



# Shooting

A Game by Baptiste CAZES – eXpérience – electro-gn  
Translation by Leïla Teteau-Surel

---

## Shooting

A game designed by Baptiste CAZES – eXpérience – electro-gn

This game is made to be played in a small space : a plain dark room is the ideal game space.

This a game for two players. The first is a photographer and the second her model. It doesn't matter if the characters are men or women.

There's no need for an organizer. The two players can follow the instructions below and play.

The game lasts one hour or so but can as well lasts 4 hours if you want to.

## Game's content

During the game the photographer is going to shoot (take pictures of) the model. The photographer 'll have the initiative during the game and the other player 'll follow her instructions.

## The end of the game

The game 'll end when the person playing the photographer 'll decide that the shooting is over.

The one playing the model can also indicate she wants to end the session by asking if she can see the pictures. The photographer 'll refuse but then end the session. It's a code.

## Aim of the game

This larp aims at setting up a game of attraction, intimacy or complicity. There's no story and the players won't try to accomplish a performance. You play for yourself and for your partner.

## Boundaries

The photographer 'll ask the model to pose. Even if she can take off some clothes or bare one part of her body, the model 'll keep her clothes on during the game - except if the two players have an agreement on that beforehand. If the model's player doesn't want to do something during the

game, she doesn't do it and it's a signal for the photographer that she shouldn't insist but should take another path. It's up to the photogrpaher to choose another direction.

## How to take pictures ?

You don't have to take real pictures during the game. If you want to you can use a smartphone or a camera. Though it's better to play with a real camera and a good light. The minimum 'd be to use an audio file simulating the sound of the camera. The « click » is very important for the model to know whe the picture is taken and to react accordingly.

If you made real pictures decide together after the game what you want to do with them.

## The characters

The two characters are very shorts and consist mostly of advices to play the larp.

The players decide who 'll play who BEFORE reading the characters' sheets and they 'll only read their own.

## Meta-techniques

This game uses simple meta-techniques. There's two different spaces. The first is the shooting space. The second is a space with two chairs face to face.

When one player turn off the lighth of one space to turn on the light of the second space the players move to the space with the light. You can go back and forth as often as you want.

Space 1 is the shooting space where players play the photographer and the model.

In space 2 the model's player play the same character but after the shooting session. She tells about her experience to a journalist who interviews her about the shooting. The journalist is played by the person who also plays the photographer.

## Game's instructions

- Read the instructions
- Give the characters BEFORE reading the character's sheets
- Choose names for the characters and make sure everybody know them (the model is adviced to keep her real name)
- Look at how you'll change the lights to go from space 1 to space 2 and inversely
- Make sure you know how the game 'll end
- Discuss your boundaries
- Take a minute on your own and when you're ready, go to the first game space
- Until the end of the game, never go off-game
- After the game debrief together

## Debriefing

Every player 'll answer the following questions :

How do you feel ?

What did you like in this game session/ What didn't you like ?

What do you want to do with the pictures if there are some ? (you could for example send them to the game's designer it could be nice to create a database of pictures)

# Characters' sheets

---

## **The photographer /The journalist**

You 'll play two roles during the game : the photographer and the journalist.

You'll play the photographer in the first space and the journalist in the second space.

### **The photographer**

A year ago you registered on a dating website. You used the website only for three days but you didn't like the idea to select people among the registered members. You then decided you wanted to create a different relationship with the people you 'd meet. You offered to the people who consulted your profile to make a shooting session with them. A lot of people are interested.

Today you're meeting a new model. You want to make an exhibition with the pictures in the long run.

### **Function during the game**

The photographer 'll never create physical contact with the model. She 'll use her voice to direct the model. She 'll explain her approach and ask the model to pose. She'll also ask questions to the model and allowed her to ask some in return in order to create trust and complicity.

The photographer's approach is to create a more intimate relationship and to win the model's trust. The model should leave with the feeling of an extremely positive experience.

### **Some advices**

Be firm. Ask things simply and efficiently. « Move towards me » « Don't move» « Turn slowly ». Do not say thank you.

Make direct compliments. « You are very beautiful» « There's something strong in your eyes» « You radiate confidence when you open up like that »

Let yourself be impressed by the model and by her strenght to take part in the experience. Try to lead her to open up and feel beautiful.

You are the one who decide : you say when it's time to speak and when it's time to be silent or when it's time for questions. Do not let the model reverse the roles.

Ask personal questions. « What are you looking for on this dating website ? » « Does it work ?». Take care of asking questions where the answers can be short.

Take your time and accept silences.

### **The journalist**

You're journalist for a cultural radio boradcast. You've heard about the photographer's approach and came to interview a model who participated to the shooting.

You'll leave as much time as needed for the model to answer. The less you talk, the better it is. It's a space made for the model to express herself.

### **Some ideas for the questions :**

« How old are you ? »

« Why did you take part to the shooting ?»

« How did the session go ?»

« What did you feel ? »

« What in your life brought you to this point ? »

### **Some advices**

Take a calm and kind voice. Respect the silence. Encourage the model to express herself as much as possible about personal things.

## **The model**

In the first space you'll play the model during the shooting. In the second space you'll play the model after the session, interviewed by a journalist for a cultural radio broadcast.

You registered on a dating website a few times ago. When you found the photographer profile you began to talk together and you've been very tempted by her offer to have a shooting session. You've been contacted by a journalist for a radio broadcast who's interested in the photographer's work and want to interview you after the session.

## **Some advices**

You're going to give yourself during the shooting and the interview. The character is going to lay herself bare. It's probably better to choose a character close-to-home. Take your real name and slightly change your own story.

The aim of the game is to free yourself through the game in your relation to the other. Be honest and don't force yourself to go further than what you want. Do not discuss the photographer's instructions. If you really don't want to do something all you need to do is to not do it.

Use the time before the beginning of the game to think about what you want to take from the shooting session. Think about what you'd like to do, what you're afraid of, etc.