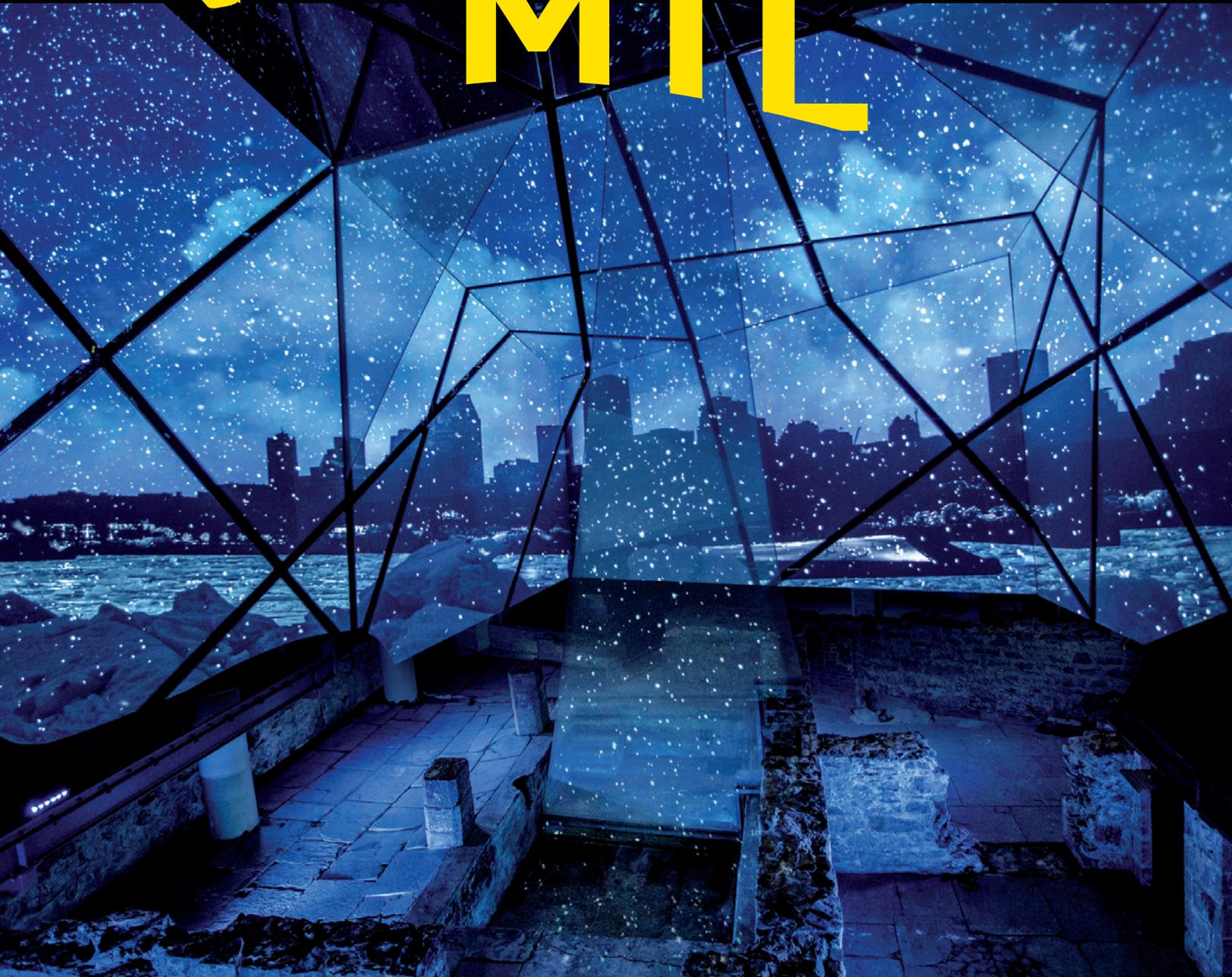


POINTE-À-CALLIÈRE

Multimedia Show

Generations MTL





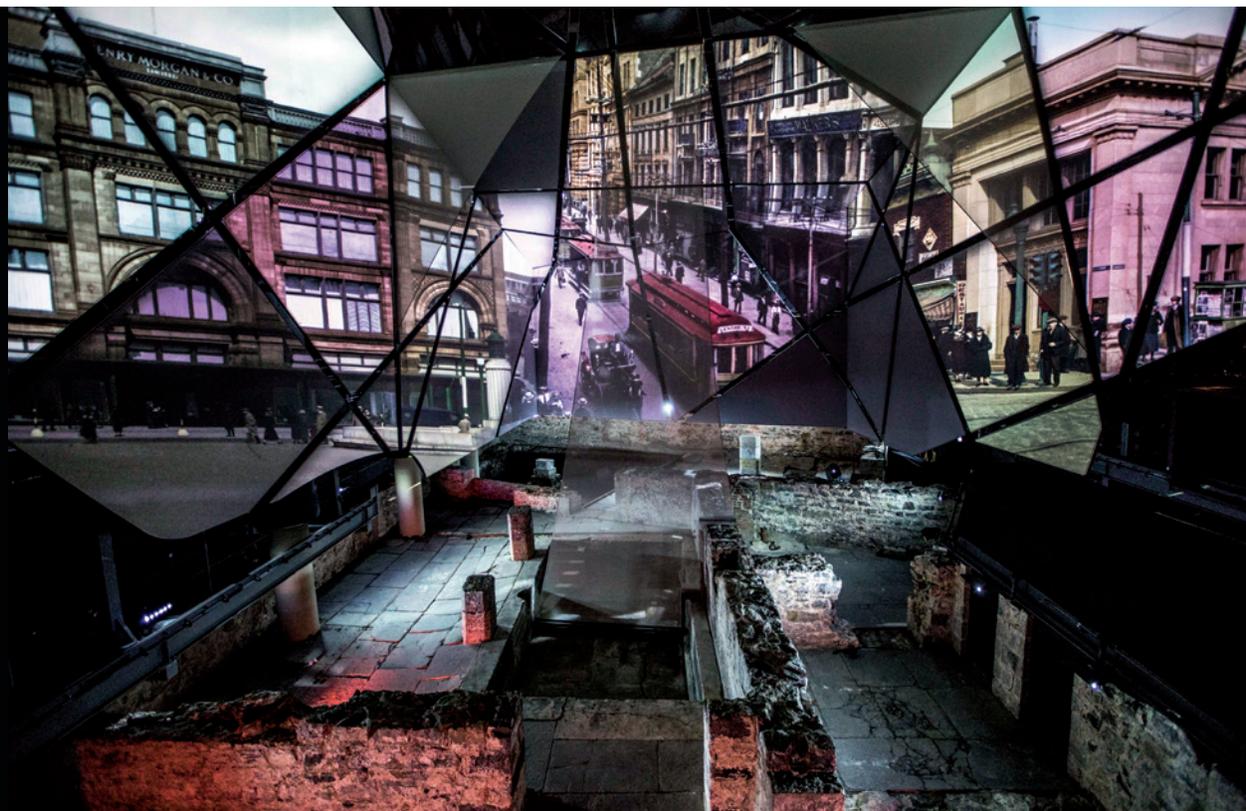
— FACT SHEET —

With a fully revamped set design, Pointe-à-Callière's all-new multimedia show **Generations MTL** brings the history of Montréal to life through the stories of six Montrealers. From varied backgrounds and different communities, these six characters relate their personal vision of Montréal through their ancestors' history. Their informative and enchanting stories will captivate audiences of all ages.

To create the new show, Pointe-à-Callière turned to the expertise of design firm TKNL, which developed contemporary scenography and a strong architectural approach as a backdrop for this multimedia experience that is both impressive and intimate.

Like a time machine, the show takes visitors on a discovery of Montréal's key events and the people who helped build the city. Panoramic effects, 3D animation techniques, and an original soundtrack help transport spectators through 375 years of history. Projections that integrate video, iconographic images, photography and 3D animations accompanied by sounds, special effects, an original soundtrack, LED strips and spectacular lighting have all been designed to work together in perfect harmony and synchronization. **Generations MTL** represents an immense technological challenge through its size, special projection site, number and variety of elements, and necessity for perfect control over the entire ensemble.

Photos: Frédérique Menard-Aubin



INTERESTING FACTS AND FIGURES ABOUT THE MULTIMEDIA SHOW

Generations MTL

- 👁 The show room itself is a **historic site** that includes the ruins of **Ville-Marie's first Catholic cemetery** (1643) and the foundations of the **Berthelet Building**, the **Papineau House** and the **Royal Insurance Building** (1861-1951), which was unearthed during archaeological digs from 1989 to 1991.
