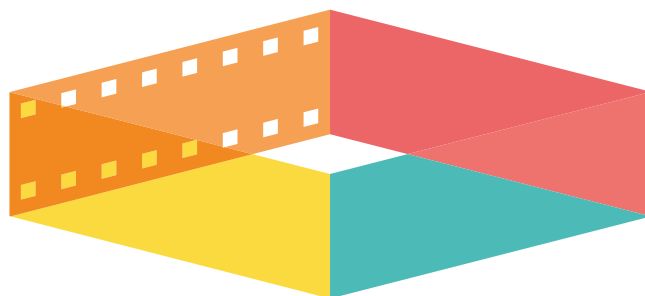


Co-funded by the
European Union



THE FILM CORNER

NEW ONLINE AND OFFLINE
ACTIVITIES FOR FILM LITERACY

www.thefilmcorner.eu

Site Users Guide

The Project and the Partners

"THE FILM CORNER. Online and offline activities for Film Literacy" project is aimed to the design, release and testing of an online digital virtual user-centered platform for Film Literacy, taking advantage of the opportunities offered by web 2.0 and crossmedia innovative approach in the digital era in order to raise the average film literacy level of EU young audiences. The general aim of the project is to contribute to draw an easy-going model for Film Literacy that could improve Film Literacy skills among the audience in order to foster Audience Development and Engagement towards film as an art form, with a particular focus on young and non-core audience.

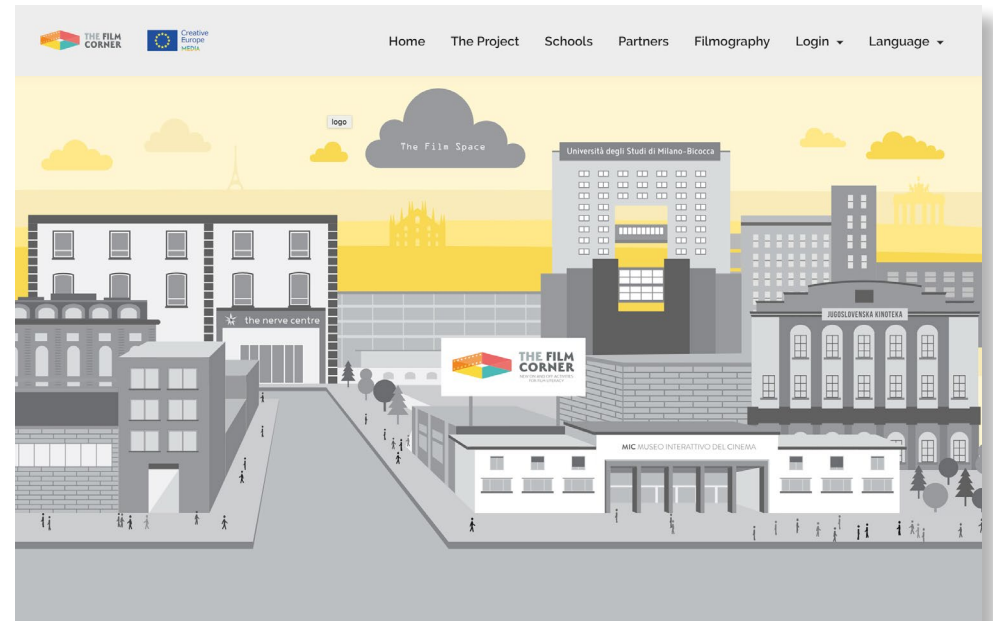
The platform consists of an interactive narrative-based environmental layout with game-based didactical resources integrated as apps the user can interact with. Didactical resources are both based on generic Film Literacy skills and on a set of EU national and non-national films (see filmography in home page). The platform is developed in 4 EU languages english, french, italian and serbian.

The project involves 5 institutions in 4 EU countries: Fondazione Cineteca Italiana in Milan, Italy (lead partner); The Film Space, an innovative Film Literacy provider (London, UK); The Nerve Centre, a Creative Learning Centre Derry, Northern Ireland; the National Cinématheque of Serbia (Belgrade, Serbia) one of the oldest cinémathèques in the world and the University of Milano Bicocca, Dipartimento di Scienze Umane per la Formazione "Riccardo Massa" (Milan, Italy).

PROJECT TITLE: The Film Corner. New online and offline activities for Film Literacy

CONTRACT REFERENCE: 2016-2127/001-001-577573-CREA-1-2016-1-IT-MED-AUDEV

LEADING INSTITUTION: Fondazione Cineteca Italiana, Milan, Italy



Welcome to the Film Corner!

The Film Corner is the interactive web platform dedicated to cinema, a website where you can surf through different STUDIOS and the corresponding educational projects, discovering and exploring the many aspects that underpin cinematographic language and grammar.

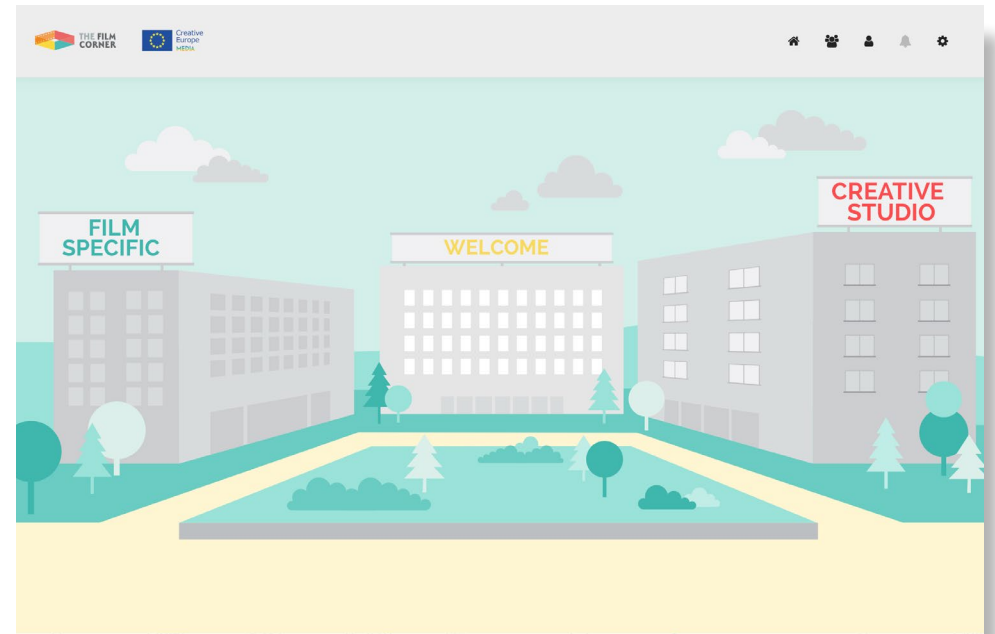
The Film Corner is divided into 2 sections, called STUDIOS, each one dedicated to an aspect of Film Education:

Studio 1 is dedicated to film language and aesthetics, meaning the grammar of films, the way in which they build their own speech and tell a story. This section is subdivided in 3 educational paths: the first one dedicated to framing, the second to editing, the third one to sound.

Studio 2 is dedicated to filmmaking and creativity and it is also subdivided in 3 educational paths: the first one includes some “warming-up” exercises, the second is about writing for cinema and the third one is a space in which you’ll be invited to experiment the creation of a short movie, using even something as handy as a mobile phone.

These aspects are so different that they are even dedicated two separate spaces within our platform. However, they have something in common: they are both based on the knowledge of cinematographic language and grammar. In fact, it is impossible to either analyze or create a film without knowing its language and aesthetics. This is the reason why we invite you to visit STUDIO 1 before visiting STUDIO 2.

Enjoy your trip in The Film Corner! See you outside!



