

OUR WORLD SCHOOL VISIT 2



OUR WORLD

SEET



2022-23



LAST SESSION RECAP...



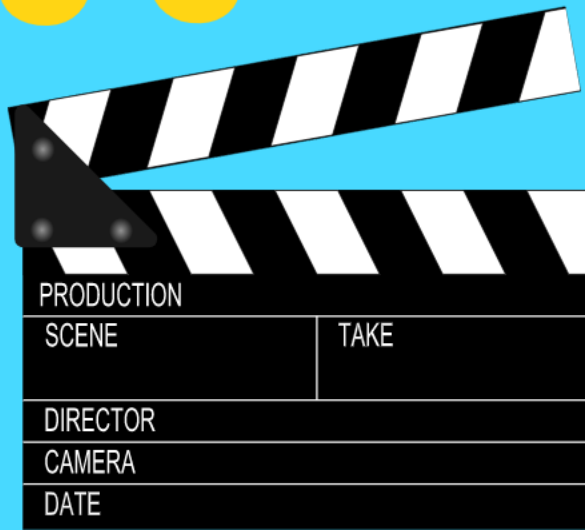
Last time, we looked at...

- An overview of SEET
- An overview of the Our World project, a project timeline, and what it's like to take part
- Introduced the S.D.G.s
- Some previous Our World films
- How you can access resources to help you
- What is required to take part in Our World (storyboard and audio/video clip explaining your idea)

OUR WORLD PROJECT

SCHOOL VISIT AGENDA

- 1 Camera Shot Directory
- 2 Camera angles / framing techniques
- 3 Camera Angle Quiz
- 4 What is a storyboard?
- 5 Storyboard Task
- 6 Practice storyboard
- 7 Our World Checklist
- 8 Resources
- 9 Questions



WHAT ARE THE UN SDGS?

- The UN Sustainable Development Goals, a.k.a. SDGs or the Global Goals, are 17 interlinked global goals which are designed to make the world a better place.
- They were set up in 2015, and the aim is for them to be achieved by 2030.
- The 17 Goals are broad, but each Goal has been given a set of targets to make sure each country is doing what they can to achieve the Goals.





SUSTAINABLE DEVELOPMENT GOALS

17 GOALS TO TRANSFORM OUR WORLD

1 NO POVERTY 	2 ZERO HUNGER 	3 GOOD HEALTH AND WELL-BEING 	4 QUALITY EDUCATION 	5 GENDER EQUALITY 	6 CLEAN WATER AND SANITATION
7 AFFORDABLE AND CLEAN ENERGY 	8 DECENT WORK AND ECONOMIC GROWTH 	9 INDUSTRY, INNOVATION AND INFRASTRUCTURE 	10 REDUCED INEQUALITIES 	11 SUSTAINABLE CITIES AND COMMUNITIES 	12 RESPONSIBLE CONSUMPTION AND PRODUCTION
13 CLIMATE ACTION 	14 LIFE BELOW WATER 	15 LIFE ON LAND 	16 PEACE, JUSTICE AND STRONG INSTITUTIONS 	17 PARTNERSHIPS FOR THE GOALS 	 SUSTAINABLE DEVELOPMENT GOALS



CAMERA SHOT DIRECTORY (1/2)



1. Framing Techniques



Below is a directory of the different types of framing techniques you may want to use in your film to do things like establishing character and setting, or expressing emotion, for example.



EXTREME LONG SHOT (ELS): emphasises location or isolation; can be used as an **ESTABLISHING SHOT** at head of scene to establish location

LONG SHOT (LS): highlights background or onlookers while keeping subject in plain sight

FULL SHOT (FS): highlights costume or shows multiple characters at once

MEDIUM SHOT (MS): good for dialogue scenes

CLOSE-UP (CU): reveals emotions and reactions; intensity

EXTREME CLOSE-UP (ECU): emphasis on smaller details; pulls attention to importance; intensity

CAMERA SHOT DIRECTORY (2/2)



2. Camera Angles



Below is a directory of the different types of camera angles you may want to use in your film to make your character seem more intimidating or powerful, for example.



