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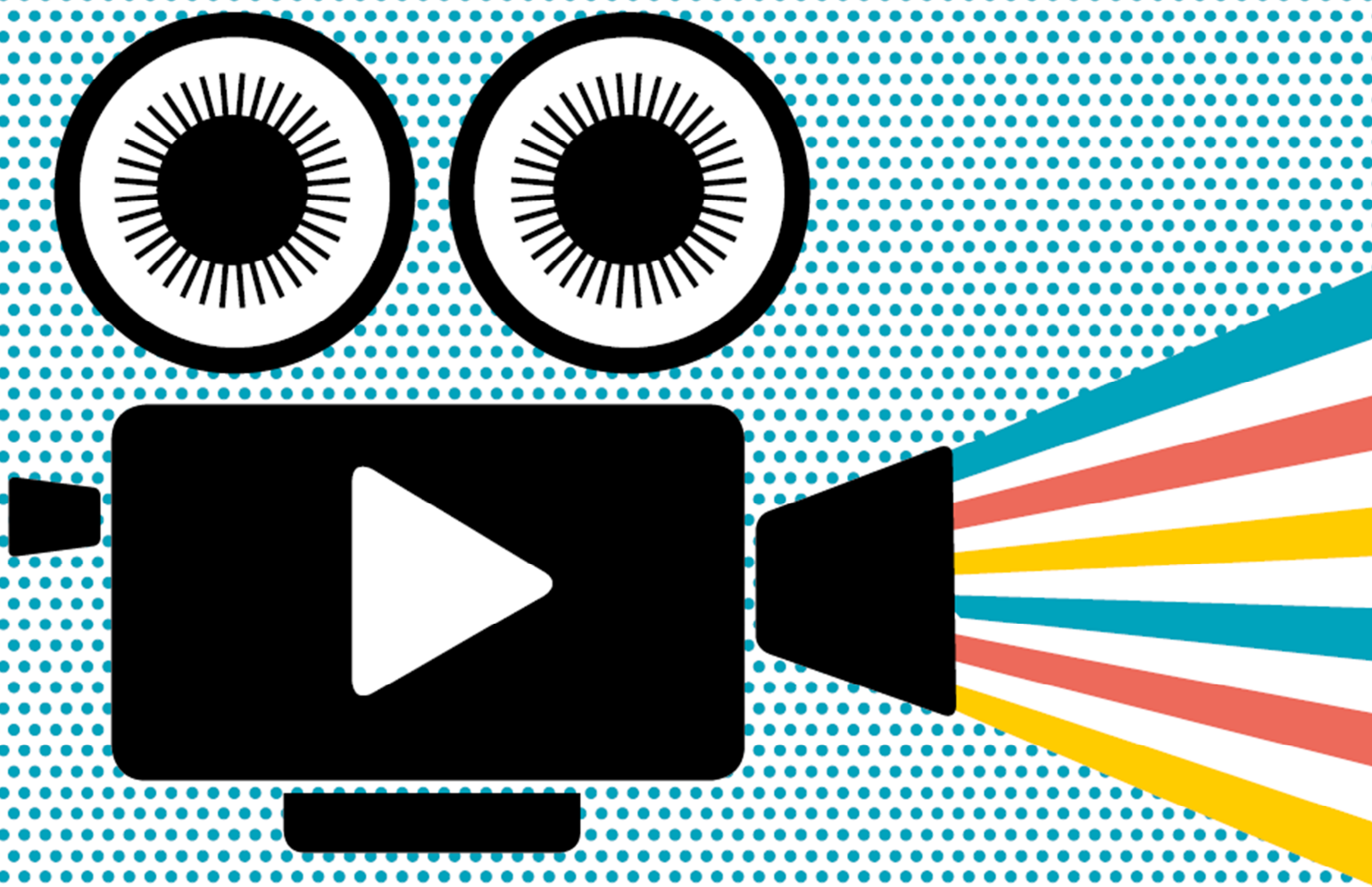
2018

Internationales Festival
für junge Filmfans

*International Festival
for Young Film Lovers*

_Family Day LUCAS DIGITAL

Game- & Learninglaboratory
„digital tools“



23.09.2018 ► Family Day ► LUCAS #41

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_INTRODUCTION

The LUCAS Family Day for the 41st edition of LUCAS - International Festival for Young Film Fans offers exciting insights into digital (film) worlds. Workshops, interactive participatory offers and a games and learning laboratory are designed to encourage digital natives (and those who are well on their way there) to engage creatively with learning tools, apps, programs, digital art and virtual realities.

How to playfully learn with and about film thanks to new media, that you don't necessarily need a camera for filmmaking and how storytelling has changed since virtual reality and 360° films have existed - in the games and learning laboratory we send our young visitors on a discovery tour and offer incentives to continue researching, to become creative and to be fascinated by moving images. The 360° film programme is intended to give children and young people the opportunity to gain their first experience with VR and therefore concentrates on age-appropriate, freely available films.

The following compilation contains background information and instructions on the apps and games that invite visitors to try them out in the foyer of the first floor of the permanent exhibition in the German Film Museum. The brochure is also intended to provide an overview of the means available for digital film education. Therefore, some websites or apps are not available in German. Certainly there are many other ways to get more information about film(s) on a tablet, smartphone or PC or to experiment around. With the following explanations we would like to present some offers, but do not claim to be complete.