Studio 1



FILM SPECIFIC

Didactical Path 1

FRAMING

- 1 - Types of Images
- 2 - Frame Composer
- 3 - Frame Crop

Didactical Path 2

EDITING

- 1 - Parallel Actions
- 2 - Offscreen
- 3 - Attractions

Didactical Path 3

SOUND

- 1 - What's Going On?
- 2 - Sound Atmospheres
- 3 - Soundscapes

Studio 2



CREATIVE STUDIO

Didactical Path 1

WARM UP

- 1 - Active Parallel Actions
- 2 - Active Offscreen
- 3 - Sound Studio

Didactical Path 2

STORYTELLING

- 1 - Character Building
- 2 - Storytelling
- 3 - Storyboard

Didactical Path 3

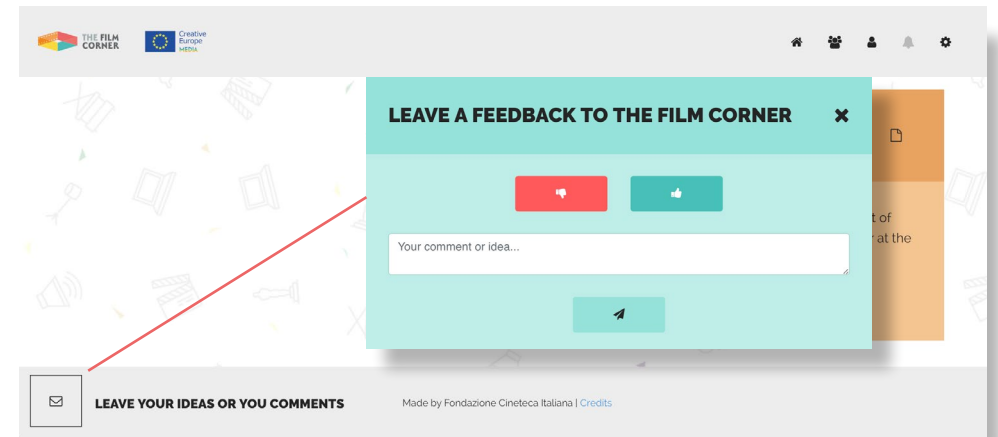
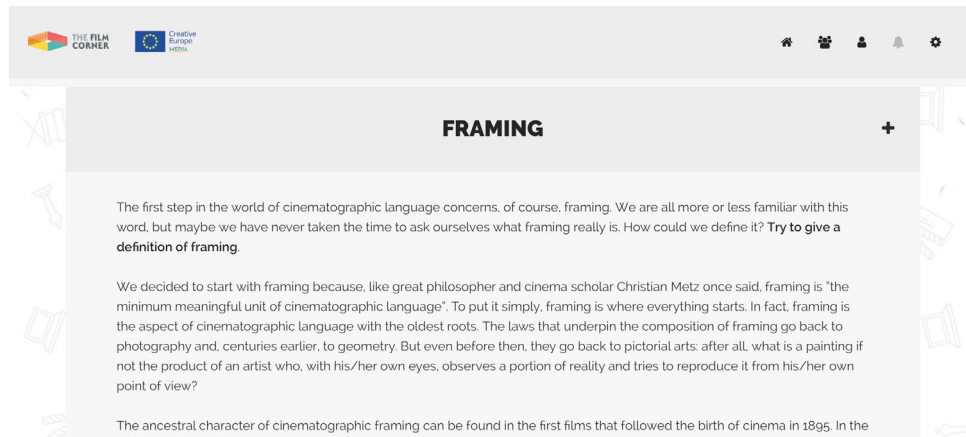
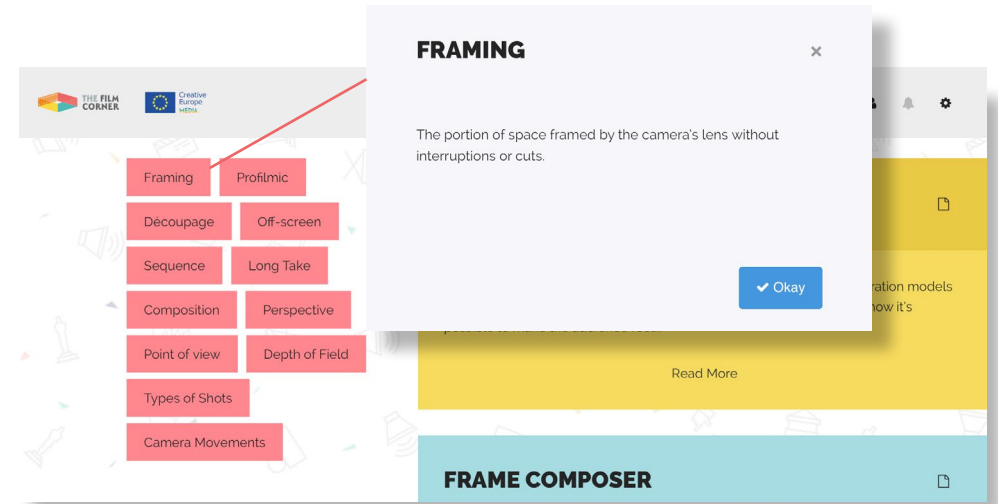
THE MYCORNER CONTEST

- 1 - Lumière Minute
- 2 - Make Your Own Film

Online Tools

In each didactical path you can find:

- The specific glossary
- The theoretical framework related to each path with examples (where requested)
- 3 interactive apps
- A section dedicated to feedback, where you can leave your opinions or suggestions.



Studio 1 - Film Specific / Framing / **Types of Images**

DESCRIPTION

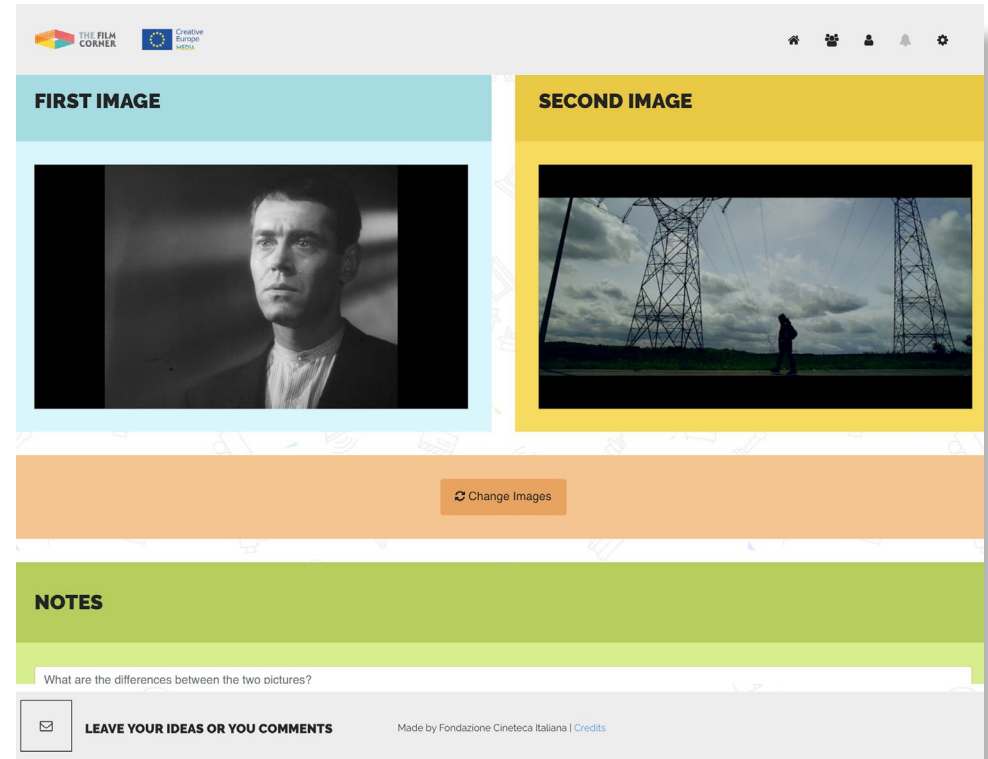
In this app you can compare different visual image elaboration models by simply comparing pairs of shots. This way, you will be able to notice how it's possible to make the audience feel a specific emotion. What are the different angles of the cameras? Which camera is closer to the subject? What changes between framing an object, a person, or a face detail? In what way does the light change our perception of the framed object? How do the characters' looks interact with respect to their position? This app shows you a set pair of frames.

INSTRUCTIONS

Either in a group or by yourself, make a comparison between the images and point out the differences, the similarities and any other things you notice about the visual aspect of the image (frame composition, geometrical aspect, light, distances between things or people, cuts, etc.). Write down your own ideas in the box.

OUTCOMES By completing this exercise you will:

- Understand how the composition of a shot can create different emotions in a viewer.
- Illustrate this knowledge through the analysis of a series of juxtaposed shots.
- Apply this knowledge in a shared exercise with your fellow learners.



Studio 1 - Film Specific / Framing / **Frame Composer**

DESCRIPTION

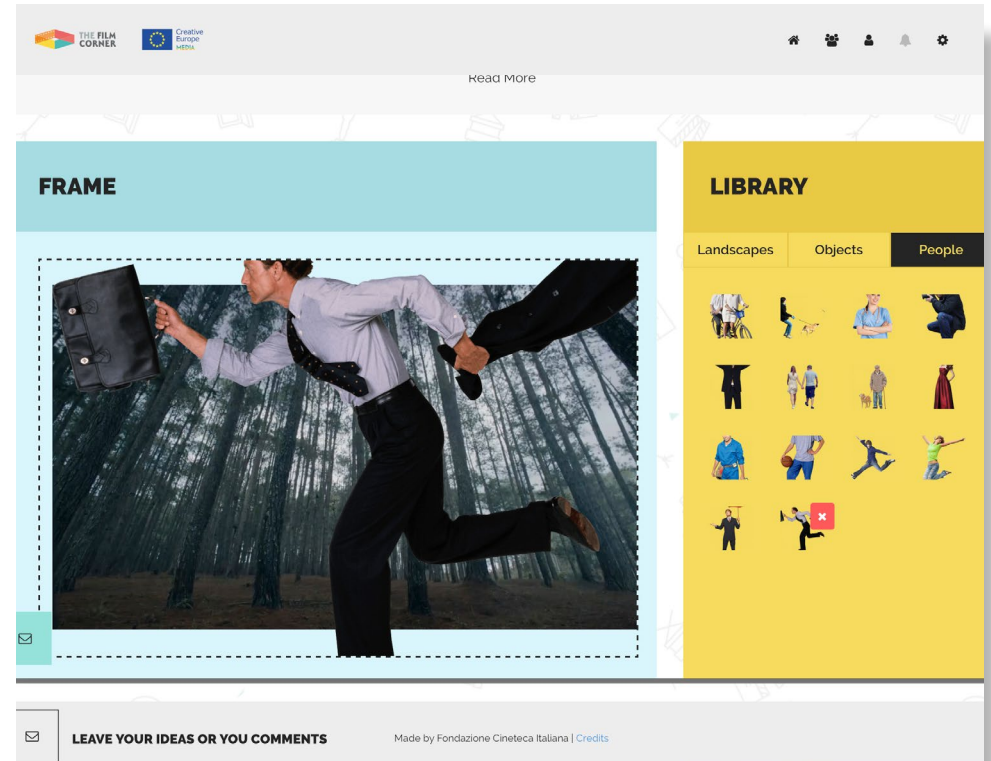
When creating their shot, a film director and a director of photography have to consider a particular aspect: composition. What elements will be part of the shot? Are there any objects, people, animals, walls or doors? How should they be arranged in order to achieve a sense of formal harmony? This app gives you an easy and fun way to ask yourself the right questions and always have the right answers so that you can create the perfect shot.

INSTRUCTIONS

Choose one of the backgrounds in the library and drag it into the main box. In the other library, choose the cropped-out images you would like to place on the background, making sure neither to overlap nor to “block out” the elements. In the note section at the bottom of the page you can write down the criteria and the motivations of your choices. Eventually you can save your storyboard and come back later to edit it or print it out. You can also find some examples of photographic compositions.