EYE LEVEL ANGLE: mimics how we see people in real life

LOW ANGLE SHOT: makes subject appear larger and more dominant

HIGH ANGLE SHOT: makes subject appear smaller and weaker

WORM'S-EYE SHOT: highlights what is happening on the ground

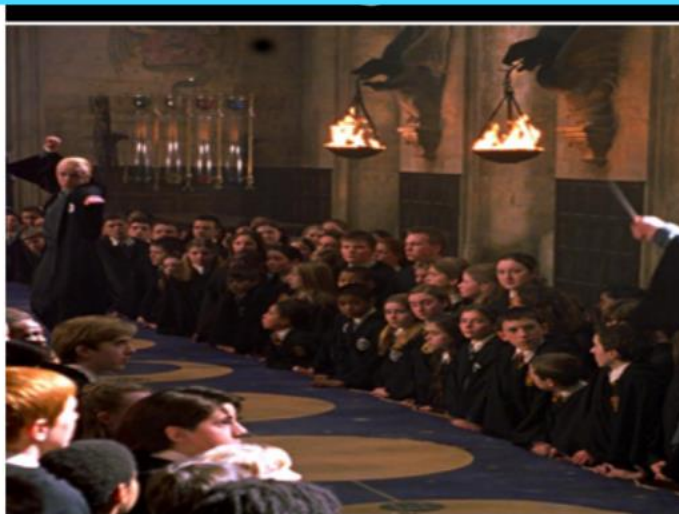
BIRD'S-EYE SHOT: creates a sense of scale and movement, or acts as God's eye looking down from Heaven

DUTCH ANGLE SHOT: creates disorientation (like someone's ill – or drunk!)

CAMERA FRAMING



full shot



close-up



extreme close-up



**USE THE
CAMERA SHOT
DIRECTORY
TO HELP**

CAMERA ANGLES

eye-level angle



low angle shot



high angle shot



bird's-eye shot



Dutch angle shot



USE THE
CAMERA SHOT
DIRECTORY
TO HELP

CAMERA ANGLES



- Very popular type of camera angle - placed at eye level.
- The way you would see it with your own eyes if you were there.
- Makes a scene look realistic, or to make the viewer feel like they are right there with the actors.



CAMERA ANGLES



- Camera looks down on the character from above.
- Makes a character look vulnerable
- Can show a contrast of power.
- Also makes a character seem small or as if they have an uphill struggle.

high angle shot



CAMERA ANGLES



- Camera is placed at a low height and pointed upward.
- Shows a character is powerful, intimidating, or in a position of dominance.



CAMERA ANGLES



- Create a sense of scale
- Like God's eye looking down
- Establishing shot of a scene
- To emphasise the smallness or insignificance of the character.
- These shots are often used for battle scenes or showing where the character is.

bird's-eye shot



CAMERA ANGLES



- Shows what is happening on the ground
- It can be used to look up to something to make an object look tall, strong, and mighty while the viewer feels childlike or powerless



CAMERA ANGLES



- To show that something is wrong, disorienting, or unsettling.
- Suggests confusion, and are most often used in thrillers to add to the dramatic tension.

Dutch angle shot



CAMERA ANGLES QUIZ



For each of the following film screenshots, write down.

1. Which camera angle has been used?
2. One word to describe how the screenshot makes you feel.

Bonus point: Which film franchise is it from?

A yellow, jagged-edged starburst graphic with a black outline, containing the word "QUIZ" in a bold, red, stylized font with a black outline.

QUIZ

CAMERA ANGLES QUIZ



- Eye level shot
- "Intrigued"
- Bonus: Alice in Wonderland (2010)



CAMERA ANGLES QUIZ



CAMERA ANGLES QUIZ



CAMERA ANGLES QUIZ



CAMERA ANGLES QUIZ





STORYBOARDING



Our World Project: Storyboard

Name of film:

School:



Page number:

USE THE
CAMERA SHOT
DIRECTORY
TO HELP



Our World Project: Storyboard

Page number:

Name of film:	School
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What framing techniques and camera angles are you going to use?

Your name and school at the top

Simple pictures showing what the camera is doing and how long each shot will last

Concise descriptions of each scene (and camera movement) under pictures

Highlight where you will use your languages

USE THE CAMERA SHOT DIRECTORY TO HELP



WHY DO WE STORYBOARD?



Storyboarding allows us to:

- Visualise a screen narrative.
 - This means you can see how the shots fit together before you've actually shot anything, ensuring you don't waste time/ footage/battery on the day.
- Create shot sequences (why shot **B** follows shot **A** to tell a screen story - more on that next!).
- Choose camera shots and movement.
- Show how long each shot lasts

The best films and storyboards show and do not tell!

WHAT IS A STORYBOARD NOT?

- A series of pictures of the camera in long shot.
- Missing any language of the camera (shots, angles, etc.)





