

ABSTRACT

Contents

Framing the Self is an experimental short film whose purpose is to question the *essence* of individuality. This *multimedia platform* hosts the development of a dialogue between the two basic agents of a movie: the director and his character, in this instance *male* and *female*.

Their power dynamic starts very unbalanced, since the director establishes the structures of the film's universe, in other words space and time. Therefore, the character uses the gender diversity to amplify the roles' differences, creating in the director the attraction which will pull him into a mutual stimulation.

The two engage in a real *conversation* between the cinematic language and the animation, through different chapters that are connected with each other by a non-linear narration.

The rules of language slowly lose their validity, being substituted by the principle of doubt.

The character will see her individuality breaking apart, progressively exploding into an infinite multiplicity.

Formal Research

To constitute the character's personality with more depth and volume, three different animation techniques - cut-out/paperless, CGI and plasticine stop-motion collages - participate simultaneously in a formal synthesis. The ongoing experiment lies in researching each language in its essence, letting the materials speak with a strong identity but without ever obscuring each other. In an attempt to create a *cinematographic creature* more than portraying a character, the technical challenge leads to finding a balance between the naturalistic fluidity of movement and the vitality of the technique-specific imperfections, intentionally valorized.

This graphic complexity requires visual clarity around the figure. Therefore, all the locations remain undefined, allowing the sound to overcome a mere illustrative scope to acquire a very plastic register that plays an active part in the film. Moreover, sound effects constitute as part of the director's language, acting as phonemes to *declare* the title and the chapters' sub-titles.

Short inserts between chapters elaborate upon particular techniques, which are explored for their strength in symbolically representing their contents, most notably stratacut, microscopic and magnetic animation.

TECHNICAL SHEET

Title: Framing the Self

Production year: 2016-2022

Materials and techniques: 3D-CGI, digital cut-out/paperless, plasticine collage, iron powder and magnet stop-motion, acrylic on microscope slide stop-motion, plasticine stratacut, felt and wool cut-out, markers stop-motion, sand stop-motion

Software: Autodesk Maya, Toon Boom Harmony Premium, Adobe Photoshop, Adobe After Effects, Adobe Animate, Adobe Premiere, Avid Pro Tools

Video format: 1920x1080p

Aspect ratio: 1.78 (16:9)

Sound format: Stereo (LTRT), 5.1 Surround

Language: silent

Country of production: Canada, Italy

Budget: 12,000 \$CAD

Running time: 00:11:24:03

Project description: *Framing the Self* is a multimedia platform for developing an aporetic dialogue between the two basic figures of a movie: the director and his character. They engage in a real *conversation* between the cinematic language and the animation, questioning the *essence* of individuality through a non-linear narration.

Contributors:

Andrea Cristini - Direction, production

Max 50 words (49 words)

He is a filmmaker, industry director/producer and college instructor, specialized in the animation language.

He worked for some of the most important production companies in the world, while his personal experimental films screened in several international festivals.

Native Italian and naturalized Canadian, he is currently based in Turin.

Max 100 words (96 words)

Native Italian and naturalized Canadian, Andrea Cristini is a filmmaker, industry director/producer and college instructor. His specific field of expertise and research is the animation language.

While working on several series for some of the most important production companies in the world, he continued to investigate the forefront of experimentation in filmmaking.

Both his first short film *Obsolescence* (Vancouver Film School, 2015) and his first independent self-produced short film *Framing the Self* (2022) screened in many international festivals.

Nowadays he is based in Torino and he continues both his professional career and research in animation.

Emiliano Frediani - Sound

Max 50 words (50 words)

After graduating from the Conservatory in both Guitar and Audio Engineering, he began his professional experience in music production. He then transitioned into the world of audiovisual, exploring the fields of advertisement, animation and documentary.

More recently, he has become the Turin leading figure for local and international podcast production.

Max 100 words (98 words)

His passion for sounds began by playing guitar when he was ten. He continued his studies graduating from the Conservatory G. Ghedini both in Guitar and in Audio Engineering.

In 2011, he started his professional experience with sound in music production. In 2014, he then transitioned into the world of audiovisual, working in both the fields of advertisement and animation. Starting from 2017, he also explored the field of documentary.

With the success of the format in 2020, he established himself as the Turin leading figure for podcast production, curating important projects at a local and international level.

Chiara Francese - Voice

Max 50 words (49 words)

She graduated from the School of Dramatic Arts and began her career as actress and dubber.

She collaborated with radio stations and hosted shows on television. After attending a course in Acting for Cinema, she started participating to many cinematographic productions.

She also worked for advertisement, podcasts and audiobooks.

Max 100 words (99 words)

After graduating from the School of Dramatic Arts S. Tofano, she trained as an actress with Piccola Compagnia della Magnolia and a chorister in the Grande Coro Hope.

She began her career as a theatre actress and industry dubber, collecting many years of experience between Turin and Milan.

Continuing on exploring other professional fields, she collaborated with several radio stations and worked on television, hosting musical and entertainment shows.

After strengthening her education with a course in Acting for Cinema, she started participating to many feature and short length cinematographic productions.

She also worked for advertisement, podcasts and audiobooks.

Arianna Lazzati - Collages post-production

Max 50 words (44 words)

After graduating from Arts High School, she obtained a bachelor's degree in Communication Design and a master's degree in 3D Motion Design.

She then begun her professional experience in an editorial studio, managing the creation of infographics and videographics for several newspapers and enterprises.

Max 100 words (98 words)

After graduating from an Arts High School, she continued on her studies at the Polytechnic University of Milan. In 2017, she completed a bachelor's degree in Communication Design.

She then furthered her interest for animation and motion graphics by successfully concluding her education at the New Academy of Design. There, she obtained a master's degree in 3D Motion Design, which allowed her to integrate the rules of static graphics with the ones of moving pictures.

In 2018 she started her professional experience in an editorial studio, managing the creation of infographics and videographics for several newspapers and enterprises.