OUTCOMES By completing this exercise you will:

- Develop the knowledge of how compose your own shots
- Correctly identify different types of film shot
- Apply this knowledge in selecting a series of shots of your own



Studio 1 - Film Specific / Framing / **Frame Crop**

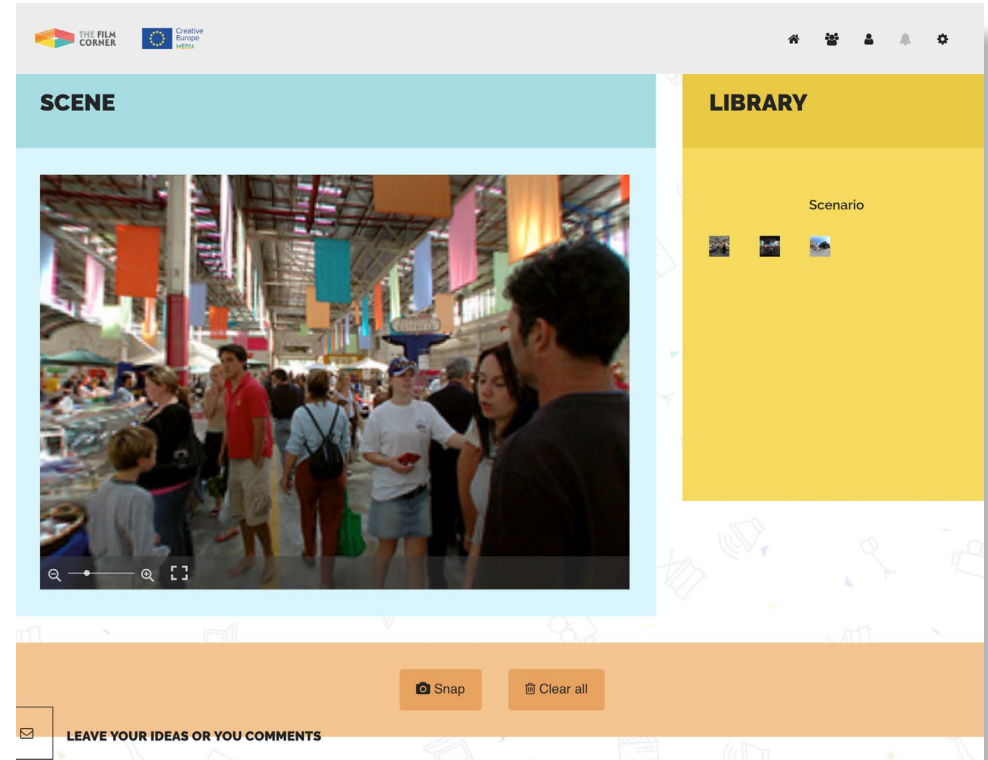
DESCRIPTION Ever since its birth cinema has accomplished a great mission, that of making the spectator ubiquitous. What does it mean? Imagine being a spectator at the theatre: you are in the exact same position of a person at the cinema. Is the experience the same? Surely not. As a cinema spectator you are given the chance to select, as if, magically, you could get up from your seat and position yourself at any point of the pro-filmic. This is the way framing and cuts of the shot were born: with respect to the subject's positioning, the shot can be taken anywhere (closer or further away) and at any angle (from below, from above, etc.): linking all of these shots together, we eventually get a narrative decoupage within a scenic space. With this app, we'd like to invite you to play a bit with cinema ubiquity.

INSTRUCTIONS

Choose a 3D picture from the library, zoom in the photo and move along its entire surface. As you will notice, there are a lot of characters, objects and other elements. You will also be able to choose a shot and snap it: it will automatically appear on the timeline. You can add a caption if you wish. Cut out a maximum of ten shots and choose the distances and angles that you prefer until you create a short story that links all the characters in the scene. In the note section at the bottom of the page you can write down the criteria and the motivations of your choices. Eventually you can save your storyboard and come back later to edit it or print it out.

OUTCOMES By completing this exercise you will:

- Develop the knowledge of how to frame a series of shots
- Correctly differentiate these shots and describe their purpose
- Demonstrate this knowledge by creating story from a series of shots



Studio 1 - Film Specific / Editing / **Parallel Action**

DESCRIPTION

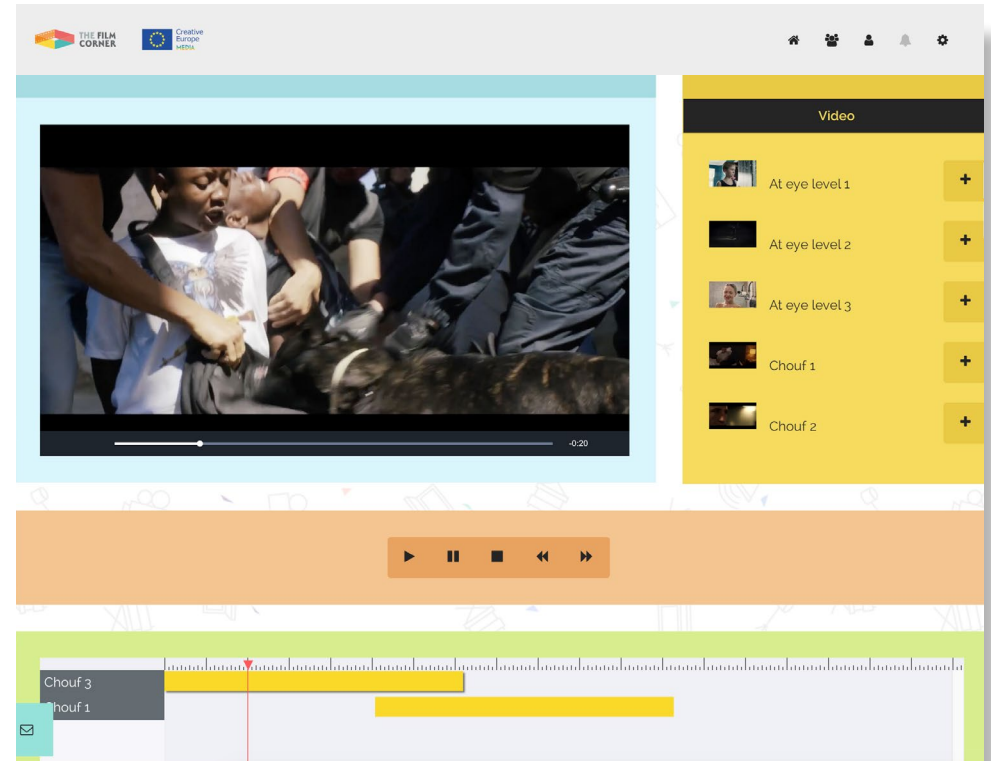
Cinema, being an art, can count on a wide array of options. One of these, however, is cinema-specific, and it doesn't belong to other art forms like theatre: the ability to instantly travel from one place to another, no matter how many thousands of miles in between. Actually, it can also travel in time... One of the first things that the authors who discovered this cinema-specific characteristic did was creating the so-called last minute saving. Classic scene: a building is on fire, inside there is a young woman with her child; in the meantime, firemen get ready to occur. Three simple words, "in the meantime", represent a great revolution in the history of cinematographic language: the revolution of alternate editing.

INSTRUCTIONS

Select a clip from the library and watch it, then select another clip, always from the library. Drag them into the video editor and create a parallel edit of the two scenes, utilising the editor basic functions: cut, stretch, move etc. You can add both clips you've already used or new ones, but only two clips per montage. In the note section at the bottom of the page you can write down the criteria and the motivations of your choices. Eventually you can save your montage and come back later to edit it.

OUTCOMES By completing this exercise you will:

- Understand how editing can manipulate perspectives to create emotion for the viewer.
- Identify different examples of how this is done.
- Demonstrate your understanding by creating your own cross-cut sequence.



Studio 1 - Film Specific / Editing / **Offscreen**

DESCRIPTION

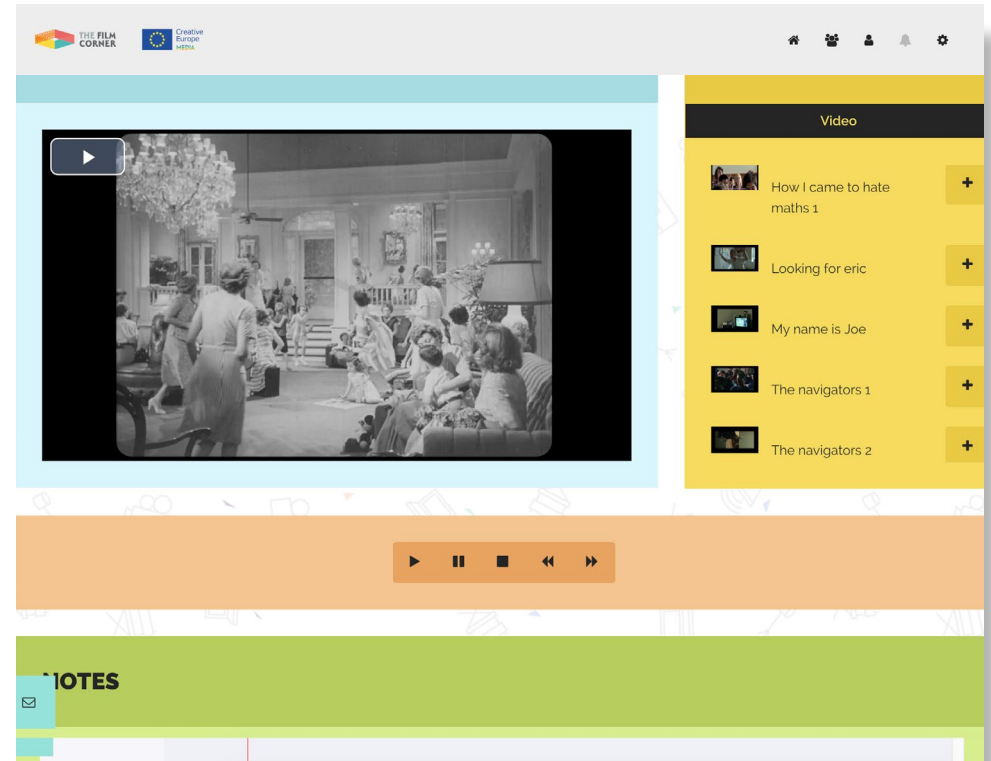
Editing, as such, is part of the cinematographic creation process through which the director, together with the editor, decides which and how many scenes to feature in the movie, leaving others behind. But there is also another way through which editing makes something visible or invisible to the eyes of the audience. This is exactly what we're interested in. During the editing process, certain elements, actions and characters end up on the screen; others, though staying where they are in the diegesis, are invisible to our eyes and end up outside of the frame, off-screen. However they are still there, they still act and interact with what we see. With this app you can play with the relationship between what is in on and what is off-screen, what can be seen and what cannot, but maybe still makes a sound and, in any case, is still perceivable.

