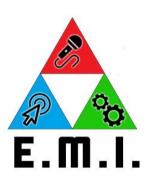
# SCHOOLS n' CINEMA

Collège les Perrières - Annonay







Getting students into cinema Connecting the schools to cinema festivals



# SCHOOLS n' CINEMAS

Collège les Perrières - Annonay

# **SUMMARY**

1. FILM STUDY: PREVIEW & REVIEW STRATEGIES

2. QUALIFY A FILM: BASICS

3. QUALIFY A FILM: COMMON FILM GENRES

4. QUALIFY A FILM: FILM TOPICS & SUB-TOPICS

5. CHARACTERIZATION: BASIC

6. CHARACTERIZATION: JUNGIAN ARCHETYPES

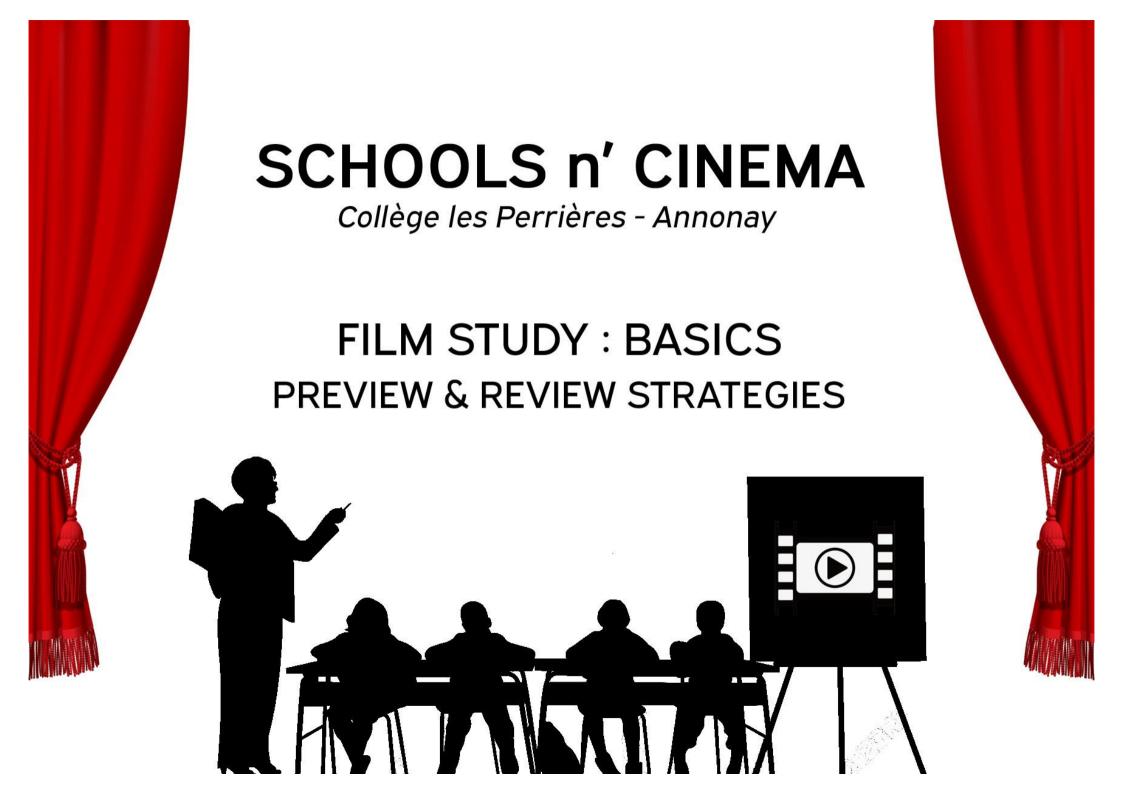
7. CHARACTERIZATION: D&D ALIGNEMENT CHART

8. REVIEW: PLOT SUMMARY

9. REVIEW: TECHNICAL ASPECTS

10. REVIEW: VIDEO EXTRACT STUDY





# ANTICIPATE ON: the genre, the tone, the characters, the plot



**SOUND EXTRACT** 



TITLE



QUOTE LIST (who says that ?)



STILL FRAMES (with an odd)



TEXT EXTRACT (play it)













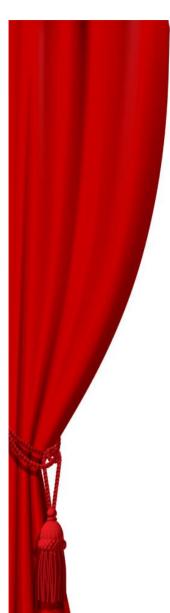
**TRAILER** 



**WRITTEN REVIEW** 

POSTER CHARACTER LIST

AFTER THE FILM: check the information



### **REVIEW STRATEGIES**





**CHARACTERIZATION** 

**GENRE, STYLE, TOPICS** 



**PLOT SUMMARY** 



**TECHNIQUE** 



**QUOTE STUDY** 



FRAME STUDY



### POTENTIAL OPENING



REPLAY A SCENE MAKE A POSTER





**MAKE AN ANTHOLOGY** 



**WRITE A REVIEW** 

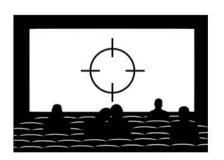


**MAKE A TRAILER** 





DEBATE, COMPARE, SUPPOSE

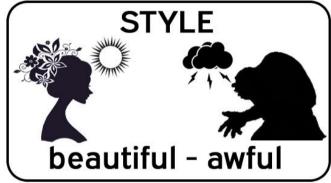


FILMS I'D LIKE or ADVISE TO SEE







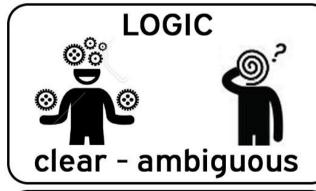
















# # FILM 1





awful +



thrilling ++



boring -



# # FILM 2



fantastic +



clever ++



thrilling -



exciting ++

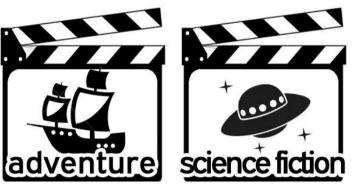


funny +



































































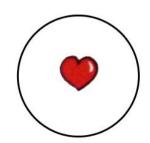
















































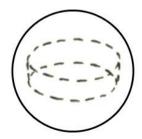
















society, family relations, social groups, friendship social codes, criminality, differences, psychology, identity, communication