FORMING YOUR IDEA



INDIVIDUAL TASK

Look at the following examples of storyboards from past Our World filmmakers.

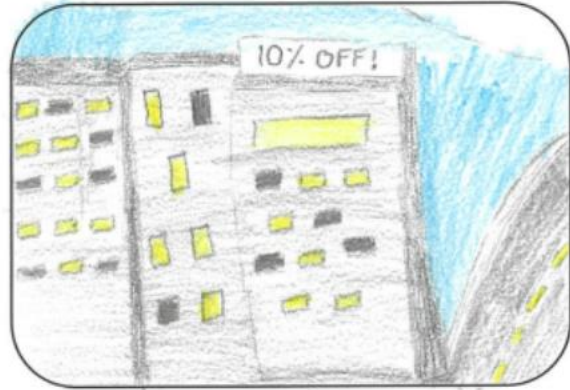
- 1** For each storyboard, note down which SDG(s) you think their story is based on.
- 2** One thing the storyboard does well.
- 3** One thing you would improve on in the storyboard.



Example 1.1

Our World Project: Storyboard

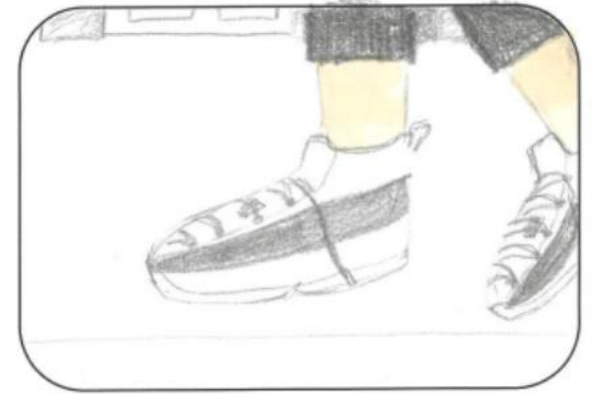
Name of film: Alone	School: Dornoch Academy
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Downwards moving long shot



Medium shot of the girl stealing food.



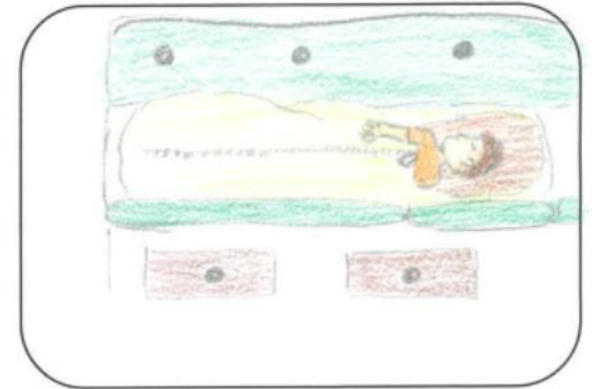
Extreme close up of her shoes as she is running.



long shot of her heading back to the caravan to her brother.



Medium shot of her unpacking while her brother is being nosy. They have a conversation in sign language



High angle shot of her looking down too her brother sleeping

Example 1.2

Our World Project: Storyboard

Name of film: Alone	School: Dornoch Academy
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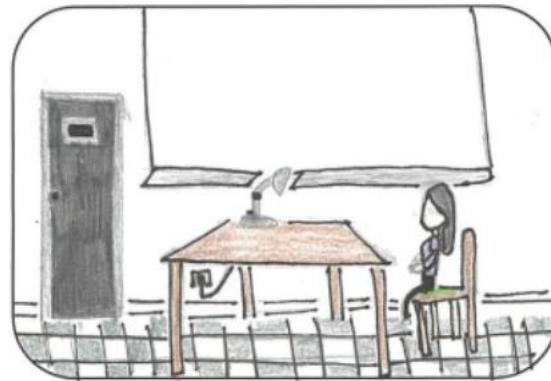
long shot of her running, again with a bunch of food.