INSTRUCTIONS

Each of the clips represents something that is happening on-screen. Take a look at it and try to imagine and describe what is making it happen simultaneously off-screen. You can write it down on the bloc notes at the bottom of the page. Eventually you can print out your subject.

OUTCOMES By completing this exercise you will:

- Understand the concept of offscreen action and its role in storytelling through film.
- Analyse a series of clips to identify the offscreen action.



Studio 1 - Film Specific / Editing / **Attractions**

DESCRIPTION

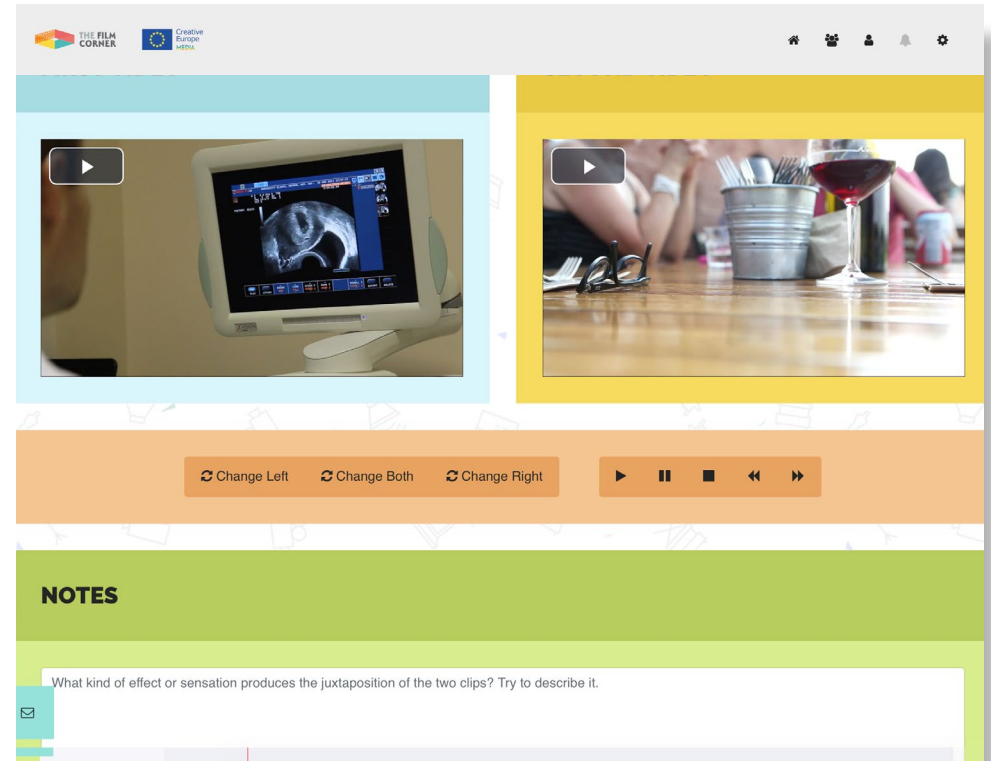
Cinema can create emotions in many different ways, but a particularly interesting one happens during the editing process. The invention of such technique dates back to the previous millennium, precisely to the 1930s, in Russia, when one director, Lev Kulesov, discovered something that we now take for granted, but at the time no one did. By simply placing two images that represent concrete situations next to each other, you can create a third, abstract one, in the spectator's psyche: an emotion. A simple example: the image of a sitting man sinking his face in his own hands and the image of a baby crying in front of an empty plate will cause a sense of sadness and pity for a man who probably doesn't have enough money to feed his starving child. By simply placing the two images next to each other, it is possible to create a story in the spectator's mind, a narrative space where we share emotions with the audience.

INSTRUCTIONS

The app will show you two different clips, pair them and try to imagine what emotion they convey once they're next to each other, then write it down on the bloc notes at the bottom of the page.

OUTCOMES By completing this exercise you will:

- Understand that the connections between images and the sequencing of them can create powerful emotions in an audience.
- Identify images which, when used in combination, will create mood and emotion.
- Apply that knowledge through the creation of a story told by sequencing images.



Studio 1 - Film Specific / Sound / **What's Going On?**

DESCRIPTION

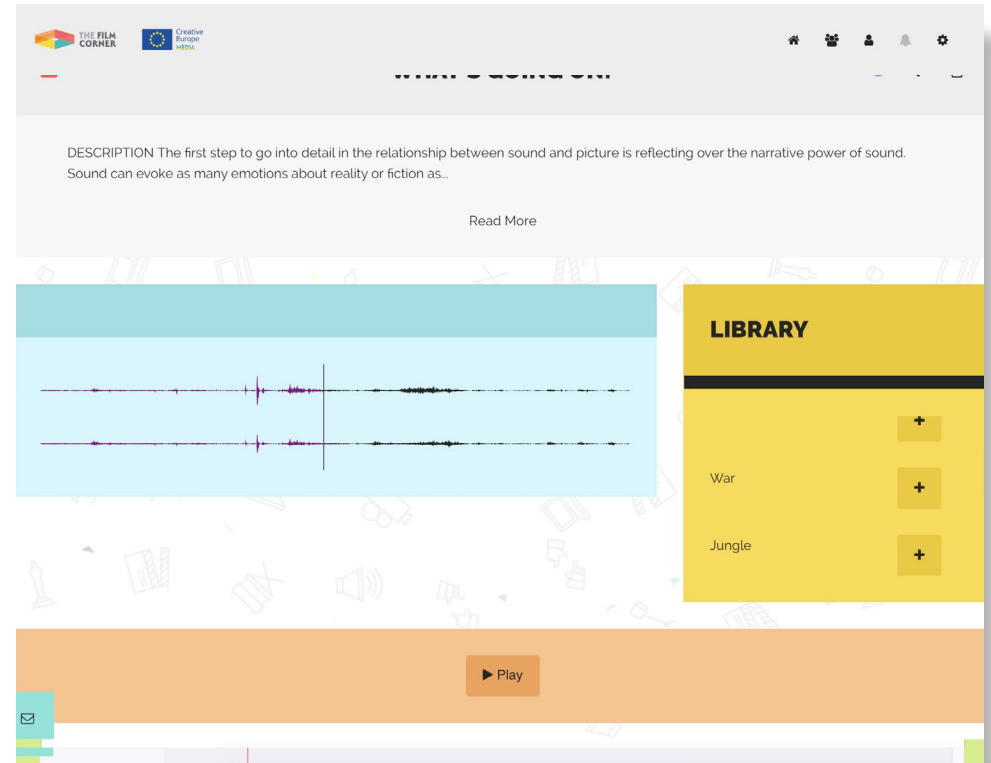
The first step to go into detail in the relationship between sound and picture is reflecting over the narrative power of sound. Sound can evoke as many emotions about reality or fiction as the visual can. Through sound we can narrate with great efficiency and make the spectator feel specific sensations and emotions. This app will allow you to do a first inquiry about such sound-specific narrative and evocative power.

INSTRUCTIONS

Choose the sound track from the library, which is made up by many different sounds linked to one another. Listen to it and try to picture what is really going on, describing it in your own words thanks to the text editor provided by the app. Eventually you can save and print your story.

OUTCOMES By completing this exercise you will:

- Develop the knowledge of how to identify a series of diegetic (on-screen) sounds
- Correctly differentiate these sounds and describe their purpose
- Demonstrate this knowledge by creating a visual story from the series of sounds



Studio 1 - Film Specific / Sound / **Sound Atmospheres**

DESCRIPTION

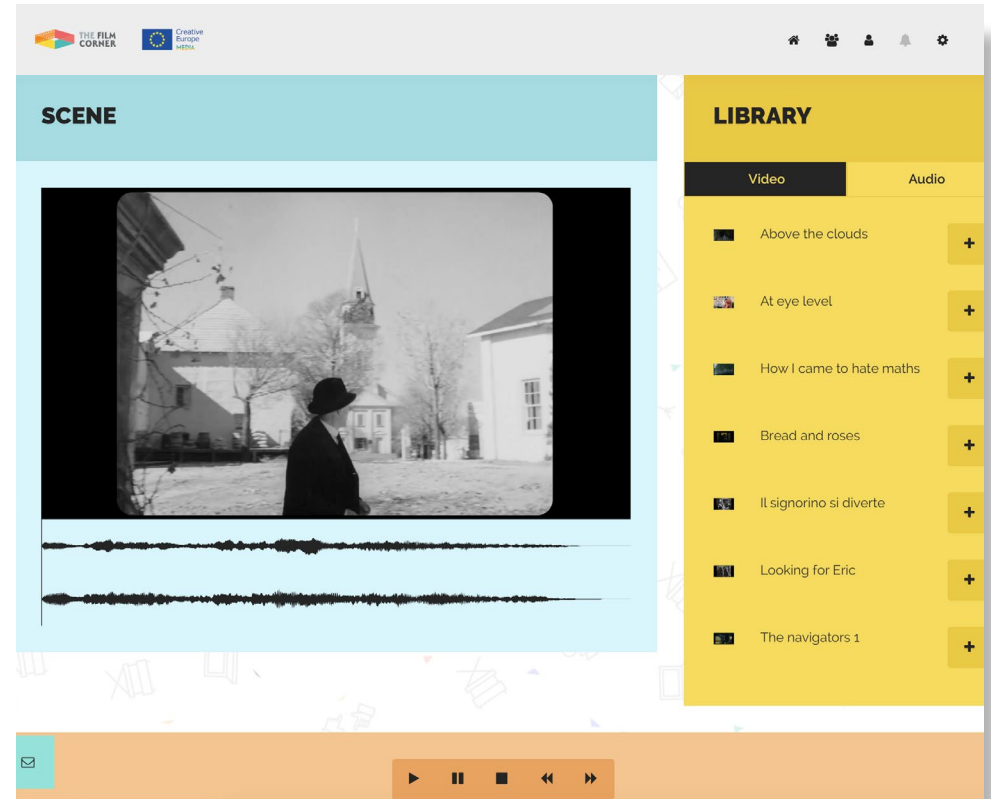
Certainly, a fundamental aspect of sound in cinema is represented by environmental sounds, all those sounds that are technically called diegetic and belong to the “world” that surrounds the characters of a film, which also extends to the off-screen realm. However, there is a world of sounds that are not diegetic: these are the so-called extra-diegetic sounds, which we hear in the movies but whose source isn't visible. In this category, the most common non-diegetic sounds can be identified in the soundtrack and in the voice-overs. With this app you are given the opportunity to explore extra-diegetic sounds.