The LUCAS team wishes you lots of fun while trying it out!



FILMSPRACHE **[FILMLANGUAGE]**

_Developer: Neue Wege des Lernens e.V., Bielefeld

You want to talk about movies like a pro and understand which stylistic means movies use to create effects? Then the FILMSPRACHE app is just the thing for you.

The Encyclopedia of Film Language offers understandable definitions of important terms in film language, film analysis and film narration. Due to the large collection of visual markers, which visualize filmic means and techniques of the categories perspective, cinematography, editing, postproduction and sound, the app is especially suitable for school and university use.

Special emphasis is placed on visual composition and colour design in feature films. In addition, illustrated articles on many topics, such as mise-en-scène, lenses, focus, length of a shot, continuity principles or tempo and time, are included.

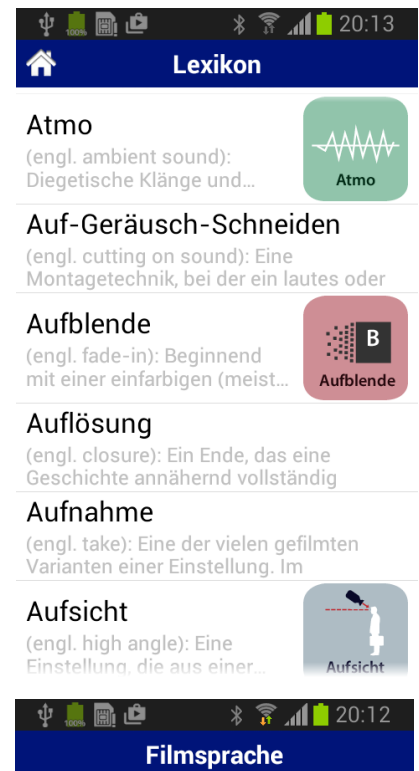


_Age recommendation: 12 years and older

_Languages: German & English

_Features:

- 400+ entries for film language and filmic narrative
- over 100 specially created visual markers that illustrate the core ideas of cinematic means and techniques
- further overview graphics, which facilitate the understanding of technical terms
- favourites function, which allows important articles to be saved for quick access (e.g. as part of exam preparation)
- checklists that facilitate the perception and classification of cinematic means and techniques
- quick, additional search for technical terms
- text and images can be copied and quoted
- a special view in landscape format allows visual access to the most important technical terms



Atmo

(engl. ambient sound): Diegetische Klänge und...



Auf-Geräusch-Schneiden

(engl. cutting on sound): Eine Montagetechnik, bei der ein lautes oder

Aufblende

(engl. fade-in): Beginnend mit einer einfarbigen (meist...)



Auflösung

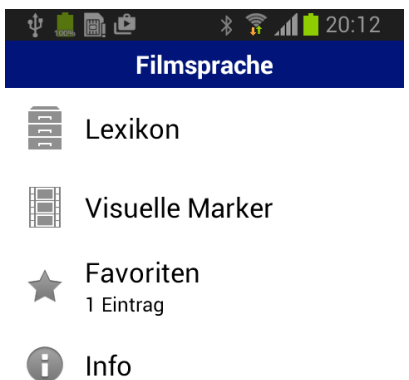
(engl. closure): Ein Ende, das eine Geschichte annähernd vollständig

Aufnahme

(engl. take): Eine der vielen gefilmten Varianten einer Einstellung. Im

Aufsicht

(engl. high angle): Eine Einstellung, die aus einer...



Lexikon



Visuelle Marker



Favoriten

1 Eintrag



Info

_SOURCE:

<https://play.google.com/store/apps/details?id=de.amma.filmLanguage>



_TOPSHOT

_Developer: FILM+SCHULE NRW

Try it out and learn: Experience for yourself how cinematic means such as sound and editing can change the impression of film images! Here's your easy introduction to the world of film.

In five interactive applications, the film education initiative FILM+SCHULE NRW invites teachers and pupils to immerse themselves in the world of cinematic design.

The well-structured program shows how look, music and film editing influence the impact of films.

Users can interactively intervene in film clips. In this way, the app shall make it possible to experience cinematic means of style. A click on the info button then briefly explains basic cinematic terms. More detailed worksheets for integration into the classroom can be found on the developer's website.



_Age recommendation: 10 years and older

_Language: German

_Features:

- learning by trial and error
- intuitive and interactive application
- explanation of basic filmic terms
- interactive clips
- length of shots
- camera perspectives
- film look
- film sound
- film editing and montage

_ Application scenarios :

- designed for teachers & students
- in class, as help with homework or in self-study

FILM+SCHULE NRW is a joint initiative of the Ministry for Schools and Education of North Rhine-Westphalia and the Landschaftsverband Westfalen-Lippe (LWL). Since 2008, FILM+SCHULE NRW has been specifically promoting the film literacy of pupils. With the "TopShot" app, FILM+SCHULE NRW supports analytical competence and encourages the productive use of moving images.



_SOURCE:

<http://www.filmundschule.nrw.de/de/topshot/>



MULTIMEDIAGUIDE

Developer: Deutsches Filminstitut – DIF e.V.