**Environment issues** 

employment, ecology, social troubles, disasters, humanitarian causes, health agriculture, animals, territory



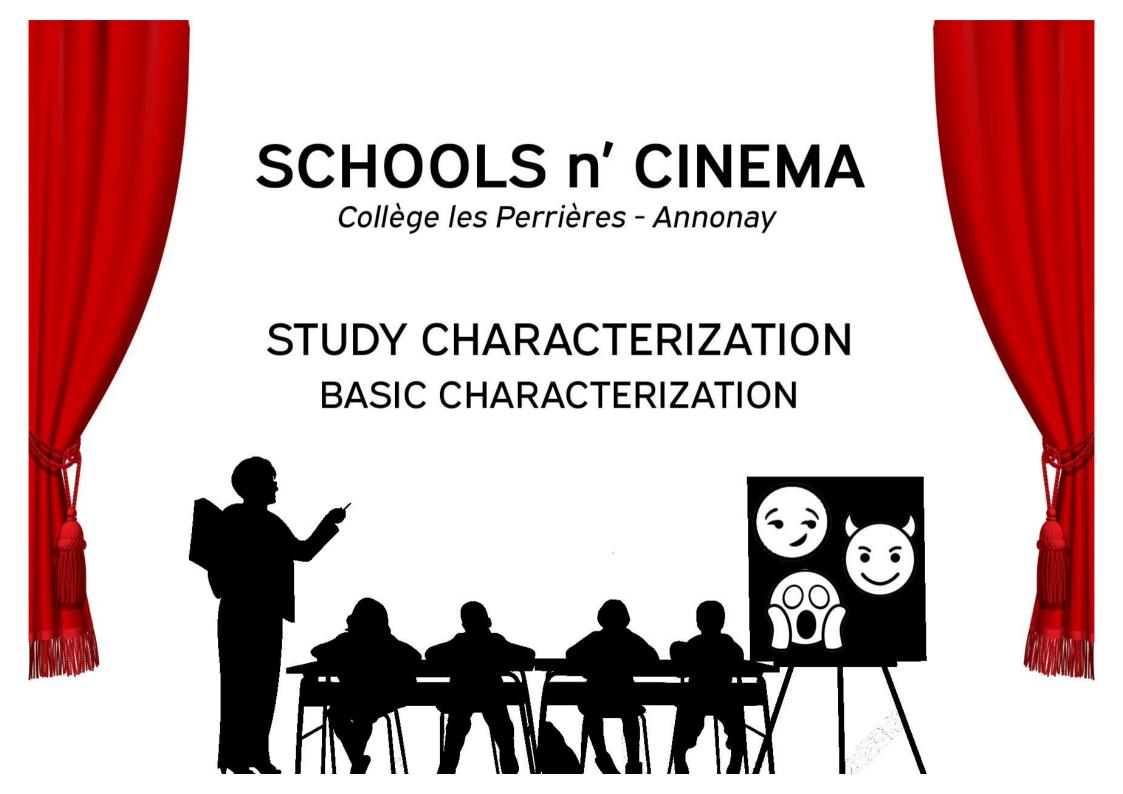
Strategic issues

the media, police, army, (in)justice, religion, education, science, technology, economy, business, politics, history

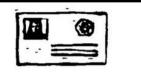


**Creative issues** 

music, arts and literature, hobbies, sports, gaming, food, travel, fashion, the future, sexuality

