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Lodz, Poland



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**The “Open innovative resources for filmmaking education and training” (OIRFET) in Łódź, Poland created raw footage for editing under the theme “Film space”.**

The "space" assignment, thanks to its isolated formula, approaches one of the basic elements of the grammar of film editing, which is creating and being oriented in the film's cinematic space.

On-screen space is the two-dimensional surface of the frame, while cinematic space is the three-dimensional world in which the characters live and die. The cinematic space is created in the viewer's imagination by the content of individual frames, the content built by the connection of following shots and by the sound which constitutes the space.

The filmed content is quite different from classical footage because it doesn't have a specific narrative structure. There is an object (a ball), a character (a girl, a boy, a mysterious creature), and the space. The footage can be described as montage Lego blocks. There are two separated blocks of footage “SPACE ODDYSEY” and “NEW MEDIA HORROR” which could also be combine into one more complex and complicated footage.

**“SPACE ODDYSEY”**

*The footage “Space odyssey” contains over 400 takes (closer and wider shots for one take) covering movements of the object (red ball) and simplified actions of three characters (Boy, Girl, Creature). Elements of action are situated in a non-descriptive surrounding to reduce space parameters within a shot to minimum to enhance understanding of the film space as a mental construct. The footage can be used in a playful mood to experiment with shaping film space with editing or in a more formal editing training starting with simple assignments for beginners focused on basic topics of film grammar and editing rules (scene matching, continuity, action axis, etc.) to more complicated narrative tasks when an editor choose characters and compose his own story. The footage is mute and can be used for training in sound design.*

Possible basic scripts made of given footage:

**1. Romeo and Juliet**

A boy and a girl are separated by a wall. They try to make silent contact with each other. After a while, the boy notices an opening at the bottom edge of the wall. He gets an idea and takes a red ball out of his pocket, which he then rolls through the hole. The girl receives the ball, happily sends it back to him. On the other side, a larger ball rolls out of the hole. The surprised boy shrugs off the interaction, then rolls the ball through the wall again. The ball on the girl's side becomes even larger, rolls it through the hole to the boy. The delighted boy again tries to roll the ball to the girl, but it no longer fits through the hole in the wall. The girl waits for the ball, but does not get it - they are sad.

OPTION 1: The ball does not enter the hole from the girl's side.

OPTION 2: The ball disappears in the middle of the wall without going out from both sides.

**2. A gift from a gigant**

There is a door in space, a boy listens for knocking on door. A boy enters the frame from the left and opens the door. He looks around for a visitor - no one is there. After a moment, he finds a box at his feet. He bends down, then comes back into the frame (the action with looking inside), closes the

door. In the frame the box is lying on the ground. Boy standing in doorway opens box and inspects contents. A shot of the contents of the box. The boy throws the box in front of him and closes the door. The boy turns around and sees a ball lying on the ground. The boy wants to catch the ball, but it nimbly passes him and rolls out of frame. The ball stops. The boy carefully walks over and picks up the ball from the ground. He starts to throw it upwards (the ball leaves the frame). He repeats this action twice and the ball does not come back into the frame. The boy leaves. The ball flies through the doorway, passing the boy and finally entering through the hole in the wall. The boy approaches the wall and bends down to the hole at the bottom edge, he sees the eye of the giant in it (the girl on the other side of the wall). The girl holds a box in her hand and looks through the hole in the wall. The boy gets scared and runs away.

### **3. The duel**

In one shot we see a boy and a large ball. The boy walks around the ball, looking at it. We see the ball from his perspective. Point of view of the ball on the boy going around it, the camera spins around its axis. The ball moves away from the camera towards a dark space. Boy looks behind the sphere, turns around, meets another sphere, is frightened. Boy turns around again, ball rolls toward camera. It stops in front of the boy. Two bullets surround the boy on the right and left. The bullets push against the boy. The bullet flies toward the camera. Boy's face with reaction to bullet falling on him.

### **4. The case**

A boy is playing with a ball. A ball flits from left to right in the frame. The boy moves after the ball. The boy encounters a wall. From under the wall a ball rolls out of an opening. He moves off in pursuit. The boy is chasing the ball. The boy loses the ball and stands alone in space. The ball emerges provocatively from behind the corner of the wall and stops. After a moment it hides behind the corner. The boy moves toward the wall. A large ball emerges from behind the wall and rolls toward him. The boy runs from right to left of the frame running away from the ball. Rolling ball to left side of frame. Boy stops at edge of precipice, almost falling. He turns around. The ball rolls toward the camera. The boy does a last minute dodge. The ball falls into the chasm. A small ball falls from behind the leaning boy from above (as in the beginning), the boy turns around.