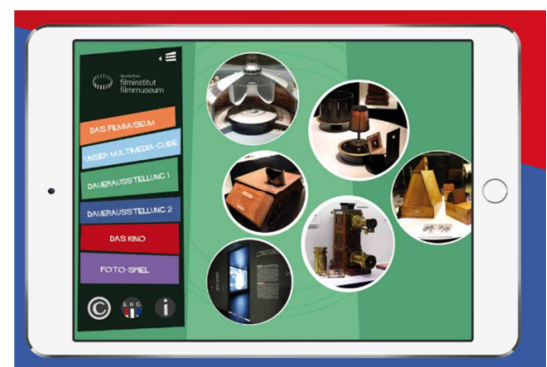
Would you like more information about the permanent exhibition of the Deutsches Filmmuseum? Then grab the multimedia guide and let your peers explain the exhibits to you.

The multimedia guide was developed especially for you by children and teenagers in more than two years of work. With the help of audio clips, moving images, texts and photos as well as interactive functions, you can go on a discovery tour and see the Filmmuseum with different eyes.

The different guide levels are displayed on the start screen. In addition to contributions from children and teenagers on their favorite

objects of the permanent exhibition, you will receive further and in-depth information about the museum. For example, there are audio texts on the objects, background information on the cinema, archives and history of the museum, film excerpts, interviews with filmmakers and an interactive photo game.

The Deutsches Filminstitut has developed the multimedia guide by young people for young people and families in a long-term model project. It combines approaches in film and media pedagogy that have so far often been separated in practice: the examination of film-cultural heritage and current media formats. The aim of the project was to learn from the young participants how they perceive the museum and its contents. The results are to be incorporated into the museum's mediation work.



Age recommendation: 6 years and older

Language: German



Features:

- contributions to exhibits
- information on the cinema, the archives & the history of the Deutsches Filminstitut
- film excerpts
- interviews with filmmakers
- interactive photo game

available for rent at the ticket counter of the Filmmuseum

SOURCE:

<https://deutsches-filminstitut.de/multimediaguide/>



_Age recommendation: 6 - 12 years

_KINDERFILMWELT.de
[CHILDRENS FILM WORLD]

_Developer: Deutsches Kinder- und Jugendfilmzentrum (KJF), Remscheid

If you are between six and twelve years old and are passionate about movies, Kinderfilmwelt.de is made for you. Here you can find lots of information about new releases, dates and backgrounds for your favourite films.

Navigating the site is very easy: First get an overview of the different areas and then click on what interests you. Looking for the latest movies? Then take a look at the "New Films" section.

If you prefer to enjoy your movies at home, click on "All movies" and select "DVD" in the keyword search. Of course, you'll be looking for your true age.

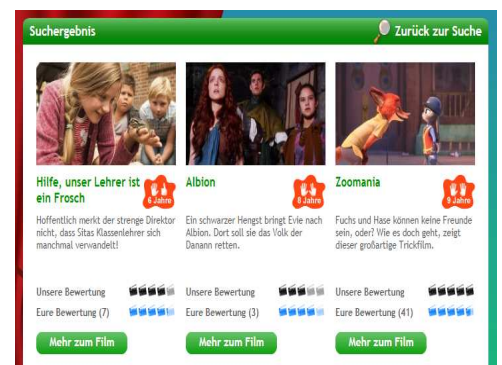
_Language: German

_Features:

- interviews
- informationen about new movies in the cinema and on DVD
- film studio
- parent information

In the "Filmstudio" you can discover a new world by taking a look behind the scenes. Videos and texts explain the various components, steps and roles of a film production. If you are interested in a career in the film industry, you should take a closer look at the category "Professions in Film". Camera, mask, direction, props; there's sure to be something for you!

Parents can also discover something new in the "Parent Info". Here you will find all kinds of information on age recommendations, current topics and much more.



_LINK:

<https://www.kinderfilmwelt.de>

Film Education & Learning Websites



_Developer: Les enfants de cinéma, Paris

You are interested in movies and you can speak French or you want to learn it? Then have a look at NANOUK! Here you have the opportunity to inform yourself about more than 100 films and even see excerpts from them.

In the "family area" there are over 100 stylized icons, each of which can be assigned to a cinematic work from the history of cinema. By clicking on the icon, the title of the film behind it and additional information are revealed.

In addition to short summaries of the individual films, NANOUK also reveals what makes each film so unique and which characteristics make it special.

For those who are interested, an overview of further literature on the subject is also provided, and those who particularly like the film can send a postcard to friends.



_Age recommendation: 8 years and older

_Language: French

_Features:

- selection of over 100 works from the entire history of film
- film excerpts
- background information on the films
- summaries
- movie postcards to send to friends
- further bibliography

NANOUK also offers moving image enthusiasts a wide range of visuals: All films are illustrated with clips of varying lengths, thus conveying a vivid impression of over a hundred years of cinema history.

Originally developed as a film educational platform for school lessons in combination with cinema visits in France, NANOUK also offers a lot of entertainment outside French schools.