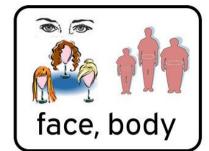






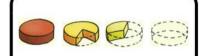
name, age, origins, job











hobby, routine



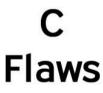
likes, best friends



special capacity



code of conduct







hates, enemies



incapacity, handicap



terrors, obsessions



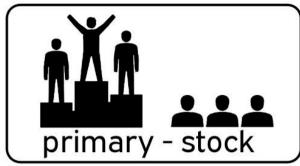




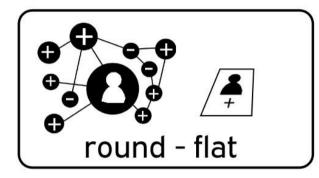




### **CHARACTER TYPES**

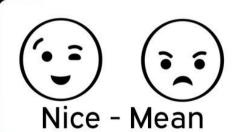




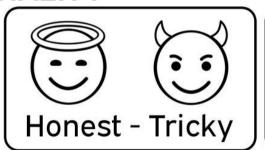




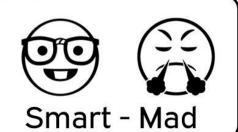
# **PERSONALITY**









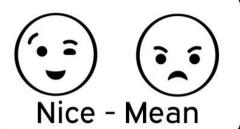




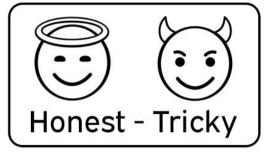




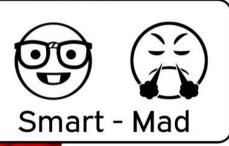
### **PERSONALITY**

















# **NOW PLAY ROLES!**

MAKE GROUPS OF 2 STUDENTS WITH A LINE OF DIALOGUE

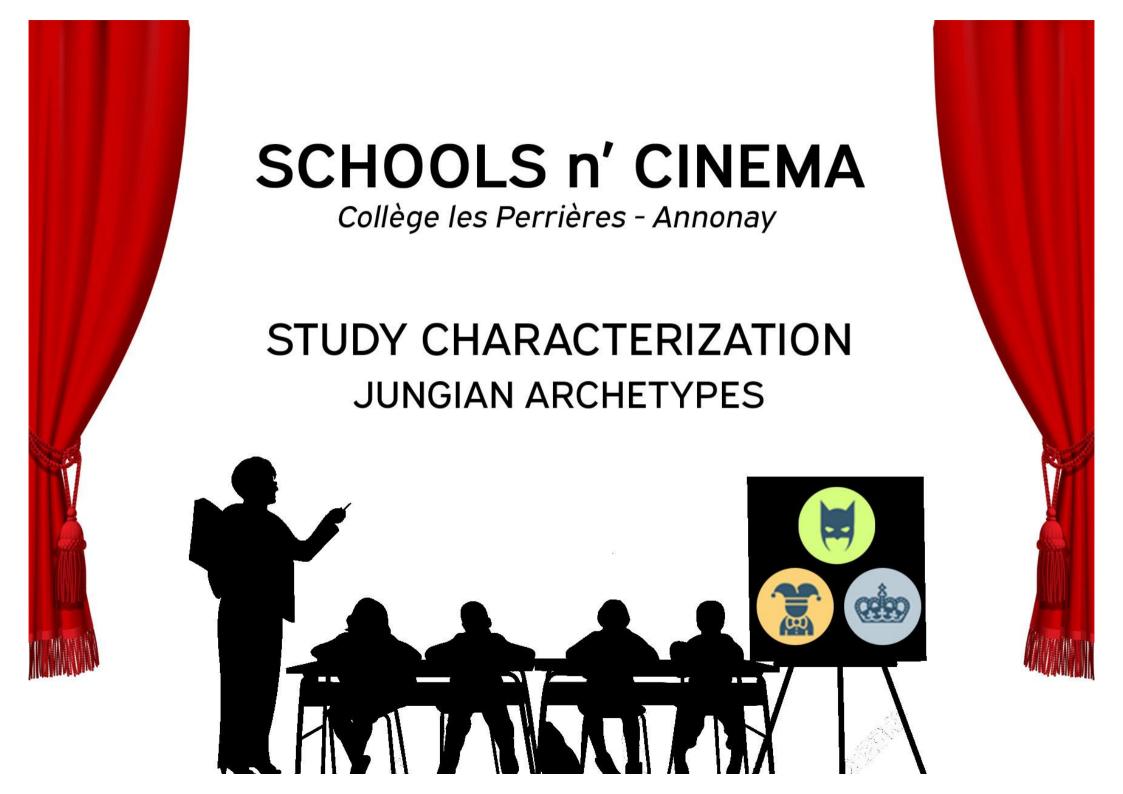


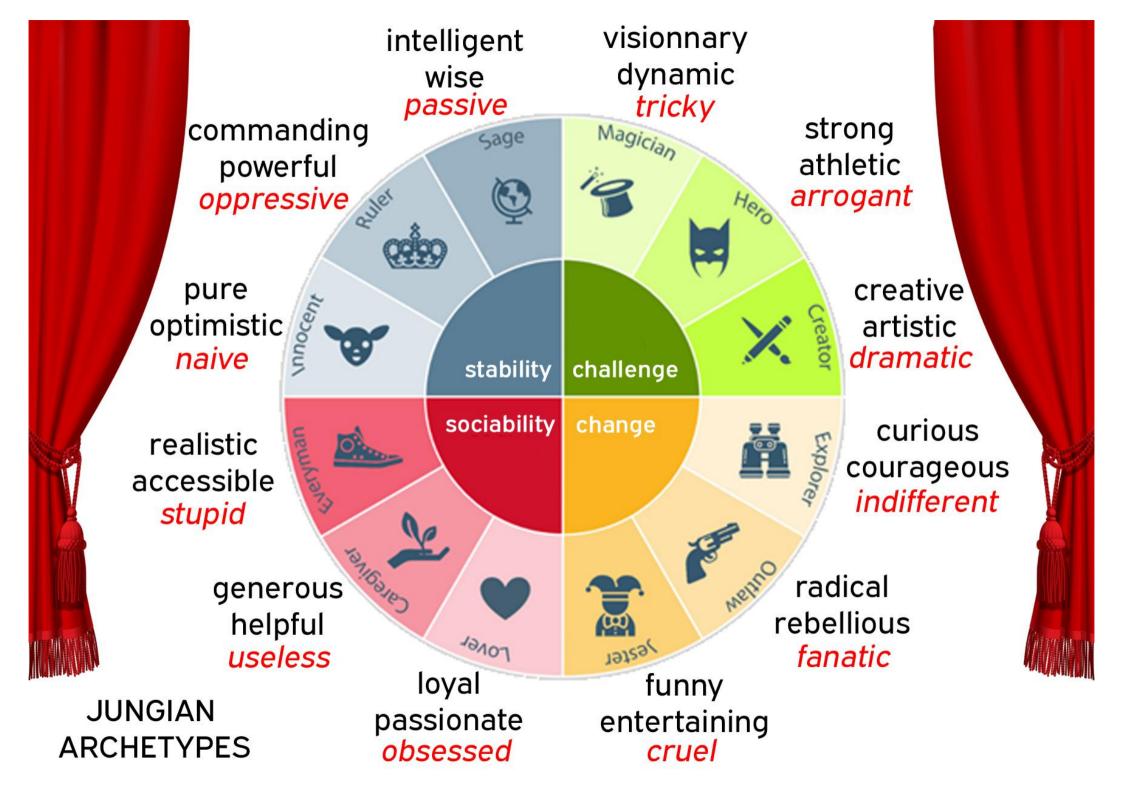
I LOVE YOU!