High angle of the police officers and speaking a French dialogue



Medium shot of her turning around.



long shot of her talking to 'fransuiss' (police officer) at the station, Frans was trying to talk but she can't hear him because she is deaf.



long shot of her getting in the car, Elena (the girl). She is taking him to where her mother



long shot of them walking towards the caravan. Moving shot following them into the caravan

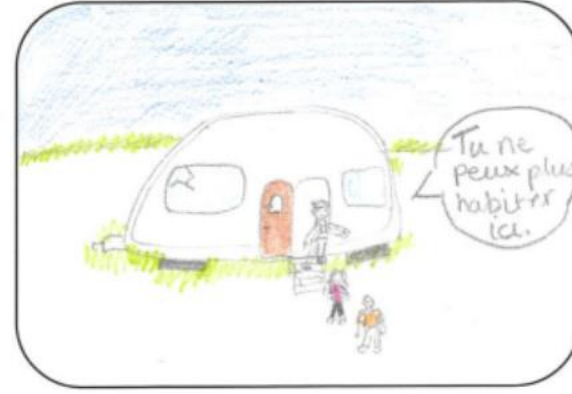
Example 1.3

Our World Project: Storyboard

Name of film: <i>Alone</i>	School: <i>Dornoch Academy</i>
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Point of view of what Franswas seeing,
Their mother unstable.



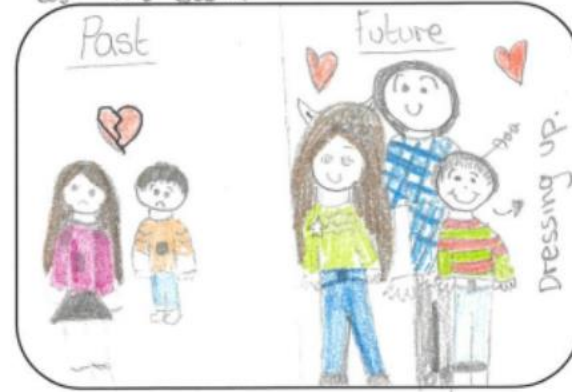
long shot of Franswas taking the kids
away deciding weather to take them in
as his own.



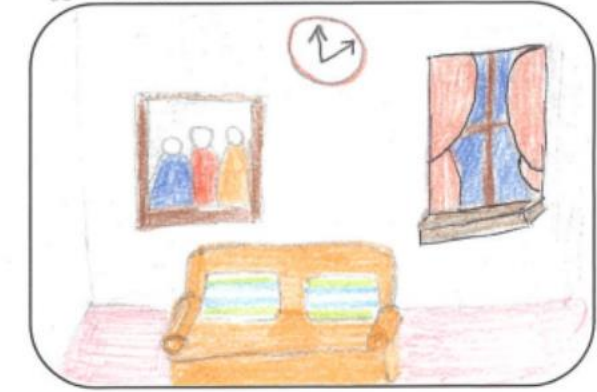
Medium shot, After a few weeks
Franswas took them in. And Franswas start
to teach her french.



Long shot. Fast forward Elena
grew up helping people who was in
her shoes.



Moving shot of how their
life changed.



End.

Example 2



Lorenzo is a rich, privileged guy who speaks Italian.



It is Christmas and he is not thankful for all of his presents, he has a row with his parents.



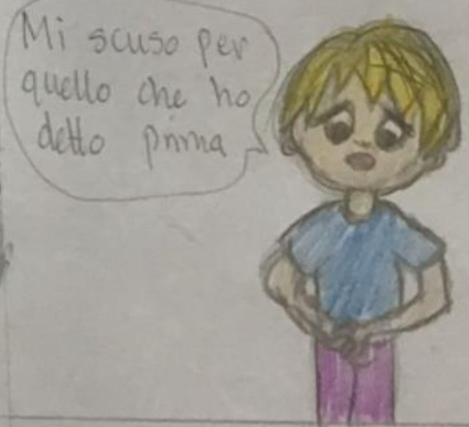
He is met by the Spirit of Equality, & told he will see what life opposite of his is like, in poverty.



The Spirit of Equality takes Lorenzo to see a young boy in Portugal. The boy struggles financially and his Christmas day differs a lot from Lorenzo's.



The boy's name is Rodrigo and Lorenzo takes a notice in how he doesn't have such a luxurious house or expensive presents. Lorenzo feels bad.



When he is home he apologises to his parents and gratefully accepts his presents. He has to remember that not everyone has as much as him which is unfair.

Example 3



SHOT SEQUENCES

The best screen narratives (stories) are created by designing sequences of shots that follow a system of active questioning.

In other words, each shot sets a question/builds expectations that are then answered by the next shot. It keeps the audience guessing and interested.

SHOT SEQUENCES

In these three shots, this looks like:

- 1.Q: Where is the dog going? Why? Whose dog is he?
- 2.A: He's bringing someone a letter. Q: Who is it?
- 3.A: It's his owner. Q: What's in the letter?

And so on...