RÉSUMÉ DU FILM

Shaun est un mouton très mûr qui vit en harmonie avec sa ferme. Il s'agit de protéger sa ferme et ses habitants. Mais un jour, un grand camion arrive dans la ferme et Shaun se rend compte qu'il s'agit d'un camion de transport de moutons. Shaun se rend compte qu'il est le seul mouton à ne pas être transporté. Il décide de s'enfuir et de se rendre à la ville. Il y rencontre un chat et un chien qui l'aident à se cacher. Ils décident de s'enfuir ensemble et de se rendre à la ville. Ils y rencontrent un grand camion qui les transporte. Ils se rendent à la ville et y rencontrent un grand camion qui les transporte. Ils se rendent à la ville et y rencontrent un grand camion qui les transporte.



POURQUOI CE FILM A ÉTÉ CHOISI

C'est un film très mûr qui vit en harmonie avec sa ferme. Il s'agit de protéger sa ferme et ses habitants. Mais un jour, un grand camion arrive dans la ferme et Shaun se rend compte qu'il s'agit d'un camion de transport de moutons. Shaun se rend compte qu'il est le seul mouton à ne pas être transporté. Il décide de s'enfuir et de se rendre à la ville. Il y rencontre un chat et un chien qui l'aident à se cacher. Ils décident de s'enfuir ensemble et de se rendre à la ville. Ils y rencontrent un grand camion qui les transporte. Ils se rendent à la ville et y rencontrent un grand camion qui les transporte.

CARTE POSTALE NUMÉRIQUE



RÉSUMÉ DU FILM

King Kong est un film très mûr qui vit en harmonie avec sa ferme. Il s'agit de protéger sa ferme et ses habitants. Mais un jour, un grand camion arrive dans la ferme et Shaun se rend compte qu'il s'agit d'un camion de transport de moutons. Shaun se rend compte qu'il est le seul mouton à ne pas être transporté. Il décide de s'enfuir et de se rendre à la ville. Il y rencontre un chat et un chien qui l'aident à se cacher. Ils décident de s'enfuir ensemble et de se rendre à la ville. Ils y rencontrent un grand camion qui les transporte. Ils se rendent à la ville et y rencontrent un grand camion qui les transporte.

POURQUOI CE FILM A ÉTÉ CHOISI

C'est un film très mûr qui vit en harmonie avec sa ferme. Il s'agit de protéger sa ferme et ses habitants. Mais un jour, un grand camion arrive dans la ferme et Shaun se rend compte qu'il s'agit d'un camion de transport de moutons. Shaun se rend compte qu'il est le seul mouton à ne pas être transporté. Il décide de s'enfuir et de se rendre à la ville. Il y rencontre un chat et un chien qui l'aident à se cacher. Ils décident de s'enfuir ensemble et de se rendre à la ville. Ils y rencontrent un grand camion qui les transporte. Ils se rendent à la ville et y rencontrent un grand camion qui les transporte.

CARTE POSTALE NUMÉRIQUE



_LINK:

<https://nanouk-ec.com/films/>

Film Education & Learning Websites

Kinder und Jugend Filmportal

KINDER UND JUGEND FILMPORTAL [CHILDREN AND YOUTH FILM PORTAL]

_Developer: Deutsches Kinder- und Jugendfilmzentrum (KJF), Remscheid

Do you often lose track of the current offer of films that you might like? You'll certainly find what you're looking for at the Kinder und Jugend-Filmportal and maybe even discover your next favourite film.

Every month, the homepage of the Kinder und Jugend-Filmportal presents you a new, carefully compiled selection of reviews of current films from all over the world that are tailored exactly to kids. Here you can browse and look around to see which new releases are running in the cinema or are available as DVD/Blu-ray/VoD and which series are the current hits.

Each film is explained by a review, which gives you a brief idea of the plot and which stylistic elements make the film so special.

Moreover, thanks to a large number of articles, you have the possibility to inform yourself about trends and tendencies, film festivals or news in the field of children's and youth films.



_Age recommendation: 8 years and older

_Language: German

_Features:

- reviews of current films and series for young audiences
- filter option according to age recommendation
- articles on background information & current trends and developments in the children's and youth film sector
- monthly changing thematic focuses

Children's and youth films deserve great attention not only because they appeal to a large audience, but also because they accompany children and young people for years to come by connecting to their worlds of experience and following their desire for adventure. They tell stories about growing up and are as a cultural experience a piece of a fulfilled childhood.

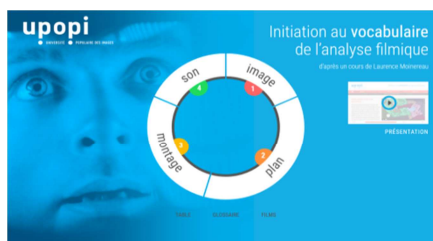
The Kinder und Jugend-Filmportal offers space for these films and presents the spectrum of worldwide film-making for children and young people in all its diversity. It is also a forum for the expert scene and pursues the goal of offering in-depth and well-founded reviews that are intended to advance children's and youth film in Germany.



The Kinder und Jugend-Filmportal is significantly supported by the Kuratorium junger deutscher Film and the Förderverein deutscher Kinderfilm.