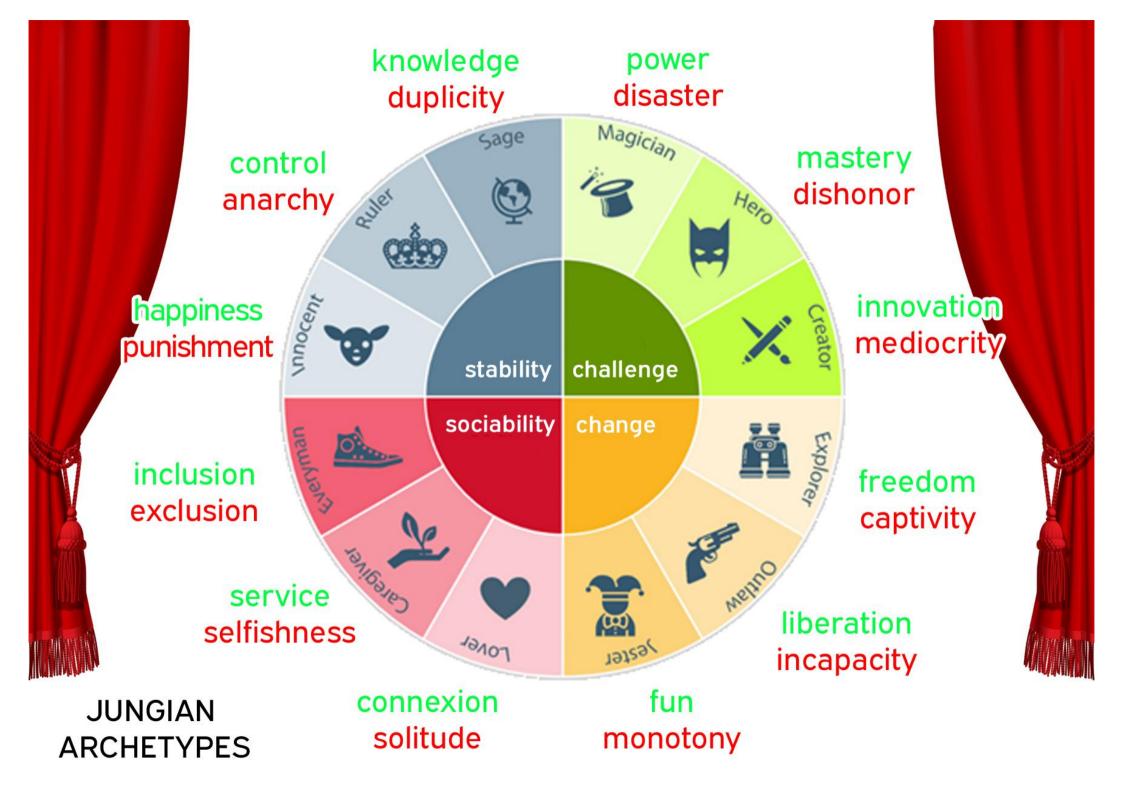
GOOD MORNING!