INSTRUCTIONS

Your task is to give a soundtrack to every sequence that doesn't have one and to write in the text editor what emotions it is causing in the audience. You can choose different non-diegetic soundtracks to listen to. How does the non diegetic sound affect the ways in which you understand what is happening? In the note section at the bottom of the page you can write down the criteria and the motivations of your choices. Eventually you can save your montage and come back later to edit it.

OUTCOMES By completing this exercise you will:

- Develop the knowledge of how to identify a series of non-diegetic sounds
- Correctly differentiate these sounds and describe their purpose, and how they work alongside diegetic sound to change the mood/atmosphere for the audience
- Demonstrate this knowledge by creating a visual story from the series of sounds



Studio 1 - Film Specific / Sound / Soundscapes

DESCRIPTION

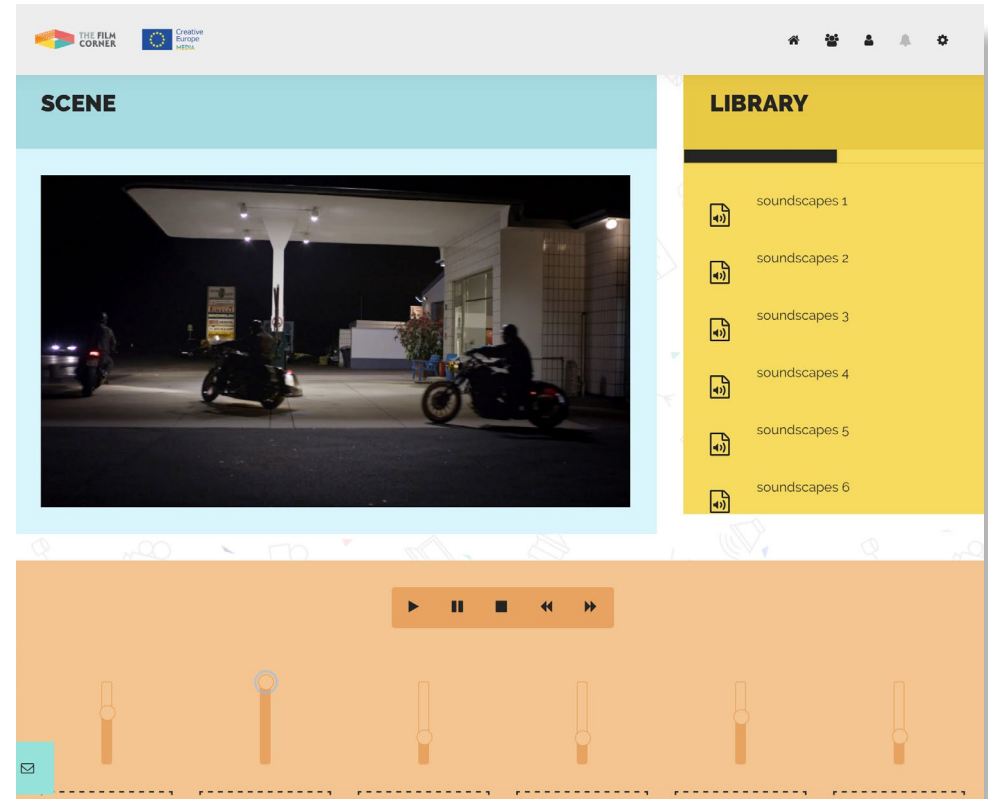
As we've already learnt, sound in cinema has a very strong narrative value because it has the ability to recount a place or a situation in a faster and more immediate way than words. In this exercise you are given the opportunity to test your own capability to associate a sound to an environment and to "build" small sound scores.

INSTRUCTIONS

In a picture gallery you will find a series of images depicting typically cinematographic environments. In a different library you will then find a series of sounds that you'll be able to associate to a specific image, adjusting the volume so to build your own soundscape. Eventually you can save your soundscape and come back later to edit it.

OUTCOMES By completing this exercise you will:

- Associate a sound to an environment.
- Develop the necessary skills to correctly tune the volume of different sounds.
- Improve your awareness towards the sound component of storytelling.



Studio 2 - Creative Studio / Warm up / **Active Parallel Action**

DESCRIPTION

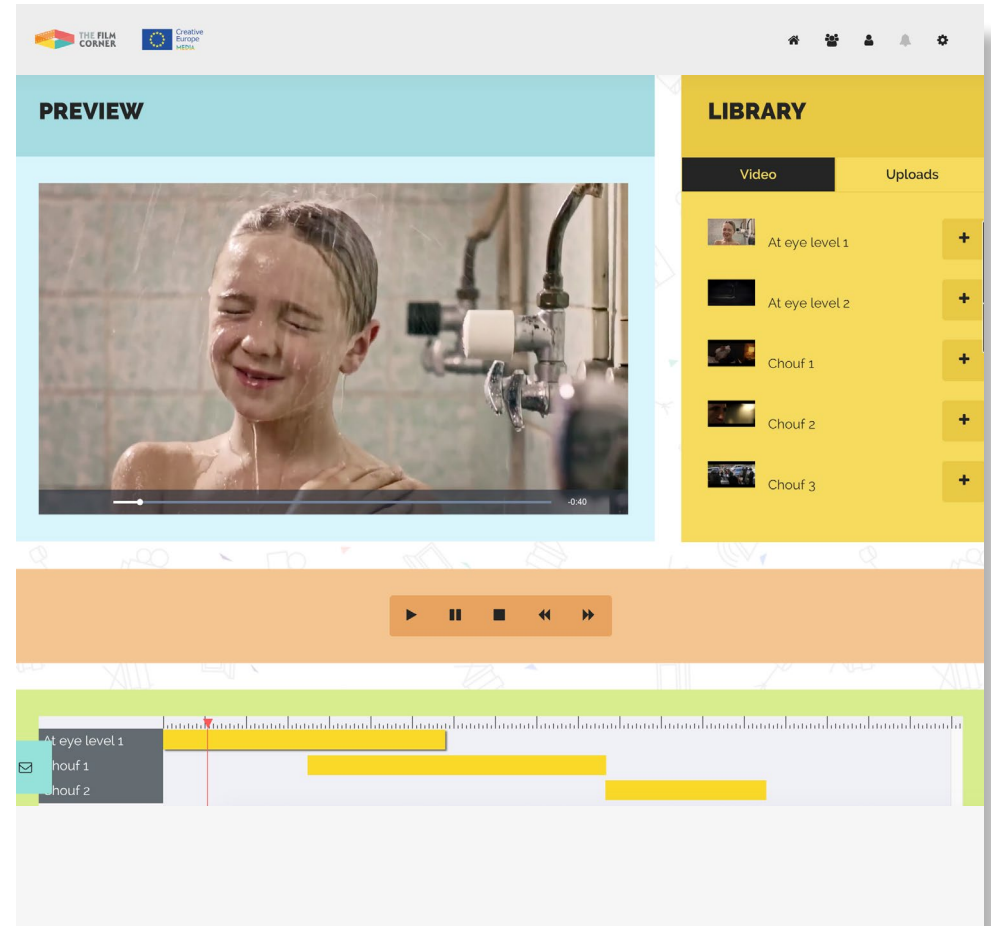
Do you remember the app you came across in the first section, the one about alternate editing? Well, in this warm-up it will be up to you to complete the sequence in alternate editing.

INSTRUCTIONS

Starting from a library of clips specifically chosen for you, you will have to choose one, picture another sequence that could go with it and combine it with the help of your teacher. For instance, if in the sequence that you have chosen there is a man drowning in a river, you will have to create a sequence that can go with it, for example a man running towards the shore to rescue him. Thanks to a simple video editor you will then be able to upload the sequence and edit it together. Eventually you can save your sequence/work and come back later to edit it.

OUTCOMES By completing this exercise you will:

- Understand how shot selection allows to sequence and tell a story.
- Identify the correct shots to tell your story.
- Demonstrate this knowledge by completing an edited sequence.



