





# What Aabase is ?

pictures from Aaton archives.  
digitized by the École Louis Lumière

Aabase is a **website** which gather information about **cameras from Aaton compagny.**

Data can be from different nature : texts, pictures, videos, **interactive space...** and come from academic or partership sources.

Aabase is **ergonomic and interactive.**

Aaton equipments are the heart of the website : modelised in 3D, they're used as interface to access information.

This academic project is on the one hand a **valorization** of Jean-Pierre Beauviala's legacy - founder of Aaton - and on the other hand a real homage to his work.



# The construction of the website :

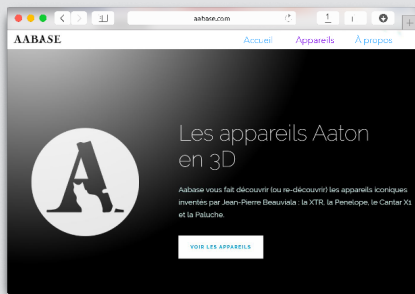
The website is made up of 3 pages : a **Homepage** presenting Aaton company in cinema history, an **About page** contextualizing the creation of the website and an **Equipments page** which brings\* to the 3D app modelling Aaton equipments.

\*It is also possible to be redirected to the 3D application at the bottom of the home page.

Each equipment page (XTR, Cantar) consists in two parts : an **Instrument part** and an **Interview part**.

The **Equipment part** is an **interactive space**, with the camera at the center and that we can watch from every angle.

The **Interview part** is a place for expression of **cinema professionals** who have used **Aaton equipment**.







# The Equipments part



On the Instrument part, the instrument selected appear **modelled in 3D** on the screen.

Above the instrument, two «hot buttons», *Presentation* et *Filmography*, summarizes the role the equipment in cinema and in severals movies.

Below, the *Interview* button directs to the the Interview part.

The 3D modeling of the intrument is a **user interface**. It gathers together the most you need to know about this equipment.

Displayed on it, few «hot button» balls. Each ball gathers on one element of the equipment - magazin, viewfinder... - and **open a multi-tabs window** which included **techniques, esthétiques et historiques information**.

The equipment part is intuitive et ergonomic. **One 3D interface contains a chapter in the Aaton history** and the aesthetic impact of the equipment.





Charbon  
STUDIO





# The Interview part

A color-grading studio : Interview place.

Because we want to highlight the roles of directors of photography and engineers, **the interview part is entirely 2D** (and independent from the 3D interface)

When interviewing the artist-technicians, Aabase wants to bring out their impact on the **aesthetic** of a film (movie), shot with an Aaton camera.

The interest of this part is to show **the tribute** of technic, innovation and ergonomy which play in the magic of cinema.

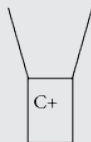
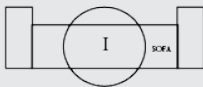
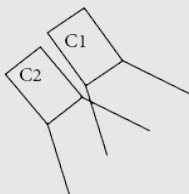
The place of the interview is located in Paris, in a color-grading studio.

The technician sits down on a sofa. **A film extract** made by the technician – with an Aaton camera or a recording device-- is projected on the big screen.

The interview can then open on to the technical and creative experience of the person being interviewed.



# SCREEN



C : camera

I : Interviewed

# The partnairs

## Interview set.

Aabase project is supported by many partnairs.

The **NUMIC** master degree (Digital and Interactive Media for Cinema) and **Rennes 2** University are the first partnairs ; they bring advises and their support to the project.

The **Technès** project is an international research partnership de recherches on technics and cinema technology. It supports Aabase with financial aid.

The **French cinémathèque** and the **AFC** allow us to explore the Aaton archives and to meet some professionals from cinema.

The **École Louis Lumière** invite us to an workshop on Aaton cameras and digitize new unseen pictures from Aaton compagny which we will use on the website.

**Panavision Alga Paris** allows us to use Aaton equipments in their workplaces in order to model its in 3D.

**Rennes 1** University brings digitals skills to integrate 3D elements on the website.



