

Module Theater is an innovative training program for film schools, animation departments, and game design courses (2D and 3D) that reintroduces the power of theater into the education of future filmmakers and animators. It draws inspiration from the Theater of Filmmakers movement of the 20th century, a program that once existed in many European countries and beyond. This movement was based on the understanding that cinema was born from theater, and that theatrical practice could deeply enrich cinematic storytelling.

In this module, students of film directing, animation filmmaking, and game creation step onto the stage as theater actors. Through improvisation, character work, and dramaturgical exercises, they gain a deeper understanding of narrative structure, character development, and creative storytelling, creative foundations that have faded from much of today's cinematic and animated work.

The program culminates in a unique "Animation Exercise": a live performance where students physically act as animated characters on stage, while others narrate their actions in real time. This mirrors the dynamic between performance and narration in animation and dubbing, enabling students to experience the creative process from both physical and narrative perspectives.

By reconnecting future filmmakers and animators to theater's multidisciplinary roots, Module Theater equips them with the tools to create richer characters, more dynamic stories, and innovative cross-media projects. The result is both a public performance and a transferable creative method directly applicable to their professional work.