### **5. Alice in Wonderland**

A girl is sitting cross-legged on the floor reading a book. A ball enters the frame from the left and leaves from the right. The girl's face, pulling away from the book, follows the ball with her eyes. Ball does not move, girl in middle plan, goes back to reading book. Ball moves, drives out of frame. Girl looks behind the ball. Ball rolls and falls into hole in wall. The girl on all fours looks into the hole, notices a door next to it in the wall, gets up, opens it, stops and moves on. The ball spins for a moment as if it wants to be followed, then leaves the frame. The ball passes through the frame, followed by a girl. The ball reaches the edge and falls. The girl stops at the edge, looks down, and after a moment another ball falls behind her. The girl looks behind the falling ball. The girl goes down the stairs. A ball enters the frame and exits through a small opening in the door. A small door is visible in the left wall. A vial with a potion stands in the middle of the room. After the ball leaves, a girl enters the frame, bends down and drinks the potion. We see the girl in a room with a large door and the girl leaves the room.

### **“NEW MEDIA HORROR”**

*In the second material “New Media Horror” there are three characters: Student, Janitor and Creature wandering in the night in New Media Building in Lodz Film School campus. There is no ready*

*story line. It's up to an editor to decide what happened. Is it a story of being chased? Lost in a maze, getting trapped - whatever scenario comes to editor's mind... or maybe mix with Space Odyssey footage?*

Footage contains of:

1. THE COLLECTION ROOM - the starting and ending point for the STUDENT
  - a) Two people edit the year film. The student leaves to go to the restroom.
  - b) The other person sits at the computer and edits alone.
  - c) The student, bored with waiting for the other student, lets the ball out of his hand, it rolls out of the door
  - d) The student goes out to look for the other person, when she returns the other person is already sitting at his desk
2. THE RECEPTION DESK - starting point for the JANITOR
  - a) The janitor comes back from cigarette, sits down in couch, mixes coffee/tea. You can see the surveillance camera. The light goes out. The porter pulls a flashlight out of a drawer and sets out to find the fault.
  - b) The janitor is watching the surveillance screens, a passing figure can be seen on them.
3. THE MAZE
  - a) The center of the maze, the point to which the student always returns and from which he takes a new path.
  - b) the student enters from each side, the student leaves in each direction
  - c) a checkered figure appearing, as seen by the student
4. THE ARCHIVE ROOM
  - a) the student opens the door and looks into the room, then enters - the student walks slowly down the corridor and stands in front of the "screw", begins to shoot, the bookcases open
  - b) the student enters between the bookcases, looks around, a checkered figure blurs between the bookcases - the doorman is gone, but a flashlight remains in the student's hands..., frightened, he runs out of the archive
  - c) the movement of shelves - artificial narrowing/widening of shelves
5. THE NARROW CORRIDOR
  - a) all heroes turns into narrow corridor, passes CCTV cameras that can see him/her,
  - b) walks on variations in space - walk and run
  - c) if he runs, maybe a ball is chasing him?
  - d) corridor is a continuation of another corridor (left/right turn) - possibility to create a montage figure going from the hero tracking camera to the CCTV cameras
6. THE ROOM WITH COMPUTERS
 

The student looks into the room, inside several monitors are projecting images of:

  - a) herself walking down the hallway
  - b) excerpts from school movies
  - c) the ball footage
7. TOILETS
  - a) The student rushes in and is happy to find the way out
  - b) The student rushes in and want to get out but finally he is again on the corridor

### **POSSIBLE ASSIGNMENTS**

*You decide what kind of space you want to build from the attached footage.*

*Will the space be open or closed, will the characters that appear in your story meet or not?  
Or maybe you want to build a box story? Anything is possible and lies in the editor's imagination.  
Assignments are mainly focused on achieving the assumed thesis of building the film space, not necessarily focusing on building the dramatic plot.*

1. By using a selection of the footage (eg.15 takes), build a space that loops around itself.
2. How do you enclose a character in a maze? Guide your protagonist into a space that gives the viewer the feeling of being in a maze.
3. A game of splitting students into groups. Each participant edits, for example, 5-6 shots of a sequence and passes the last shot to the next person, who starts their part of the sequence with that shot.
4. Build a Space within a Space. Look for the shots that will allow you to build a multidimensional sequence where one space is contained within the next. In the manner of a matrioshka scheme.
5. Continuity:  
Select 10 takes and edit several sequences in which character or object moves in a trajectory precisely described ahead (square, spiral, back and forth, etc.)
6. Parallel action:  
Show two separate objects moving in different directions in a parallel editing
7. Sound design:  
Use diegetic and non-diegetic sound effects to enhance a sense of spatiality