1

2

3



EXEK

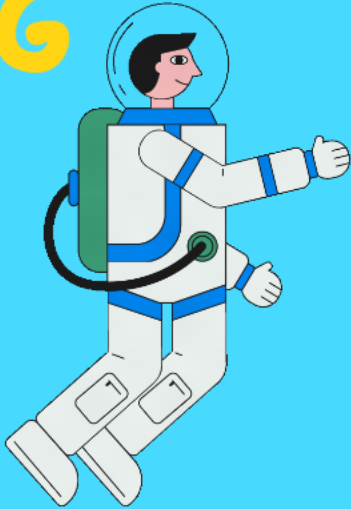


TEAM TASK



- 1** Get into your filmmaking groups (maximum 4 people) - your teacher will help you with this!
- 2** In your jotters, rank the 17 SDGs in terms of importance / interest to you.

DEVELOPING CHARACTER + SETTING



Now you've decided on which SDG(s) your group are going to make a film about, we can start to think about character, setting and plot.

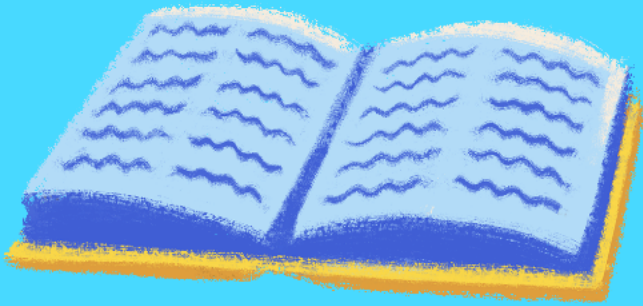
- Who is the protagonist (main character) in your story?
- Where will your story take place?
- What is the overall message of your story?
- Which other language(s) will your film include and how?
- You can use languages you learn at school, or ones you speak at home, or both!

STORY – KEEP IT SIMPLE



- 2 or 3 main characters.
- 1 or 2 place settings:
 - Only use more settings if it can be justified - often pupils jump around location for no real reason!
- Keep the time setting short (even in real time) rather than the story happening over a long time.
- You will only have a couple of hours to shoot your scenes on the day, so make sure it's achievable!

DEVELOPING YOUR STORY



Generally, stories follow a similar structure.

Start: characters and setting are established.
How does your story start?

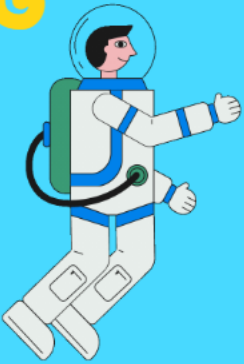
Middle: problems are encountered. What happens in the middle of your story?

End: the problems are solved and equilibrium is resolved. How does your story end?



TEAM TASK

DEVELOPING CHARACTER + SETTING



Split your page in three columns...

CHARACTER

Write 3-5 traits of each of your characters. Their traits may affect the outcome / plot of the story.

SETTING

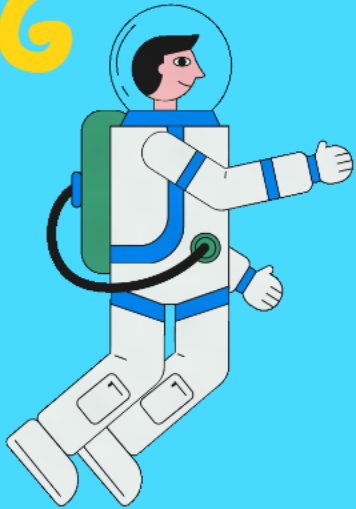
Decide on your main setting, and then any sub settings after that. Highlight each change of scene in a different colour - this will make life easier when you film!

PLOT

Write a list of everything you want to happen in the beginning, middle and end of your story.