Studio 2 - Creative Studio / Warm up / **Active Offscreen**

DESCRIPTION

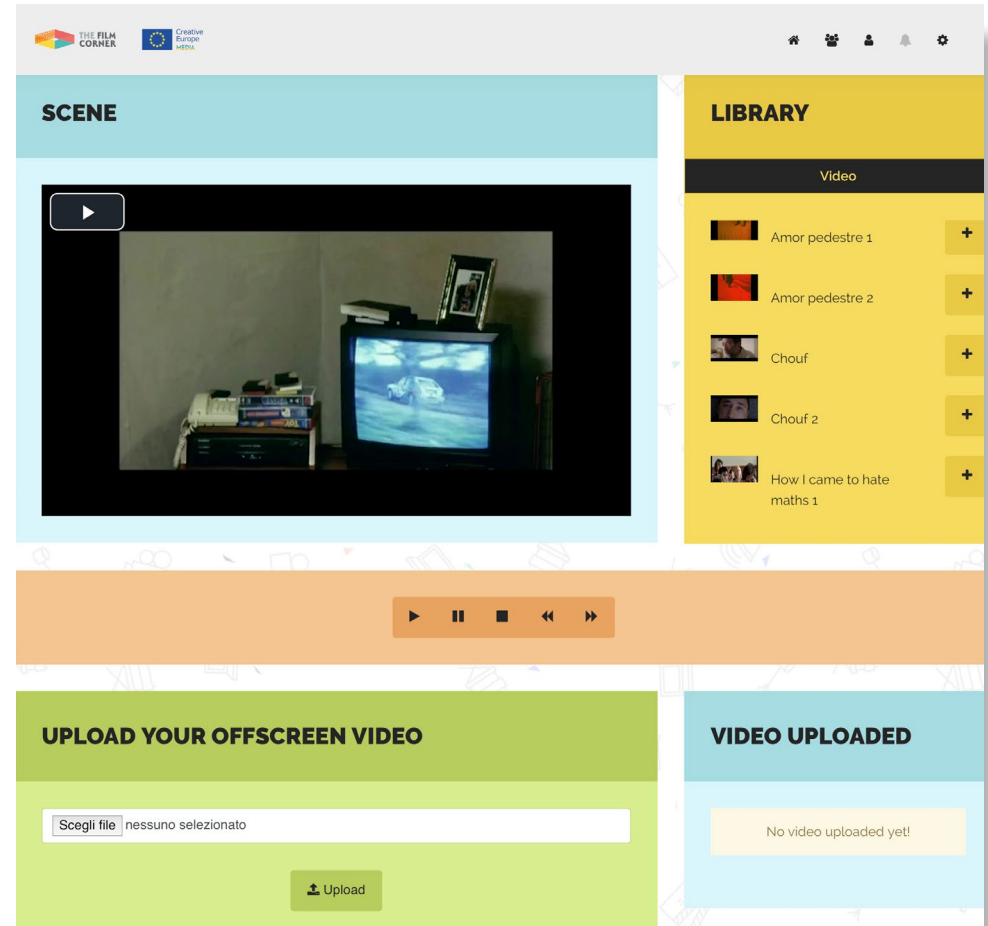
In the first studio we had the opportunity to start thinking about the concept of off-screen, meaning the relationship between the visible actions we see on the screen and the invisible ones, the ones that are still happening but the director has decided to leave off-screen. Why does a director make such a choice? When we see something happening on the screen and we know that there is something else connected but hidden going on at the same time- what emotions do we feel? This is the fundamental question at the core of this warm-up.

INSTRUCTIONS

Choosing from a library of sequences, your task will be to picture and create an audiovisual sequence that belongs to the off-screen realm of what you are watching. Thanks to a simple video editor you will then be able to upload the sequence you have created and edit it together with the one you have chosen from the library. Eventually you can save your sequence/work and come back later to edit it .

OUTCOMES By completing this exercise you will:

- Identify the role that off-screen (unseen) action can have in telling your story.
- Illustrate this knowledge through telling a story with offscreen action.
- Apply this knowledge in the creation of an edited sequence.



Studio 2 - Creative Studio / Warm up / **Sound Studio**

DESCRIPTION

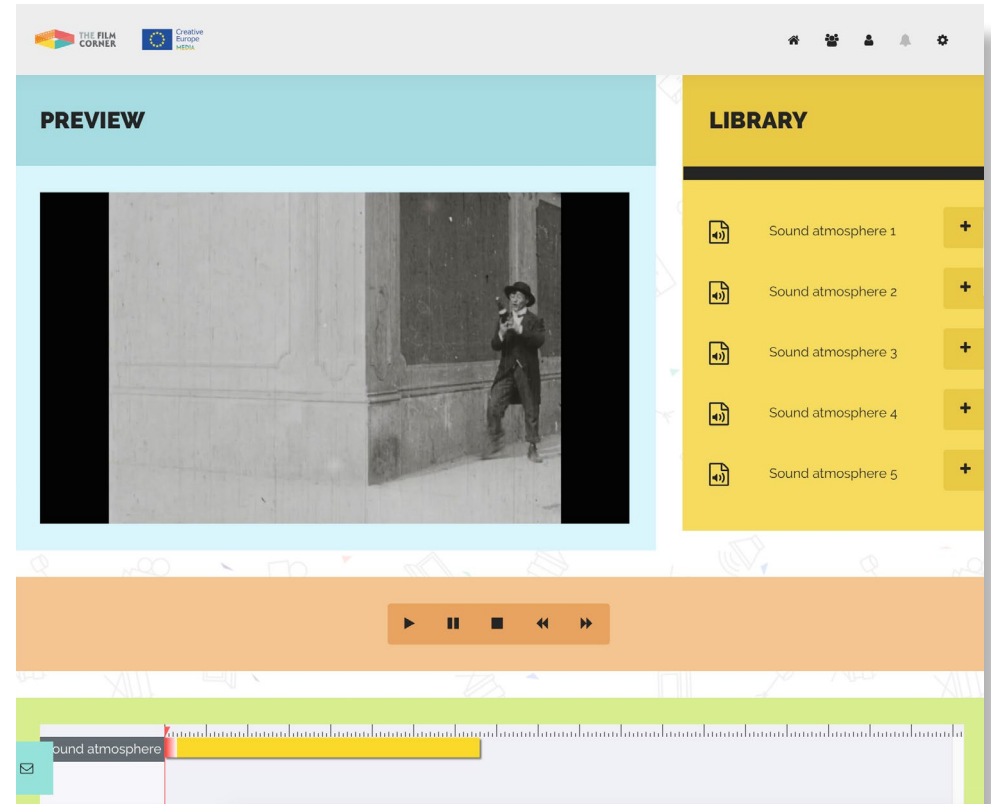
Do you remember the app you came across in the first section, the one where you had to imagine what story was hidden behind a mysterious sequence of sounds, piece it together and narrate it? Well, in this warm up you are asked to work on the opposite direction.

INSTRUCTIONS

The app will show you a different silent sequence each time you open it: build a score drawing from the broad range of sounds that you can find in the library (if you want to change the sequence, you have to refresh the page). By doing this you'll have the opportunity to entirely build the soundtrack of an audiovisual clip, adding or removing sounds and music.

OUTCOMES By completing this exercise you will:

- Understand the role that sound has in creating mood and telling story in film.
- Identify sounds and images that combine to tell a story.
- Demonstrate this knowledge by creating an edited sequence of sound and image.



Studio 2 - Creative Studio / Storytelling / **Character Building**

DESCRIPTION

What better starting point to the creation of a story if not the character? Many scripts and stories were imply born from a character whose suggestiveness brought along many possible developments, some of which have later been turned into films.

INSTRUCTIONS

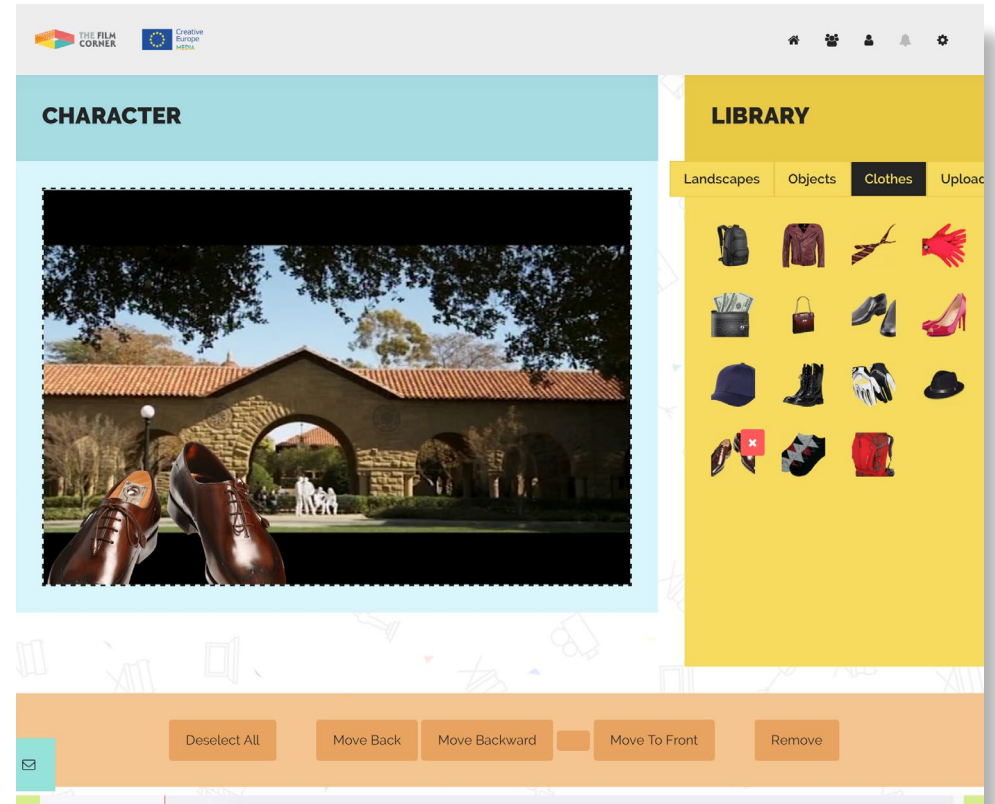
The app provides you with four “wells” you can dwell your character’s features from:

- objects;
- clothing;
- places he/she visits

Choose your favorite elements or create new ones and drag it into the main box, then match them and create your character. Use the bloc notes to describe your character combining all the selected elements, outline also its job, hobbies, personality, etc. Eventually you can save your character and come back later to edit it. You can print out the box with all your character’s elements.

OUTCOMES By completing this exercise you will:

- Understand that characters in film are multidimensional and made up through appearance, actions and emotions.
- Identify a series of character traits that will help tell your story.
- Apply this knowledge in the creation of a character for your story.