_LINK:

<https://www.kinder-jugend-filmportal.de/>

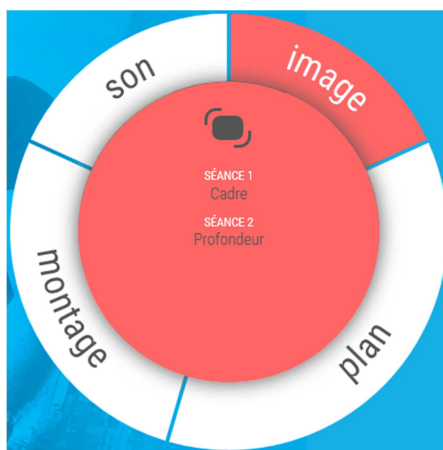


_UPOPI

_Developer: Ciclic, Château-Renault

Playful learning with the greatest filmmakers? This is what the interactive online course of the Université populaire des images, UPOPI for short, offers you. If you've always wanted to know more about film analysis, you've come to the right place and can refresh your French at the same time.

Using examples from films by masters such as Alfred Hitchcock, Stanley Kubrick, François Truffaut or Steven Spielberg and films such as CITIZEN KANE or TITANTIC, the visual aesthetics, framing, montage and sound are vividly explained and cinematic vocabulary is conveyed at one's own pace of learning.



_Age recommendation: 12 years and older

_Language: French

_Features:

- 11 sessions with 53 concepts
- 158 exercises with 209 clips
- extensive glossary
- case studies
- tutorials

As soon as the course has started, you can choose between eleven different sessions. Backgrounds to the film analysis are explained by easily understandable texts and altogether scarcely 200 film clips. By means of many interactive exercises on the various topic blocks, one's own knowledge can then be deepened and checked in the next step.

The third block of each subtopic consists of case studies. Filmic peculiarities are explained here using excerpts from certain films and provide a comprehensive insight into film history.

For more in-depth study, there is also the option of downloading a file with further reading for each session.



_LINK:

<http://upopi.ciclic.fr/vocabulaire/>



VIERUNDZWANZIG.DE
DAS WISSENSPORTAL DER
DEUTSCHEN FILMAKADEMIE



_Age recommendation: 12 years
and older

_Language: German

_VIERUNDZWANZIG.de
[TWENTYFOUR.de]

_Developer: Deutsche
Filmakademie e.V., Berlin

What does a producer do at all? How are film costumes made? And what are GCI and VFX actually? If you're looking for answers to these questions and want to know from professionals what happens during a film shoot, then have a look at VIERUNDZWANZIG!

The website vierundzwanzig.de is both an online film school and a comprehensive database full of useful information. Whether interviews with influential producers, directors, actors, but also cameramen and film musicians: In a multitude of conversations, the various aspects of film production are explored - with first-hand reports.

In addition, there are many so-called master classes that last more than half an hour, in which an example is dealt with more intensively. The video format also means that the information can be called up at any time.

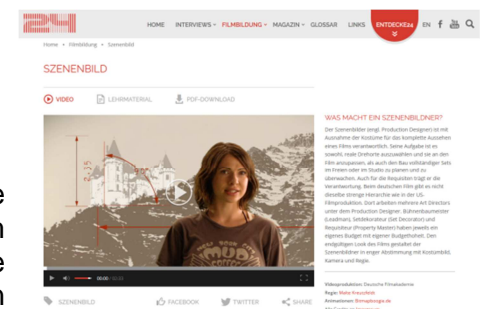
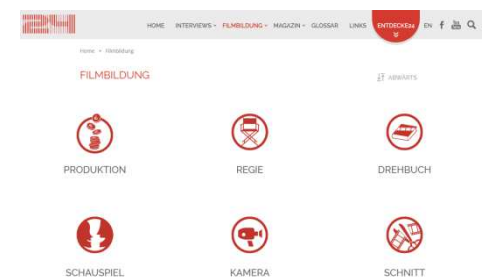
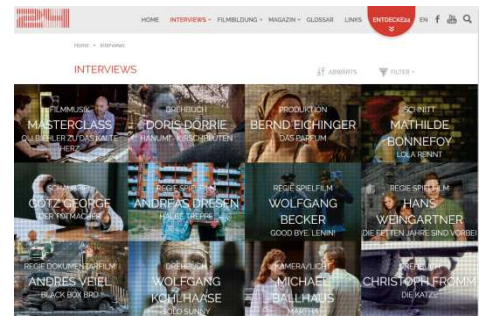
_Features:

- interviews
- master-classes
- film education with video clips
- glossary
- magazin

In the glossary you can read all the important terms about film. From the beginnings of cinema to the latest technology, everything can be found here.

Under "film education" you will also find detailed descriptions of film-related professions, such as production, make-up or special effects.

The individual areas are explained with text and video material. In addition, one click gives access to the corresponding teaching material, which can be integrated into lessons in an ideal way.



The "magazin" section regularly publishes articles on various topics related to cinematic work. In guest contributions the distributor filmgalerie 451 presents "The Cinema of Christoph Schlingensief" or the Redaktion 24 writes about "The Visual Effects at Anonymus".