DEVELOPING CHARACTER + SETTING

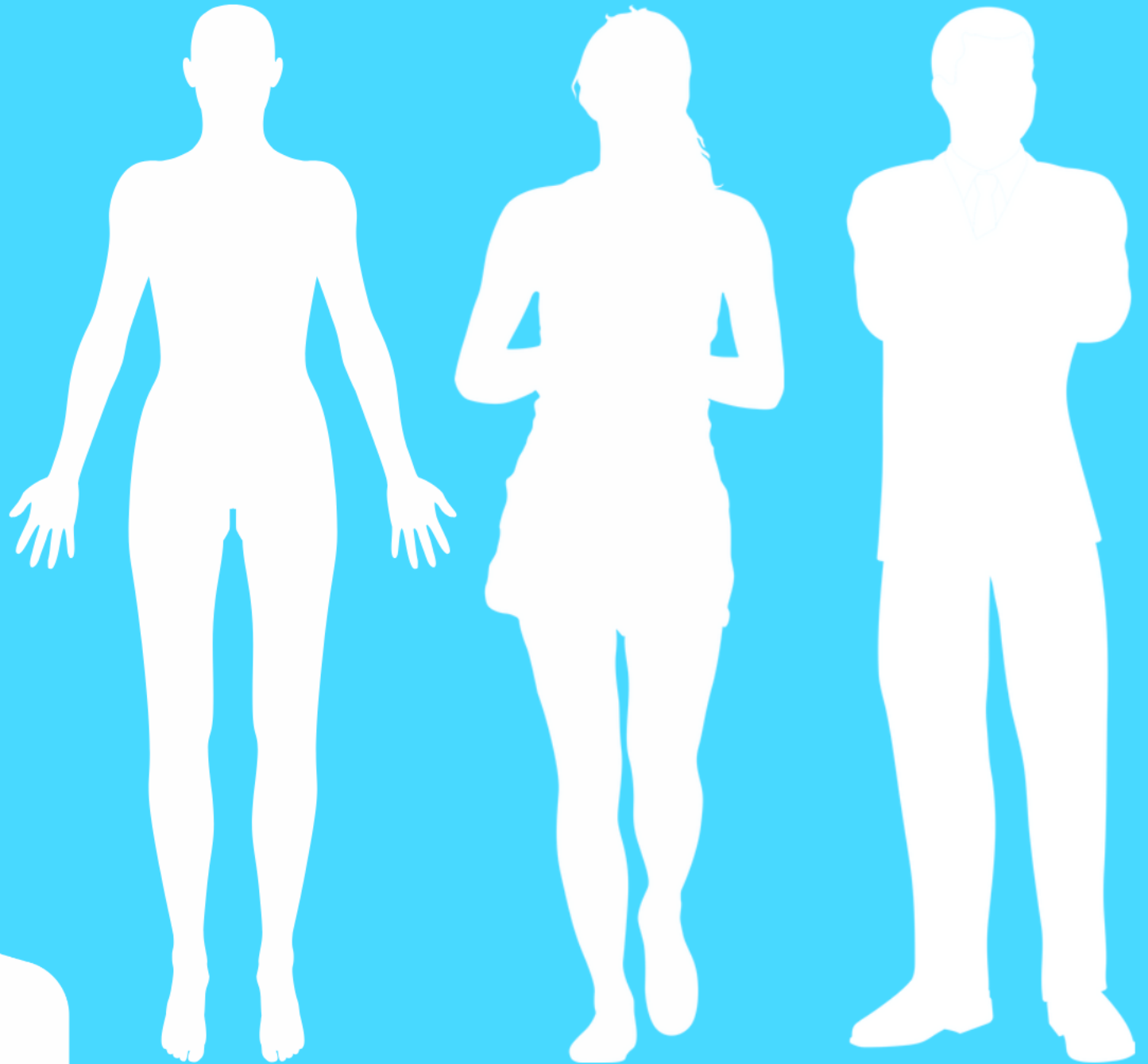


DRAWING TASK

Draw your character first! It can make writing your story easier when you have already decided what your character looks like: the clothes they wear (or if it's a beast, maybe fur, scales, or feathers), and what their body language says about their personality.

You can also draw the world they exist in: do they live in a city, a rainforest, at the bottom of the sea, under your school, on the moon?

**HERE ARE SOME
SILHOUETTES YOU
CAN USE TO DRAW
YOUR CHARACTER,
BUT ALSO FEEL
FREE TO CREATE
YOUR OWN!**




CHECKLIST




By the deadline of the 2nd December, check you have the following:

1. Researched and chosen your SDG.
2. Chosen and planned which language you are including.
3. Created a storyboard of your film idea.
4. Put together a short audio or video clip explaining your idea.
5. Sent both the storyboard and the audio / video clip to: alex@seet.org.uk

SENDING SEET YOUR WORK



Send both the storyboard and audio/video clip to us by:
Friday 2nd of December 2022.

Send via Google Drive to: 
seet.our.world@gmail.com or via
email to alex@seet.org.uk





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School Visit
Our World 2022-23

"I have seen a huge growth in confidence in my pupils. They have developed a knowledge base that will last a





QUESTIONS



CONTACT DETAILS

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