Studio 2 - Creative Studio / Storytelling / **Storytelling**

DESCRIPTION

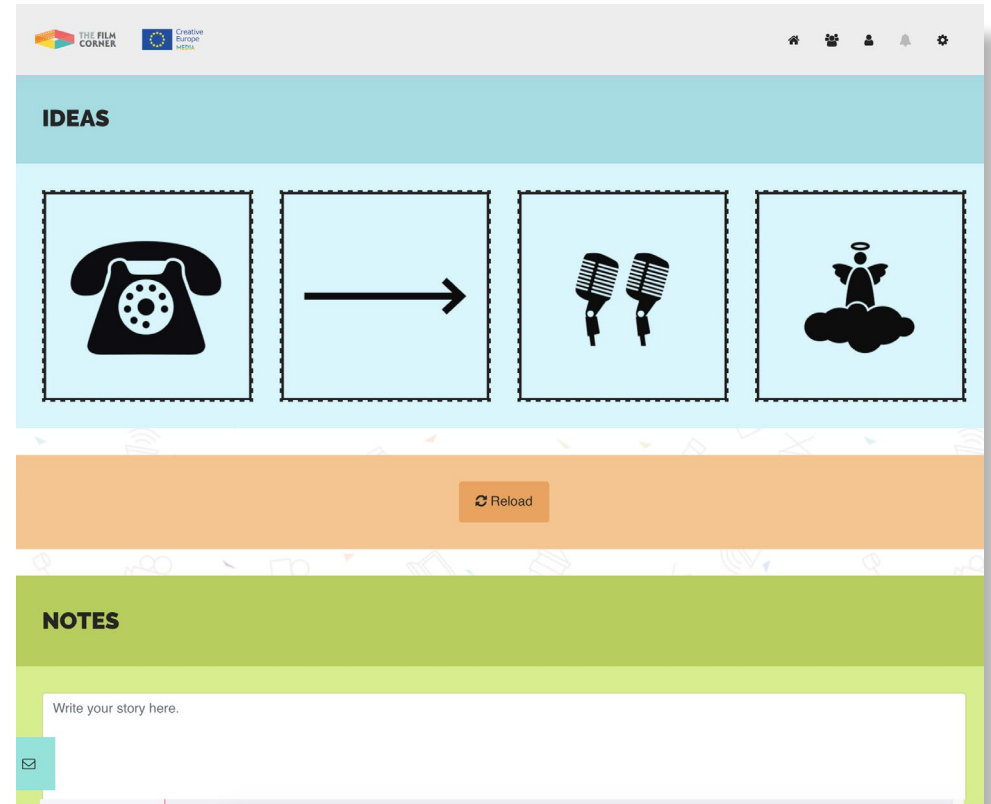
This second phase is about the creation of a story.

INSTRUCTIONS

The platform will automatically generate a sequence of pictures that you'll have to combine into a story. You'll be able to decide whether to build this story around your character or to create a new one, but what really matters is that, at the end, you'll combine these pictures into a story that you can write, save and share with your teacher and classmates. Eventually you can print it out.

OUTCOMES By completing this exercise you will:

- Understand the role that visual images play in the creation of a story.
- Develop this knowledge through the sequencing of a series of images.
- Apply this knowledge in the creation of a visual story.



Studio 2 - Creative Studio / Storytelling / **Storyboard**

DESCRIPTION

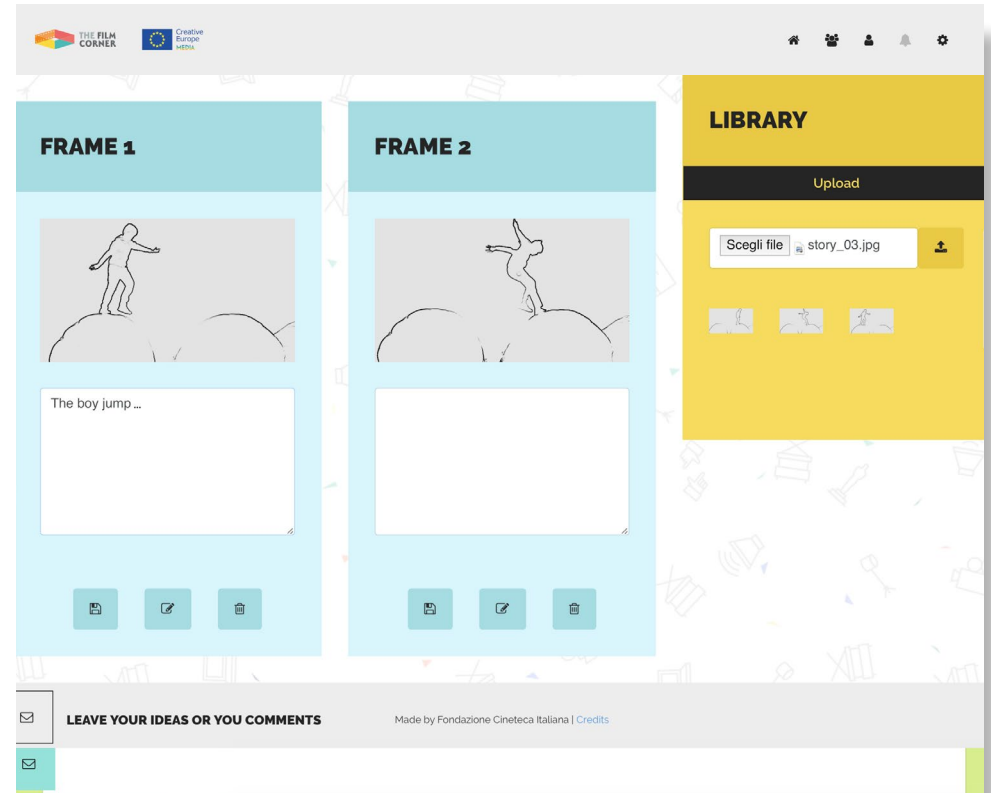
The “last act” of this didactical journey based on writing is, of course, the storyboard. From the creation of a character to that of the story and of the narration through pictures, this last app gives you the possibility to build your real narration through pictures. Do you remember the FRAME CROP app you found in the first section, where you had to enter a virtual space and “capture” your framing in order to imagine an hypothetical narrative thread that could connect all the characters in the picture? Here you’ll find something very similar, with the difference that you can’t take the images from a picture in virtual reality: in fact, you’ll have to take them from reality, from the world around you.

INSTRUCTIONS

By uploading your personal photographs or drawings, you’ll be asked to narrate your story through a maximum sequence of 10 fixed images to which you can add captions and dialogues that will represent the foundation of your story. Of course you are free to bring along the characters and stories that you have invented in the previous apps or to come up with new ones. In the end, you’ll be able to save your storyboard and share it with your teacher and classmates. Eventually you can also print it out.

OUTCOMES By completing this exercise you will:

- Identify the role of storyboarding in creating film.
- Understand the core components of a storyboard.
- Apply this knowledge in the creation of your own storyboard.



Studio 2 - Creative Studio / **My Corner Contest**

And here we are, at the peak of our journey! What could be the last step if not the realisation of a movie?

After all, what is cinema and learning about cinema if you never try to actually do it? The act of creating an audiovisual product is both the completion of a journey and the beginning of a new adventure, the moment everything you've learnt and pictured finally becomes reality: you can touch it, you can handle it, and only then can you really discover some of its secrets.

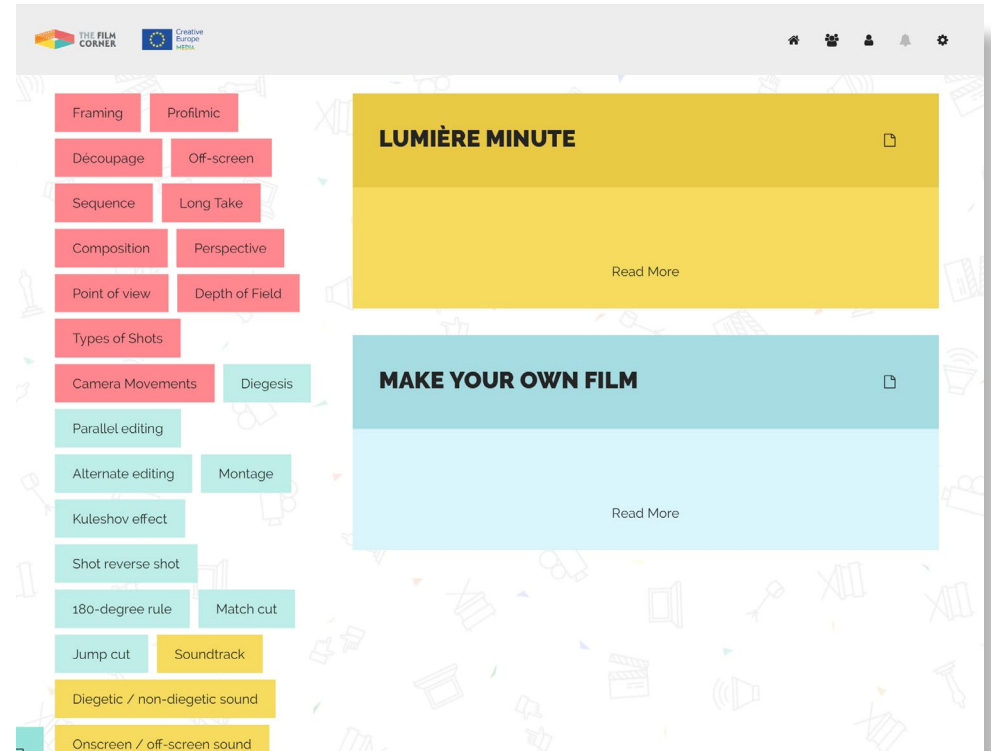
In this last section of the portal you are asked to take part in a contest that we've specifically created for the platform, which will allow you to express your creative talent.

