

Photo Shoot Casting Call

iGiselle Ballet-based video game

iGiselle is an interactive ballet video game being developed by an interdisciplinary team at the University of Alberta. This game re-imagines the Romantic ballet *Giselle* in a contemporary setting and offers players the opportunity to make decisions that will change the story. The visual interface will feature photographs to tell the story and involves five characters. Knowledge of ballet is considered an asset but the roles will require more posing and expressive acting than dancing.

Audition date: Saturday February 15th, 9:00am - 12:00pm

(5 minute auditions will be scheduled in advance via email)

Photoshoot date: Monday February 24th, 4:00 - 7:00pm

Preparation/costuming: Please be in form fitting athletic wear or ballet class attire (NO GREEN), with ballet shoes and hair pulled back. If interested in playing the part of Giselle, Myrtha or one of the Wilis (male or female) please bring a black ensemble or dress. If auditioning for the role of Giselle, please bring pointe shoes and be prepared to dance, this is not required but would be an asset.

Cast breakdown:

Giselle: Female. Talented dancer offered a lead role in Albrecht's ballet. Dance skills: ballet experience required.

Myrtha: Female. Dark/evil/spiteful overlord of the Wilis. Some ballet experience preferred.

Bathilde: Female. Friend and/or rival of Giselle. Some ballet experience required.

Hilarion: Male. Friend and/or possible love interest of Giselle. Impulsive character.

Albrecht: Male. Director and/or possible love interest of Giselle. Bold, arrogant character.

Berthe: Female. Maternal role. Stern but kind character.

Wilis: (4 to 6 Wilis needed) Male or female. Obey Myrtha in a trance like state, later dance freely and joyfully.

Please respond to Emilie St.Hilaire via email with your expression of interest and a brief description of your experience by February 14th:
esthilai@ualberta.ca