_LINK:

<https://vierundzwanzig.de/de/home/>



MURNAU BILDUNGSPAKET **[MURNAU PACKAGE]**

_Developer: Neue Wege des Lernens e.V., Bielefeld

Have you ever heard of Friedrich Wilhelm Murnau? No? Then discover his films and deal interactively with them. The **MURNAU BILDUNGSPAKET** offers you many options - even if you already know Murnau.

Friedrich Wilhelm Murnau (1888 - 1931) is regarded as one of the most important German directors of the silent film era and has made a total of 22 films, including such well-known ones as **NOSFERATU** - **EINE SYMPHONIE DES GRAUENS** (1922).

The interactive learning package offers the opportunity to deal intensively with various aspects of Murnau's work and life. Different forms of presentation are combined.



_Age recommendation: 14 years and older

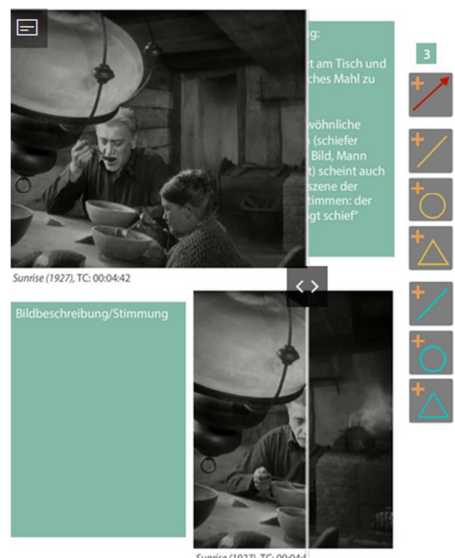
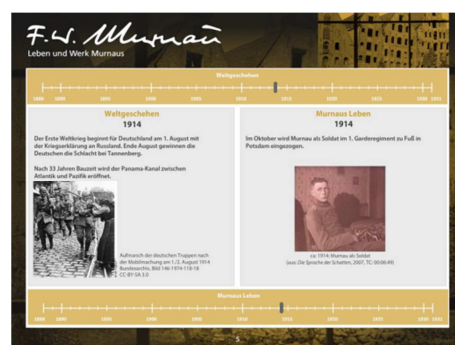
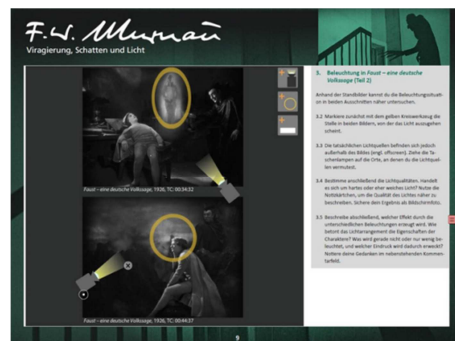
_Language: German

_Features:

- 7 interactive worksheets on Murnau's life and work
- thematic focuses in Murnau's work
- the unleashed camera
- image composition and camera perspectives
- intertitles in silent film
- tinting, shadow and light

The offer is suitable both for school lessons and for private study. The worksheets are rich in information, but always clearly formulated and offer further tasks to consolidate the acquired knowledge.

Neue Wege des Lernens e. V. has developed an educational package consisting of seven interactive worksheets for the Friedrich Wilhelm Murnau Gesamtschule in Bielefeld. The project was awarded the European Comenius-EduMedia-Award in June 2017.



_LINK:

<https://murnau.neue-wege-des-lernens.de/murnau/>



_ZEICHENTRICKFILM
MACHEN 2 [CARTOON
MAKING 2]

_Developer: Drawing Cartoons Ltd.

Have you always wanted to make your own animated film? Then go ahead and let your imagination run free!



_Age recommendation: 6 years and older

_Language: Englisch

Easily create your own short animated movie. You can choose from many pre-fabricated models to realize your craziest ideas!

_SOURCE:

<https://play.google.com/store/apps/details?id=com.zalivka.animation2>



_FLIPACLIP

_Developer: Visual Blasters LLC

Create your own cartoon sheet by sheet. The principle works just like the old flipbook, but with a modern twist!



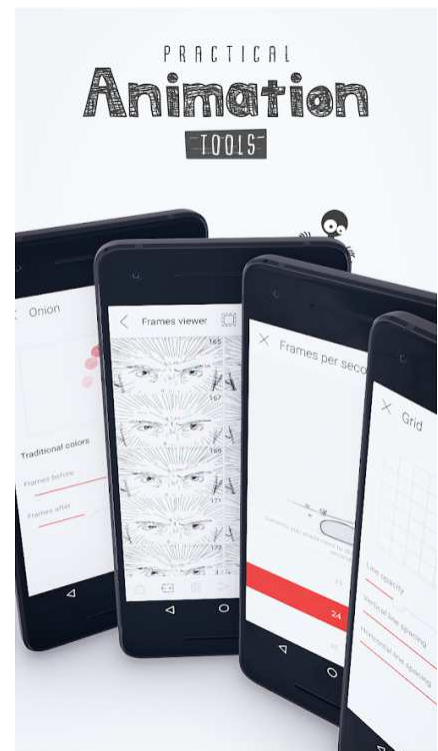
_Age recommendation: 6 years and older

_Language: German

Draw your own little flipbook-style story picture by picture. First the work, then the pleasure: let the app animate your drawings and share the result with your friends!