MY CORNER CONTEST

Describe a corner through sound motion pictures: it can be a corner of your home, of your neighborhood, of your school or your workplace or, figuratively, a corner of your life, of your family, of those you care about, of your desires.

You will be given the chance to create two different types of audiovisual products:

- A shortcut of a maximum duration of 3 minutes, which you'll be free to upload in the "Make your own film" section, adding a brief description to it.
- A Lumière minute, to be inserted in the section by following the rules given (see text).



Accessibility and networking

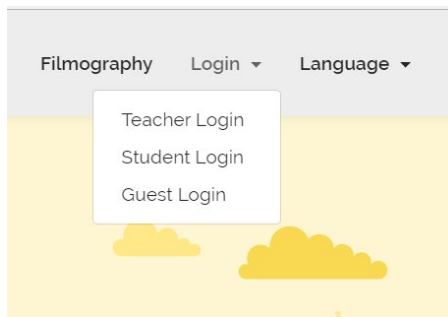
The Film Corner platform is accessible through three types of account.

Teacher

Student

Guest

You can select your account through the "Login" window at the top right of the homepage:



TEACHER ACCOUNT

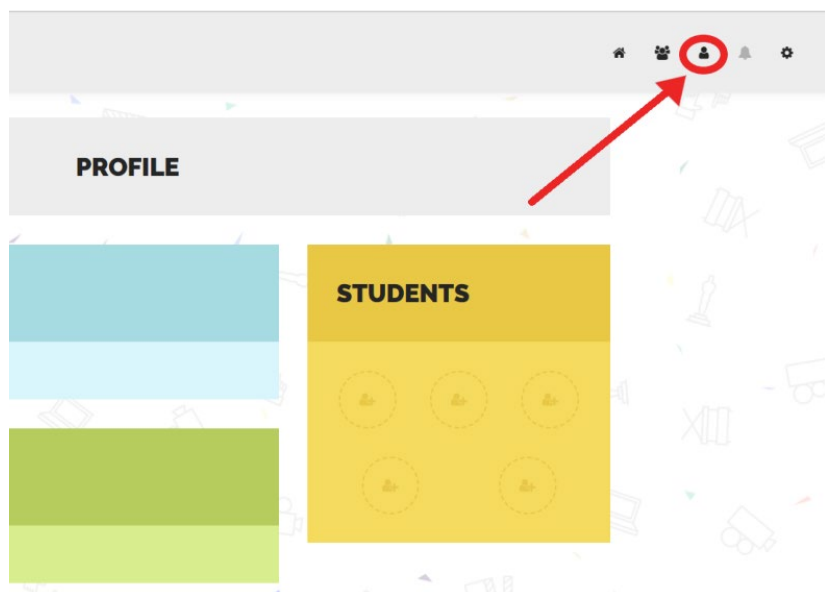
Through the teacher account you can:

- 1) Create student accounts;
- 2) View the activities the students chose to share with their teacher;
- 3) Share the audiovisual products created by the students together with the other classes taking part in the project.

1 - How to create student accounts

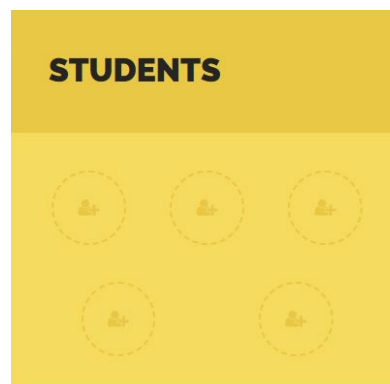
FIRST STEP:

Access the profile page by clicking on the "Profile" icon on the top right.



SECOND STEP:

Click on the "+" button within the yellow "Students" panel.



THIRD STEP:

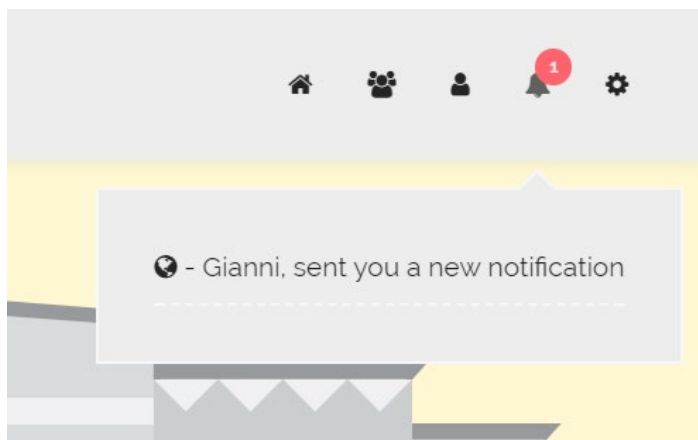
Write the student's name, his/her email address and a password chosen by the student, then click on "Save"

A screenshot of the form used to create a new student account. The form is titled 'STUDENTS' in bold black letters at the top left, and there is a close button (an 'x' icon) at the top right. The form contains three input fields: 'Name', 'E-mail', and 'Password'. Each field has a white input box. At the bottom right of the form, there is a yellow button with a floppy disk icon and the word 'Save'.

2) How to view the activities that have been done, saved and shared by the students.

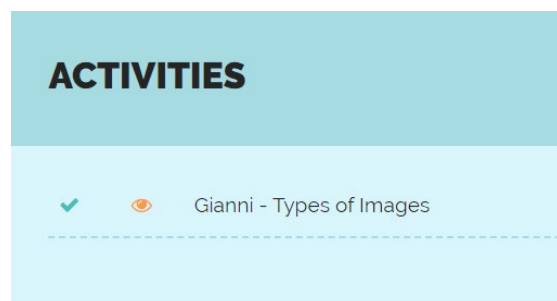
FIRST STEP:

As soon as a student decides to share his/her content with the teacher, the latter will receive a notification that will appear next to the “Notifications” icon on the top right.



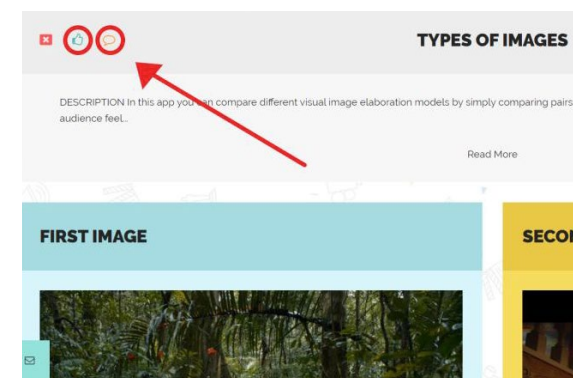
SECOND STEP:

The student's activity is now visible within the “Activities” panel on the teacher's profile page. The teacher will be able to open the activity at any time and to view its content by clicking on “Open”.



THIRD STEP:

After opening the student's activity, the teacher will be able to either approve the activity through the thumb-up icon on the top left or to comment on it through the window that will appear at the bottom of the page after having clicked on the cloud icon.



3) How to share your students' activities with the other classes taking part in the project.

FIRST STEP:

After having opened the student's activity through the specific icon, the "Share" option will appear next to the activity's name in the "Activities" section of your profile page.



Right after having clicked on "Share", the activity will promptly appear both in the "Network" section of your profile page ...

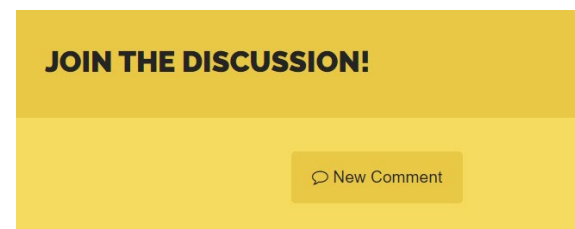


.... and on the "Network" page. The activity will now be visible to all of the project's participants, together with the other apps shared by the other teachers.



SECOND STEP:

Users will be able to comment on the activities you shared through the window at the bottom of the page.



Student account

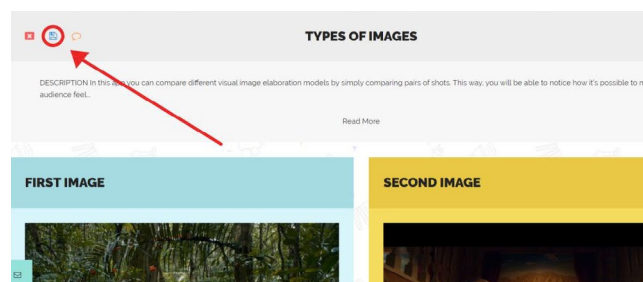
Student account can:

- 1) Save the completed activities;
- 2) Share the completed activities with the teacher.

1) How to save the completed activities.

FIRST STEP

Once the activity is completed, you can save it by clicking on the light blue icon on the top right.



SECOND STEP:

Insert a title for your activity.

SAVE CONFRONTA LE IMMAGINI

Titolo:

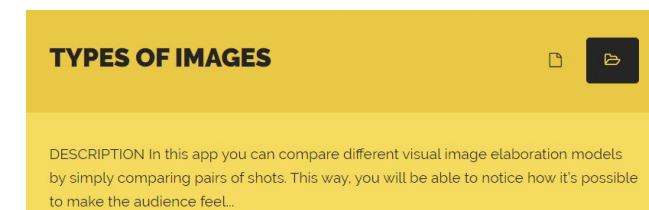
Confronta le immagini di Gianni

The activity will be saved. You can save a maximum of 5 sessions per application.

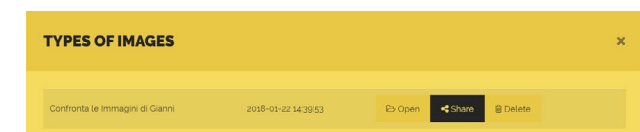
2) How to share your activities with your teacher.

FIRST STEP

Once you have saved your activity you will be able to access everything you have saved through the specific icon on the top right of each activity's panel.



Now you can move the arrow on the name of the activity that you wish to share and click on "Share".



From this moment on your teacher can approve it, comment on it and, eventually, share it on the network and make it visible to all the other users taking part in the project.