STORYBOARD – Romeo & Juliet

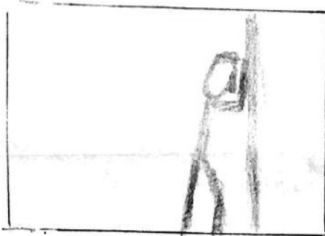
SITUATION DESCRIPTION:

A boy and a girl are separated by a wall. They try to make silent contact with each other. AFTER a while, the boy notices an opening at the bottom edge of the wall. He gets an idea, takes out a red ball from his pocket and rolls it through the hole. The girl receives the ball, rejoices and sends it back to him. On the other side a bigger ball rolls out of the hole.

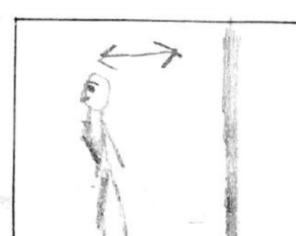
The surprised Boy enjoys the interaction, then rolls the ball through the wall again. The ball on the Girl side becomes even larger, rolls it through the hole to the Boy. The delighted Boy again tries to roll the ball to the girl, but the ball no longer fits through the hole in the wall. The girl is waiting for the ball but she does not get it - they are sad.

OPTION1: The ball does not enter the hole from the girl's side.

OPTION2: The ball disappears in the middle of the wall without going out from both sides.



The boy and the girl can't meet with each other, because between them there is a wall



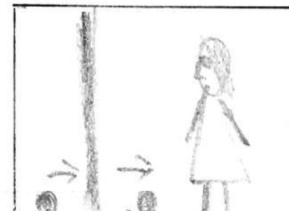
Romeo is trying to figure out something



He takes out the ball



He pulls the ball over



The girl receives the ball



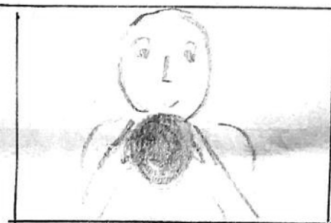
The girl is happy



She sends a bigger ball back



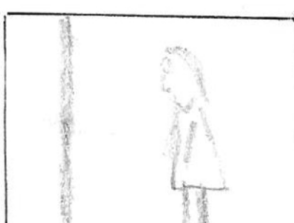
Romeo gets a bigger ball



The boy is happy



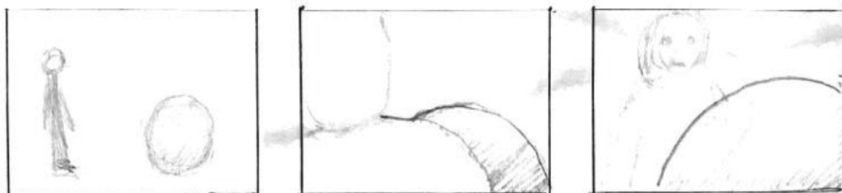
The boy sends a bigger ball back



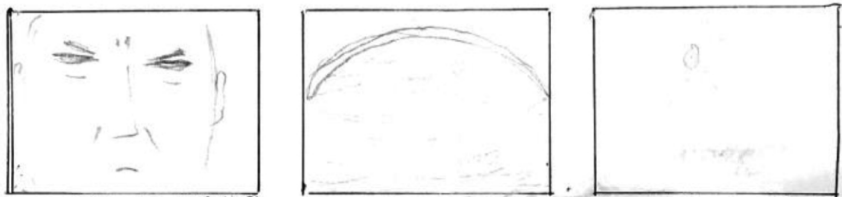
A giant creature is taking the ball. The boy and the girl are sad.

STORYBOARD – A duel

1. GENERAL. On the left a BOY, on the right a BALL (large). Beginning of the course with pan, Boy walks around the ball, looks at it. He starts to push it, the ball moves out of frame.
2. OTS of the Boy.
3. ball's OTS
4. close-up of Boy's face
5. close-up surface of Bullet.
6. close-up. POV of the sphere on the boy walking around it, the camera rotates on its axis.
7. close-up. POV of the boy going around the sphere.
8. close-up. The sphere moves away from the camera towards a dark space.
9. close-up. Boy looks past the sphere, turns away.
10. GENERAL. Walks away a piece - meets the next bullet /pan.
11. close-up. Reaction to meeting the next ball.
12. SEMI-CLOSE-UP. The boy turns behind him.
13. GENERAL-MEDIUM. The ball rolls towards the camera.
14. GENERAL-MEDIUM. It stops in front of the Boy. Two balls surround the Boy to the right and left.
15. OTS Bullets. The balls are pushing against the Boy.
16. GENERAL - CLOSE. A bullet flies towards the camera, this is the Boy's POV.
17. CLOSE-UP. Boy's face with reaction to bullet falling on him.