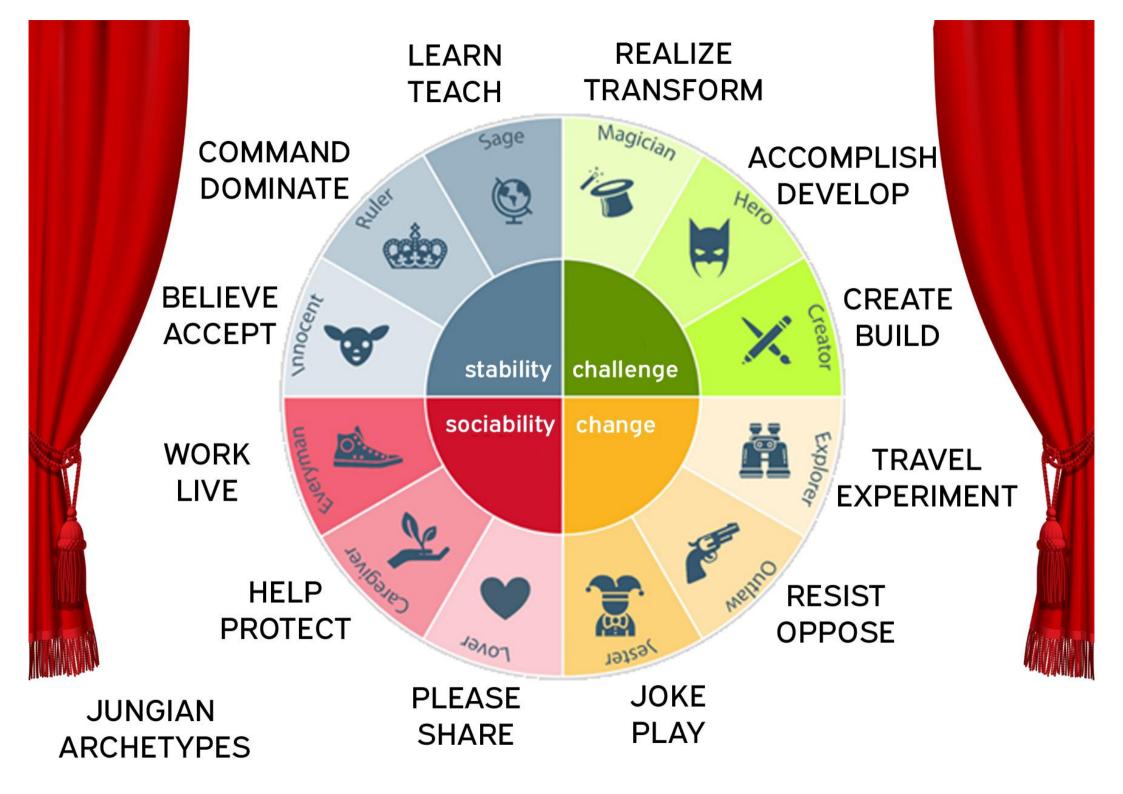




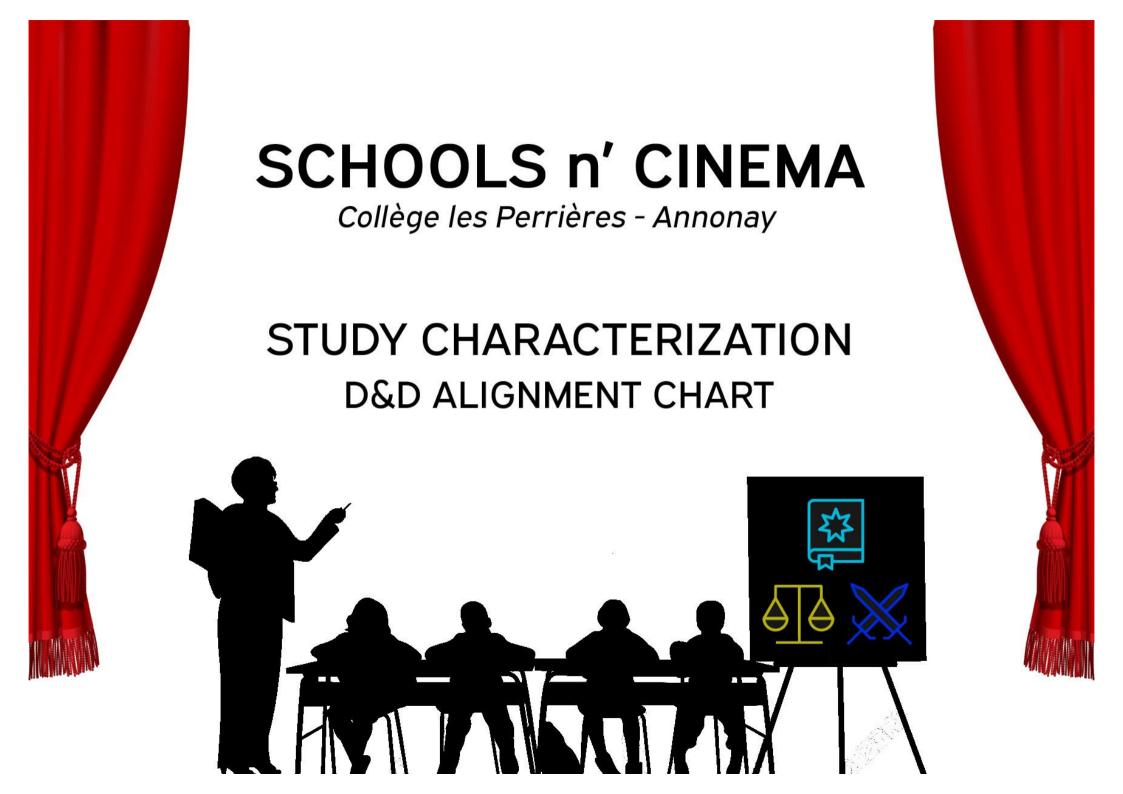


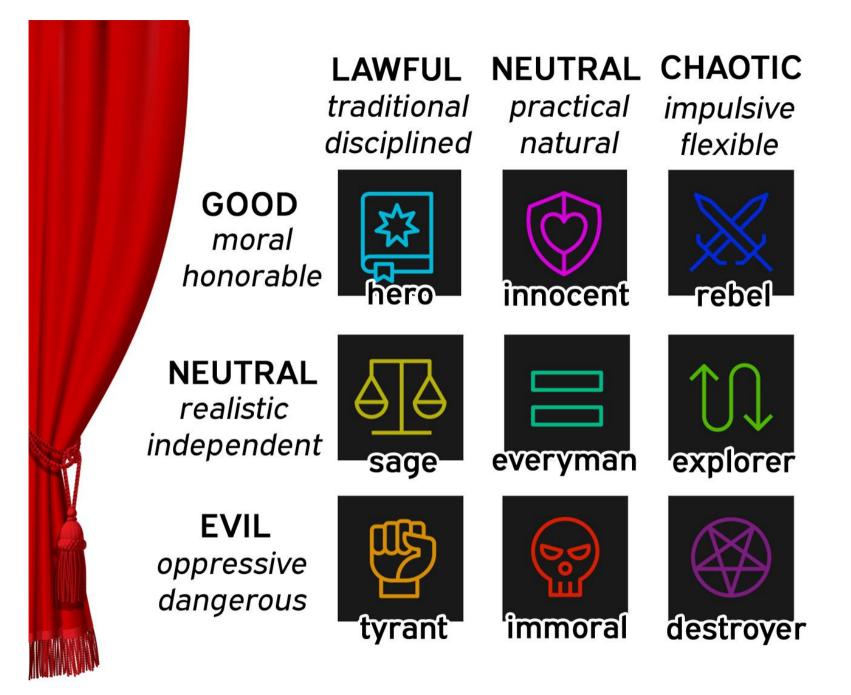




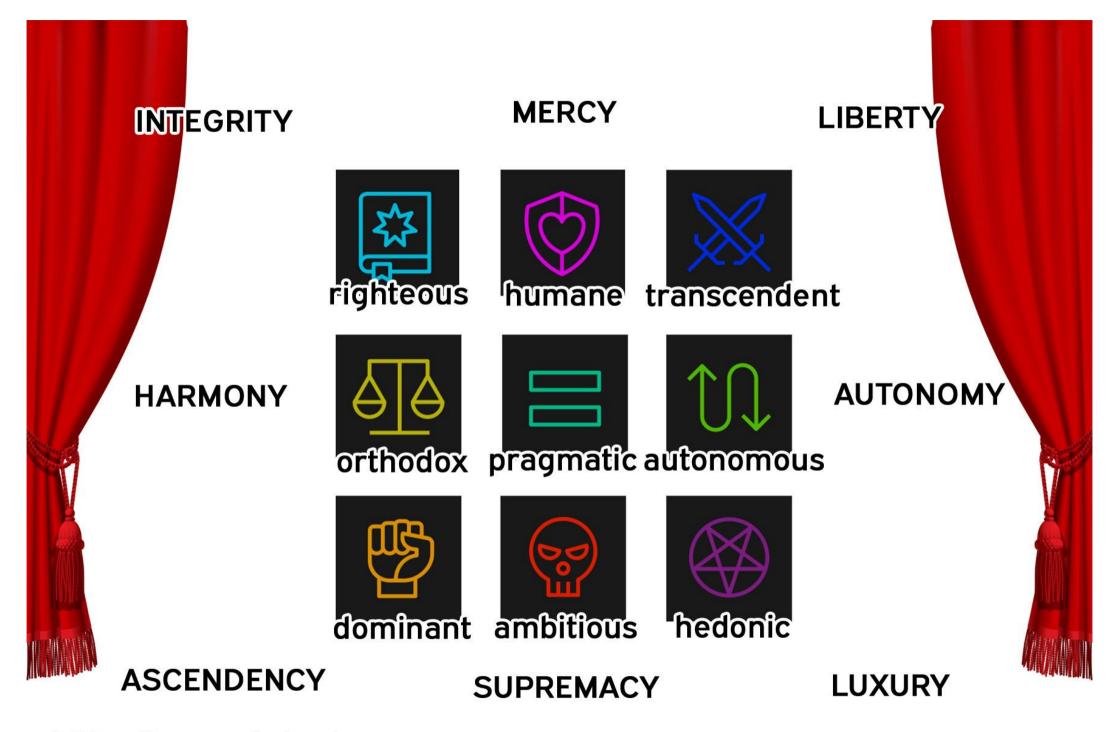




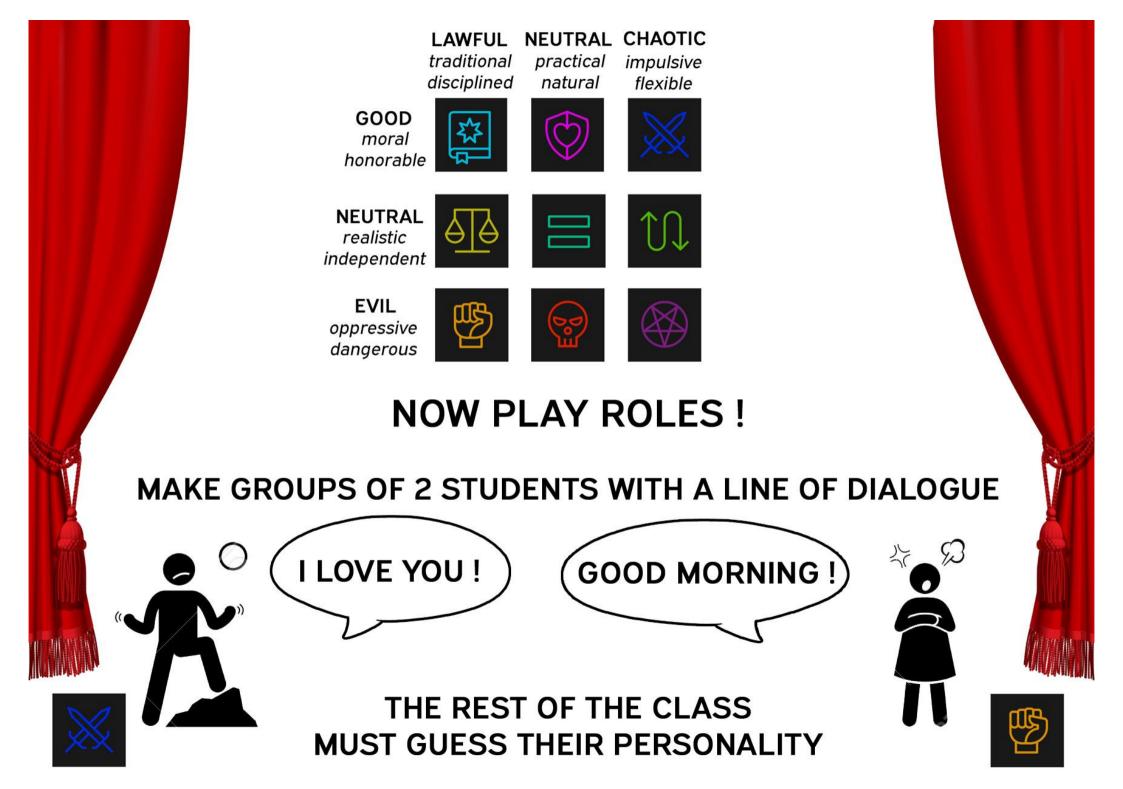




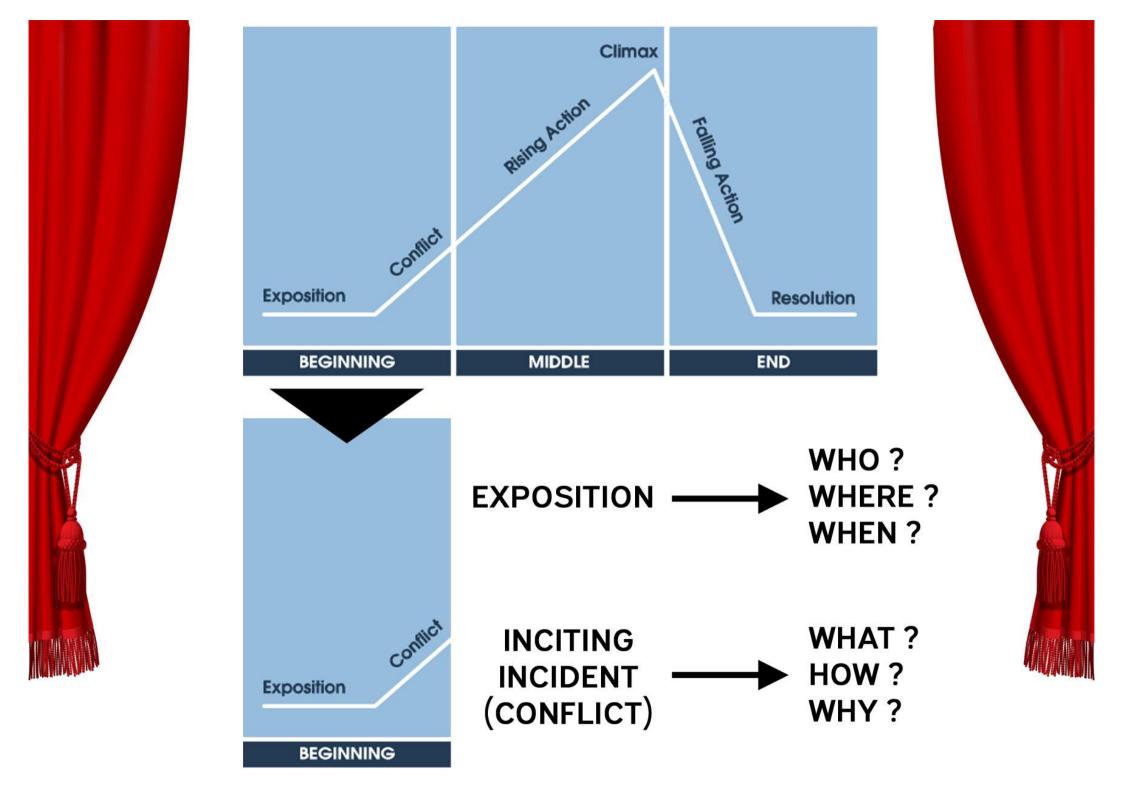




D&D alignment chart





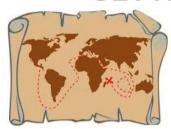