- 👁 The six characters who relate the history of Montréal are played by **actors** Charles Buckell-Roberston, Julian Casey, Élodie Grenier (Passe-Partout), Yardly Kavanagh, Tony Robinow and Satine Scarlett-Montaz
- 👁 The projection surfaces consist of over **forty fragments** of different sizes that cover an area of nearly 4,200 square feet or 390 square metres.
- 👁 Each screen fragment is surrounded by bands of light created with **LED strips equipped with diffusing lenses**.
- 👁 The mirrored screens transform the projections into poetic images, while tulle material lends a transparency effect.
- 👁 **22 perfectly synchronized video projectors** operating in unison are required to cover the entire surface area.
- 👁 The projection screens contain a total of **33,177,600 pixels**.
- 👁 The images underwent complex optical parallax correction so that they could appear without any distortion.
- 👁 The show is also interspersed with many 3D animations and architectural projection effects.
- 👁 The **17-minute** show is presented in French and English every half-hour during the Museum's opening hours.
- 👁 A retractable stage activated by a hydraulic arm can be moved above the ruins to create a stunning environment for **corporate presentations**.
- 👁 **144 visitors** can experience the show at the same time.

PRODUCTION TEAM FOR THE MULTIMEDIA SHOW

Executive Director

Francine Lelièvre

Director, Exhibitions and Technology Development

Anne Élisabeth Thibault

Project Manager

Christine Dufresne

Scientific Committee

Under the direction of Paul-André Linteau

Stéphanie Béreau

Christian Gates St-Pierre

Dany Fougères

Mario Robert

Multimedia show concept and production

TKNL

Direction and set design

Le Studio Lex

Technical concept and design

20K

Technical installation

TKNL

Visual content and digital animation

ElToro Studio

Original soundtrack

Troublemakers Productions

Set construction and installation

ACMÉ Décors

The Museum would like to thank all of its staff members for their invaluable help in creating this multimedia show.

Pointe-à-Callière is subsidized by the City of Montréal.