

IN MEMORIAM

Olivier **Chenevat** Actor

It's rather unusual to be a character in a video game, don't you think?

It's great. It's a different way of making movies, and it was a lot of fun.

How did the filming go?

It was fantastic. The whole team got on really well right from the word Go. There was no definitive scenario for the scenes we had to shoot, so a lot of room was left for improvisation. That meant greater involvement on our part in the filming, and the chance to express our own points of view – a rare thing indeed in the world of cinema!

Any anecdotes to pass on?

We've got so many fabulous memories - shooting in Prague where the temperature was -10° , on board a boat in Greece in the summer, the incredible landscapes of Tuscany, whole days weaving through the alleys of Istanbul under the June sun, the mists and seedy districts of Venice in the winter ... But perhaps the last session – at night, in a deserted area of the Paris suburbs - was the most impressive. We got quite a shock when a stranger popped up from behind a bush, but it turned out to be a member of the team who'd gone off to answer the call of nature!

What, for you, is *In Memoriam*?

It's an extraordinary game that my son's dying to play with his pals – and not *just* because his dad's acting in it, I promise you!