_SOURCE:

<https://play.google.com/store/apps/details?id=com.mangoogames.moviequiz>





**FOX & SHEEP
FILMSTUDIO**

_Developer: Fox & Sheep

If you have a small director slumbering inside you, then you now have the opportunity to let your creativity run free! Because with this app you can easily go on a journey of discovery into the world of film production.

With the app FOX & SHEEP FILMSTUDIO you can choose characters, backgrounds and music to produce your own movie!

Best of all, you can choose the character that suits you best from a wide range of figures to make your movie something special. You even have the option to add special effects to your movie and personalize it by creating your own credits.



_Age recommendation: 4 years and older

_Language: German

_Features:

- more than 30 different figures and backgrounds to choose from
- intuitive navigation
- dynamic special effects

The app not only offers the opportunity to shoot the next birthday film for the family and thus visualize your own ideas, but also presents complex facts of the film production in a way that is playful and understandable for children.

By taking on the role of the director, children are brought closer to the digital world in an age-appropriate way.



_SOURCE:

<https://play.google.com/store/apps/details?id=com.foxandsheep.moviestudio>



FILM-QUIZ - 4 Bilder 1 Film
[4 Pictures 1 Movie]

Developer: Mangoo Games

The game principle is simple: You see four pictures and have to guess the movie you are looking for. Test your film knowledge and recognize as many films as possible!



Age recommendation: 8 years and older

Language: German

Take a close look at the four pictures. Do you know which movie is meant? Then solve the quiz!

SOURCE:

<https://play.google.com/store/apps/details?id=com.mangoogames.moviequiz>





ZEITBLICK [TIME VISION]

_Developer: Olivier Trébosc

Do a selfie and let the algorithm find a historical portrait that looks like you! Try to look like an action hero and see what the app has in store for you. Once a picture is found, you'll have the chance to learn more about your "match".

With ZEITBLICK historical picture worlds can be re-experienced: A suitable art-historical portrait of your selfie is provided within seconds by means of face recognition. Afterwards there is the possibility to get information about the picture and to share the result with friends on the internet.

Nowadays, more digital photos are taken every year than ever before in the history of mankind analogue photos have been developed. So today a photo is only a handgrip away. On the other hand, it is also an opportunity to find new ways to interact with old photos.



_Age recommendation: 8 years and older

_Language: German

_Features:

- face recognition
- keywording
- sharing function

Together with the open picture archive of the Museum für Kunst und Gewerbe Hamburg, a database with over 1,300 different portraits from the past was created. Face recognition then links a quick selfie with a historical picture - so that these photos are not forgotten either.

_Winner of the cultural hackathon "Coding da Vinci Nord 2016"

"Coding da Vinci" was founded by the Deutsche Digitale Bibliothek, the Forschungs- und Kompetenzzentrum Digitalisierung Berlin (digiS), the Open Knowledge Foundation Deutschland and Wikimedia Deutschland in order to connect the world of culture and technology. From freely usable cultural data, new applications, mobile apps, services, games and visualizations are created and thus the collections of museums are conveyed in a new way.



_SOURCE:

<https://play.google.com/store/apps/details?id=akl.al.com.zeitblickapp>

THANKS!

LUCAS thanks all supporting institutions of the festival, all friends and partners, without whom the festival would be inconceivable.

In addition, numerous colleagues from the Deutsches Filminstitut as well as volunteers have contributed to getting the festival off the ground. But to name all of them would go beyond the scope of this brochure. However, you will find a mention on our website, which is constantly updated.

Our heartfelt thanks go to all of them! For the LUCAS digital Family Day we would like to thank the following institutions for their great networking and commitment

IN FRIENDLY COOPERATION WITH:

N • DE
FORUM
FOR
DIGITAL
ARTS



SAMSUNG



IMPRESSUM

FESTIVAL ORANGIZER:

Deutsches Filminstitut & Filmmuseum
Schaumainkai 41, 60596 Frankfurt am Main
deutsches-filminstitut.de
lucas-filmfestival.de

DIRECTOR:

Ellen Harrington (V.i.S.d.P.)

AUTHORS & DESIGN:

Martin Klein, Hannah Meckel, Marie Wolters

Gefördert
durch die



PROGRAMM > WORKSHOP-ANMELDUNG AM MORGEN DES FAMILIENTAGS AM INFO-COUNTER

UG KINOFOYER > 10-17 Uhr MOVIEIFICATION

movieification.de
App und Kopfhörer geschnappt und los geht die digitale Reise: Die App »Moviefy« schickt junge Filmfans auf ein filmisches Abenteuer rund um unser Haus für den Film. Mit Gewinnspiel!

KINO

11 + 12 Uhr: EINE STADT ENTSTEHT IM KINO (> S. 15, Eintritt frei)
ÄRGER HOCH ZWEI

14 Uhr: (> S. 4, Eintritt: 3 Euro)

16 Uhr: E.T. – DER AUSSERIRDISCHE (> S. 16, Eintritt: 3 Euro)

EG Foyer > 10-17 Uhr

#LUCASakeover

Digitale Installationen: Bei den belgischen tBEDRIJF video artists wird ein beliebtes Hoppspiel zum digitalen Erlebnis. / Der Hamburger Theatermacher Christopher Weymann lädt zum #LUCASakeover in den Social Media Underground Club ein. Hier dreht sich alles um politische Inszenierungen und Ethik im Internet.

