

IN MEMORIAM

Caroline **Charléty** Actress

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

It was a totally new experience for me, since my background's more in the theater. Like most people, to start with I had various preconceptions about video games. But, during casting, the director Eric Viennot and his cameraman Philippe Boucher explained the scenario to me and I found it really exciting. I promised myself that, even if I didn't get the part, *In Memoriam* would be the first video game I'd buy when it was released!

How did the filming go?

Unlike a movie shoot, which takes a few weeks or months, the filming was spread out over nearly two years. During that period, we'd travel at spaced-out intervals to shoot in different countries and different seasons. There were often just four or five of us, without all the paraphernalia of a regular movie outfit - location scouts, make-up artists and so on. You end up with a very intimist style, close to a documentary film, in which the actors almost feel they *become* the characters.

Any anecdotes to pass on?

Of course, there are lots of tales I could tell. Since there was no written scenario, we often found out about the scenes when we arrived on location, which led to a few surprises. For example, I remember one evening in Prague when we were stopped several times by the cops. They were intrigued by these three guys and a girl in a rental car who seemed to be roving aimlessly around the town! Fortunately, it all turned out well, and we even took advantage of the situation to come up with some original shots!

What, for you, is *In Memoriam*?

So far, I haven't had an opportunity to play the complete game, but my feeling is that *In Memoriam* stands at the crossroads where movies, video games and the Internet meet. It invents a new form of fiction that's a lot more interesting than most of the movies you get to see these days. *In Memoriam* requires the viewer to get involved, and I think it gets the imagination working a great deal more than a traditional movie or game.