# **EXPOSITION**

WHO?
CHARACTERIZATION



THERE IS THERE ARE ... WHERE? WHEN?
SETTING



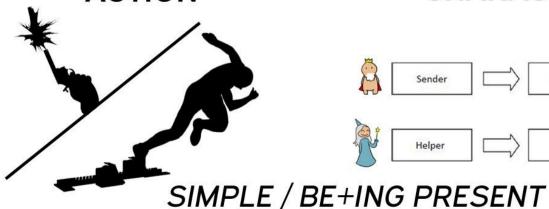


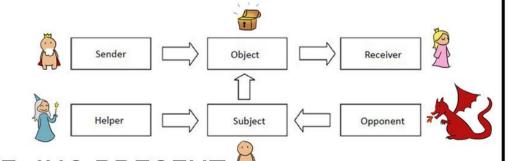
THE ACTION
TAKES PLACE ...

# **INCITING INCIDENT**

WHAT? HOW?

WHY?
CHARACTERIZATION





# STANDARD CHARACTER ACTIONS

**ACTIVE** 













Observe - Think - Feel

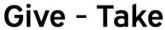




Block - Stand by



Arrive from - Go to

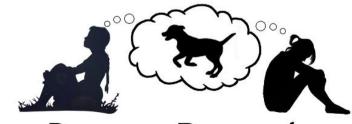






Wait - Sleep

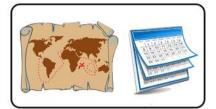




Dream - Remember



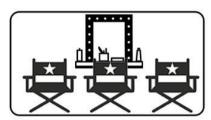
# THE TECHNICAL ASPECTS OF THE FILM GOOD OR BAD? INTERESTING OR NOT?



