE

1 March 2011: The British Academy of Film and Television Arts (BAFTA) and the Institute of Contemporary Arts (ICA) continue their unique series of **masterclasses** throughout March, led by award-winning practitioners from the worlds of Film, Television and Video Games. A new series of events will also be introduced this month, entitled **"Behind the Mask"**, which will screen films selected and introduced by BAFTA members with discussions revealing the different crafts behind their creation.

BAFTA's events at the ICA will appeal to those seeking a career in the creative industries and anyone interested in gaining an exclusive insight into the work that takes place behind the scenes and the many roles that feed into the creation of award-winning work.

This is the first time BAFTA and the ICA have formed a partnership, two organisations that together represent excellence and innovation in creativity across the whole spectrum of artistic endeavour.

The BAFTA/ICA masterclasses focus on Video Games in March, starting on 9 March when BAFTA welcomes David Hego to the ICA. David is Art Director of Rocksteady Studios, the London-based games developer which won two BAFTAs including Best Game for *Batman: Arkham Asylum*. David will explain how the team created the dark and gothic mood of the game, covering the theory and practice of the visual narration, lighting, colour schemes and the 'hyper-realistic' look of the iconic comic-book characters.

On 16 March, the series continues with BAFTA Award-winning visual effects creator Gareth Edwards, who will share insights into his craft by focusing on his recent BAFTA-nominated feature, *Monsters*. His debut film is at the forefront of a new revolution in independent, low-budget genre cinema, which had a budget of just £15,000, a laptop and off-the-shelf special effects software.

Video Games are once again the focus on 23 March when BAFTA welcomes Charles Cecil to the ICA. As Founder of Revolution Software, Charles has created adventure games across all platforms, including the BAFTA-nominated *Broken Sword* series. Charles has a particular interest in the narrative and aesthetic aspects of interactive entertainment and, in recent years, has led Revolution Software into self-publishing its titles on the Apple iPhone, iPad, Mac and PC.

Our final masterclass in the three-month series is on 30 March where the focus is on Game Design. We will be welcoming Rare Studios, a top UK video games developer, name to be announced, who will reveal the challenges and most effective approaches in creating cutting-edge entertainment on new and rapidly evolving hardware platforms.

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The "Behind the Mask" series of introduced screenings kicks off on 19 March with production designer Michael Howells. Michael will introduce Powell and Pressburger's *Black Narcissus* (1947), one of the most visually sumptuous and emotionally charged cinematic masterpieces of the last century.

The series continues on 26 March when cinematographer Robbie Ryan introduces the classic adventure film, *Buffalo '66',* Vincent Gallo's extraordinary, idiosyncratic debut feature.

In April, "Behind the Mask" continues to welcomes special guests including: film composer David Arnold introducing *Psycho* with Bernard Herrmann's searing score (2 April); casting director Lucy Bevan introducing *In the Name of the Father* with the film's original casting director, Patsy Pollock (9 April); director Joanna Hogg introducing her most influential film (23 April); and screenwriter Jesse Armstrong introducing *Play It Again Sam,* written by the one of the kings of comedy, Woody Allen (30 April).

Visitor information:

BAFTA @ ICA Masterclasses

9 March, 6pm: BAFTA @ ICA Masterclass: Games Art Direction with David Hego

16 March, 6pm: BAFTA @ ICA Masterclass: Visual Effects with Gareth Edwards

19 March, 1.30pm: BAFTA @ ICA Behind the Mask: Black Narcissus, introduced by Michael Howells

23 March, 6pm: BAFTA @ ICA Masterclass: Writing for Games with Charles Cecil

26 March, 12.30pm: BAFTA @ ICA Behind the Mark: Buffalo '66, introduced by Robbie Ryan

30 March, 6pm: BAFTA @ ICA Masterclass: Games Design with top UK video games developer, Rare Studios

£12, £11 concessions, £10 BAFTA/ICA Members.

Book online at www.ica.org.uk

For further information, please contact:

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About BAFTA

The British Academy of Film and Television Arts is an independent charity that supports, develops and promotes the art forms of the moving image by identifying and rewarding excellence, inspiring practitioners and benefiting the public. In addition to its Awards ceremonies, BAFTA has a year-round Learning & Events programme that offers unique access to some of the world's most inspiring talent through workshops, masterclasses, lectures and mentoring schemes, connecting with audiences of all ages and backgrounds across the UK, Los Angeles and New York. BAFTA relies on income from membership subscriptions, individual donations, trusts, foundations and corporate partnerships to support its ongoing outreach work. For further information, visit www.bafta.org.

About the ICA

The Institute of Contemporary Arts (ICA) is a not-for-profit, multi-disciplinary arts centre established in 1947 by a collective of artists, poets and writers to showcase and champion contemporary culture across the broadest range of art forms. Housing two galleries, two cinemas, a theatre, reading room, bookshop and café/bar, the ICA has been at the forefront of cultural experiment since its formation and has presented some of the most radical exhibitions, artists, films, music and thought to have shaped our world. It exists today as a committed proponent of contemporary arts practice and new ideas, presenting an international and contextualised programme of work in new and experimental frameworks across a variety of platforms. Entrance to galleries, bookshop, café and bar events is free of charge before 11pm.

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