



UNSW
SYDNEY

Built Environment

GERRIC - Scientia Challenge - Pre-reading for *Spatial Storytelling*, January 2020

Workshop Leader - Dean Utian (d.utian@unsw.edu.au)

About Me

I (Dean) am an architectural graduate that has specialised in multimedia and educational design. I teach electives in digital communication, games and film within the Built Environment at UNSW Sydney. I also support staff the use of technology in learning and teaching. I have taught GERRIC workshops for many years.

Workshop Aims

Spatial Storytelling is a new GERRIC workshop. My previous one was *Developing Interactive Animations for the Web*. This new workshop aims to take everyone through a much deeper journey of spatial and storytelling learning. It has been inspired by *Cinematic Space*, a course I teach for third year undergraduate and postgraduate students doing architecture and other Built Environment degrees. Like *Cinematic Space*, *Spatial Storytelling* aims to transform your understanding of places through a cinematic perspective. In addition, we will explore how places and architecture form part of the stories of our lives.

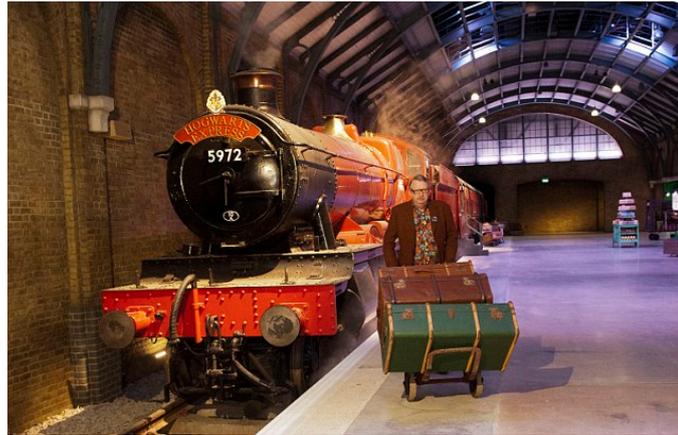
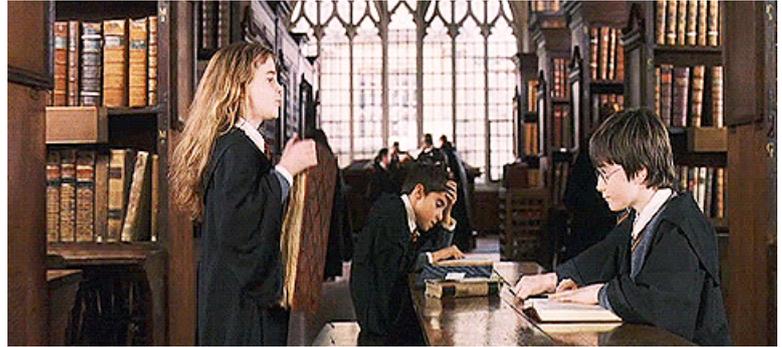
What you will do and learn

1. Create short films with space and architecture as a main character, learning storytelling capabilities and technical skills in video editing with Adobe Premiere.
2. Analyse films to develop deeper understanding of the messages they communicate and what they say about the real world.
3. Evaluate the techniques (cinematography) of film and how they can be applied. We will look at video cameras but with the short time we have together, we won't be able to do much video recording.

Workshop Preparation Task

At the end of the workshop, you will have created a short film. It will develop during the workshop but it is still vital to come prepared. What's needed (corresponding to what you will learn):

1. Find a place, space or building you like and capture in a few minutes of video or series of still images. This could be walking around the space or just keeping the camera still, focusing on single spots and seeing the change over time like people walking by. This can be done with a mobile phone or other camera.
2. Think about one of your favourite films. Now think about scenes which prominently feature spaces (indoor and outdoor). Find pictures of those scenes on the Internet, save the images and bring them with you on a memory stick. See examples on page 2.



Films above

Up (2009), Produced by Pixar Animation Studios, Walt Disney Pictures

Harry Potter and the Philosopher's Stone (2001), Warner Bros

Toy Story 3 (2010), Produced by Pixar Animation Studios, Walt Disney Pictures

Final Checklist

Before the workshop ...

- Take photos and/or video of places meaningful to you. If you don't have access to a camera, don't worry, gather what you can.
- Select a film or films you like and find images of prominent spaces in those films.
- Get ready for an intense, fun and rewarding 3 days.

Contact me

We (the GERRIC team) want to encourage you to be as creative as possible in this workshop while achieving something realistic in the short time.

Feel free to contact me if you have any questions.

Email Contact: Dean Utian – d.utian@unsw.edu.au

We look forward to seeing you in January.