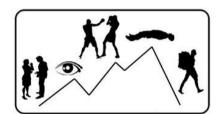
the setting (place, period of time) their relations



the characters



the casting the acting



the plot the rythm



the artistic quality



the topic(s) the message











the image - the sound - the light - the music - the special effects

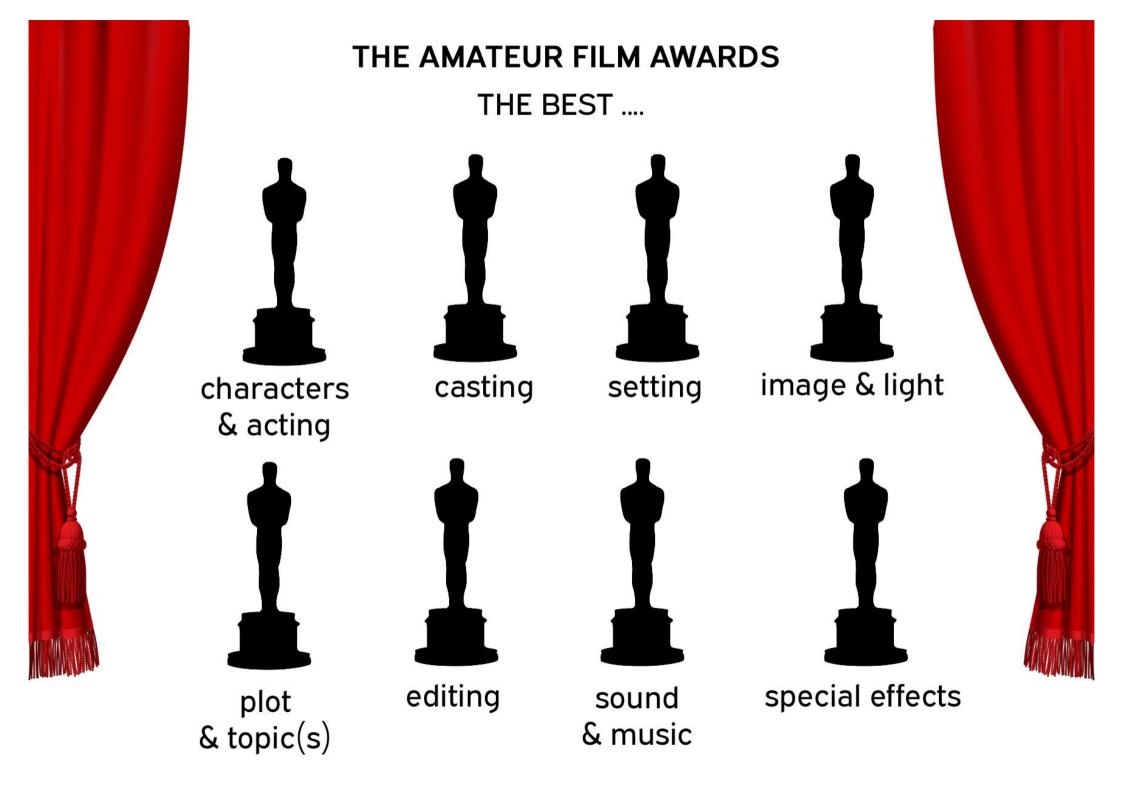








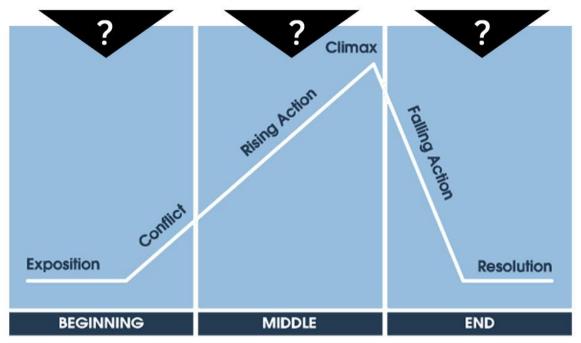
the editing - the framing - the splices - the movement







# A) SITUATE THE PASSAGE...



B) CHARACTERS & SETTING: WHO? WHERE? WHEN?







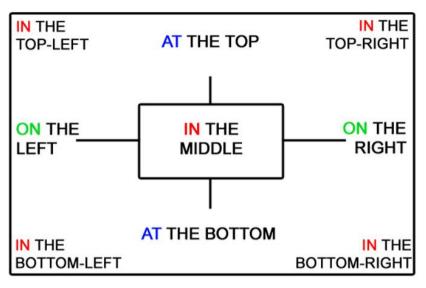


C) ACTION: WHAT? WHY?

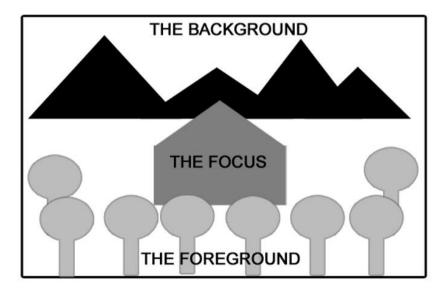




# **PICTURE ANALYSIS**



PICTURE DIVISION

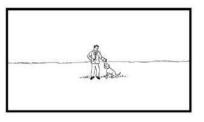


PICTURE PERSPECTIVE





### **BASIC SHOT TYPES**



## **EXTREME LONG SHOT**

> Establish the scene & setting



# **LONG SHOT**

> Show the general action (full body)



# **MEDIUM SHOT**

> For specific interactions (part of the body)



## **CLOSE-UP**

> Show character emotions & details



### **EXTREME CLOSE-UP**

> For a very specific detail (supernatural view)

# **CAMERA ANGLES & MOTION**



eye level shot (normal)



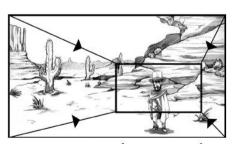
low angle shot (dominating)



high angle shot (dominated)



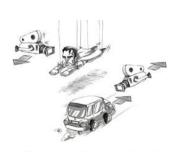
over the shoulder shot (discussion)



zoom in (dolly in) zoom out (dolly out)



pan / tilt shot (panoramic)



tracking shot (travelling)



crane shot



follow shot