The boy and the ball are in front of each other

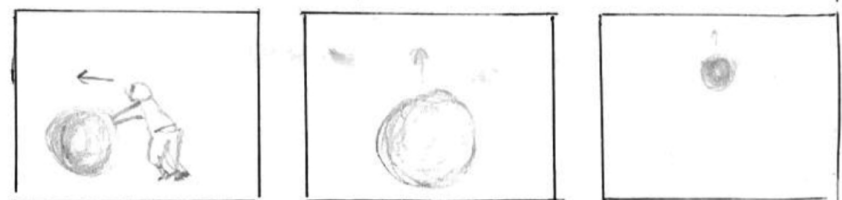


They are looking each other in the eyes

The boy is going around the ball



The boy is observing the ball

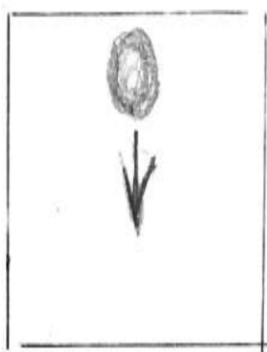


The boy push the ball

The ball is moving away from the boy.



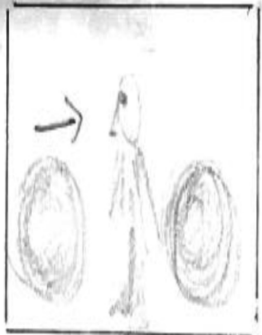
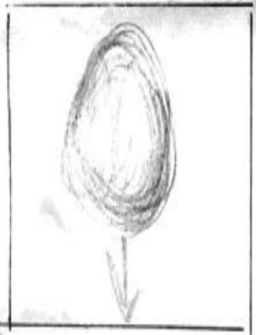
The boy is turning around happily



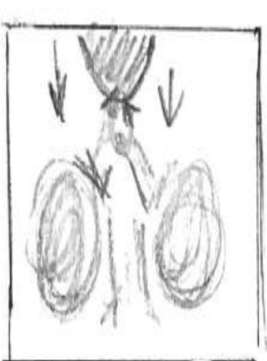
Behind his back  
there is a ball

He turn back

The ball is coming



Balls are pushing  
against the boy



The boy is looking up

The ball is coming  
from the top

The ball is falling  
on the boy



STORYBOARD – Alice in Wonderland

1. MEDIUM. A girl is sitting cross-legged on the floor reading a book. A ball enters the frame from the left and leaves from the right.
2. CLOSE-UP. The girl's face, pulls away from the book, follows the Ball with her eyes.
3. ball's OTS, ball does not move, girl in middle plan, goes back to reading book. Ball moves, moves out of frame.
4. GENERAL+MEDIUM. Girl sits, Ball enters frame and stops facing her.
5. girl's OTS, ball moves and out of frame.
6. CLOSE-UP. The girl looks behind the ball.
7. CLOSE-up, the ball rolls and falls into a hole in the wall.
8. POV of the hole, a girl sits in the depths, rises, walks to the hole and looks inside.
9. AMERICAN-PAN, girl on all fours looks into hole, notices door next to her in wall, gets up, opens it, stops at the frame and moves on.
10. OTS OF THE GIRL in the doorway, the ball spins a moment as if it wants her to follow, then leaves frame.
11. GENERAL. The ball passes through the frame, followed by the girl.
12. GENERAL. The ball reaches the edge and falls. The girl stops at the edge, looks down, after a moment another ball a moment later another ball drops behind her.
13. PICKUP A ball rides away from the camera, reaches the edge and falls.
14. PICKUP The girl looks behind the falling ball
15. MEDIUM, camera from top/bottom/side. Girl descends a ladder.
16. GENERAL. Corner of room, small door (identical to SC: GIGANT) is visible in left wall.  
A ball enters the frame and exits through a small opening in the door. In the middle of the room stands a vial with an elixir. After the ball has left, the Girl enters the frame, bends down and drinks the elixir.
- 17 - Continuation - Close-up. The Girl drinks the elixir, the camera moves 90 degrees>a large door is visible in the background and exits the room.
- OPTION 1:
- 18 - GENERAL. A large ball and box stand in the room. The girl walks over to the box and picks it up playing with with it.
19. SEMI-CLOSE-UP. The girl is playing with the box.
- OPTION 2:
20. girl enters space where Romeo is (SC: ROMEO AND JULIA, ending)

