

BUFF CARD

~ ACT I ~

The first Act introduces the audience to the world of the film and the characters within it. There is emphasis on establishing the setting(s) as well as who the important characters are. Most importantly, the first Act begins the emotional journey that guides viewers for the rest of the film. For **setting**: consider time, place and its influence on the plot. For **important characters**: consider each of their key characteristics, goals, motivations, and obstacles. What do we learn about them at the start of a movie?

For **emotional journey**: what *is* our emotional position as the audience here?

~ Cut Scene ~

Collectively review all the Act cards scene tools you selected during the last Act.

Start discussion to build a movie scene using the scene tools in front of you. It can be anything, there are no limits! Narrate the visuals as you go.

Once you've all made the foundation of your scene, roll the D4 to determine which element of film form you must use to further your collective vision. Discuss what are some ways you could incorporate this element into your scene? How is the vision of your scene tools and characters influenced by film form?

1 - Color	2 - Aspect Ratio
3 - Soundscape	4 - Scale

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~ ACT II ~

This is the majority of the movie, often covering the middle two-thirds of runtime. Stakes and emotions are heightened as we follow the characters' journey through this act, which encompasses much of the narrative leading up to and informing the climax. Conflict is especially important to this Act. There are conflicts of interest within one's self and/or between characters, which present challenges as relationships form and are tested by differing motivations, emotions, and goals. As the narrative progresses, consider how the audience's emotional journey is being impacted – what's changing, what's staying the same? How is this done – narrative events, specific connections to characters, etc?

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1 - Lighting	2 - Focus/Depth of Field
3 - Mise-en-scene/Decor	4 - Sound Diegesis

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~ ACT III ~

This Act begins with the fallout of the climax.

The fallout and resolution have endless possibilities and interpretations. Consider the effects of the climactic action in terms of the greater plot, as well as for important characters. What are the results of the action – what happened, how does that affect the world?

Where are characters after the climax, and at the end of the film, in terms of setting, action, self, and relationships? Lastly, what are we left with just before the credits roll, narratively and emotionally? As the viewers' emotional journey comes to an end, what are they meant to be feeling? How do we know this – through visuals, through dialogue, or anything else?

~ Cut Scene ~

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1 - Camera Movement/Reframing	2 - Visual Effects (VFX)
3 - Costuming	4 - Score

Board of Directors

1. Now that you've finished your Cut Scenes, how do you feel about the decisions your group made? Do you like the scene tools you chose, or are there any you wish you had gone with? Did you wish you had taken more Act cards, or were you busy juggling what you had rolled for?
2. As a group, select your favorite Cut Scene that you created. What made this one special? Was the narrative especially moving? Was your film form element implemented in a thoughtful way?
3. Did you think about film form or narrative in a new way while creating any of your Cut Scenes? If so, how did you think about them differently, and what inspired you to do so?