Maus-Spezial »360°« > 11:30 Uhr Live-Erstaussendung

In der neuesten Folge der beliebten »Sendung mit der Maus« luftet Reporter Johannes Buchs die Geheimnisse um 360°-Kamera und »Virtual Reality«.

1. OG > Foyer > 10-17 Uhr Spiel- und Lernlabor »digital tools«

Eigene Cartoonhelden animieren, den Sound und Schnitt per App perfektionieren und das ABC der Filmsprache immer grifffbarer haben – LUCAS präsentiert die neuesten tools und Anwendungen für den künstlerischen Umgang mit dem Medium Film.

1.-2. OG > 10-18 Uhr

Dauerausstellung: Eintritt frei
Auf zwei exklusiven Führungen erkunden Neugierige die Geschichte des Mediums Film.

2. OG > Foyer > 10-17 Uhr

Die Frankfurter Metric Minds zeigen mit »Catch And Release«, wie »Augmented Reality« (dt. erweiterte Realität) aussehen kann: leise, meditativ und kunstvoll animiert.

3. OG > 10-18 Uhr

Letzter Tag der Sonderausstellung
Kubricks 2001: 50 Jahre A SPACE ODYSSEY
Eintritt: 10 Euro / ermäßigt: 8 Euro



4. OG > 10-17 Uhr > WORKSHOP-PROGRAMM

WORKSHOP 1

EUMEL Film – Filmwerkstatt mit Nachwuchsfilmern/innen Sebastian Jansen und Svenja Büttner
Dauer: 2x je ca. 90 Min.
Ein Blick hinter die Kulissen der hessischen Mini-Serie KLEINE HELDEN: Teilnehmer/innen erfahren alles zum Filmdreh, lernen die jungen Darsteller/innen kennen und basteln ihr eigenes Requisiten-Holzschwert. In der BlueBox gibt's das filmreife Erinnerungsfoto.

WORKSHOP 2

Scherenschnittanimation mit Sonja Wessel (Medienwerkstatt Mönchen)
Dauer: je ca. 120 Min.
1x für Kinder von 7 bis 9 Jahren,
1x für Kinder von 10 bis 12 Jahren
Im Workshop entstehen kurze, digital animierte Filme mit filigranen Scherenschnittfiguren in der Tradition Lotte Reinigers.

WORKSHOP 3A

Digitalwerkstatt Frankfurt
Familienworkshop Digitale Kunst
Dauer: ca. 120 Min
Für Kinder von 6 bis 8 Jahren und eine/n Erwachsene/n
Angereichert von einer Trainerin erforschen Kinder und ihre Eltern (oder andere Teams) die kreativen Möglichkeiten der Programmierung und entwickeln gemeinsam zauberhafte Animationen.

WORKSHOP 3B

Digitalwerkstatt Frankfurt
Creative Coding
Dauer: ca. 120 Min
Für Kinder von 8 bis 12 Jahren
In Begleitung einer Trainerin lernen Kinder spielerisch die Möglichkeiten der visuellen Programmiersprache Scratch kennen und gelangen in interaktiven Schritten zum eigenen Spiel.

WORKSHOP 4

Machinima
Dauer: ca. 120 Min.
Für Kinder ab 10
Den eigenen Kurzfilm auf die Leinwand bringen, aber weder technisches Equipment noch Schauspieler/innen zur Hand? Kein Problem: Bei Machinimas werden Spielumgebungen aus Games wie »Die Sims« zum Filmstudio.
In Kooperation mit dem Frankfurter Jugendmedienkunstfestival Digitale Welten und dem NODE Forum for Digital Arts.

In Kooperation mit:



Zeitplan: Familientag LUCAS DIGITAL

23. September 2018



13 Uhr + 15 Uhr

Entdeckungsreise durch die Dauer-
ausstellung des Deutschen Filmmuseum

10 - 18 Uhr

Kubricks 2001: 50 Jahre A SPACE ODYSSEY
>> letzter Tag der Sonderausstellung

10 - 17 Uhr

Spiel- und Lernlabor
>> digital tools (Foyer 1.+2. OG)

Filmprogramm im Kino

11 Uhr + 12 Uhr Minis: Eine Stadt entsteht im Kino

14 Uhr ÄRGER HOCH ZWEI (PL 2017, R: Marta Karwowska)*

16 Uhr

E.T. - DER AUSSERIRDISCHE (USA 1982, R: Steven Spielberg)*

Workshops im Filmmuseum, 4.OG

10.30 Uhr

Filmwerkstatt:
EUMEL Film

12 Uhr

Meine Welt
in 360°

13 Uhr

Machinima

14 Uhr

Digitalwerkstatt:
Creative Coding

15.30 Uhr

Filmwerkstatt:
EUMEL Film

weitere Angebote

11.30 Uhr
EG Foyer

Maus-Spezial "360°"
Live-Erstaussstrahlung
der neuesten Folge der "Sendung mit der Maus"

UG Kinofoyer

Moviefication

EG Foyer

#LUCAStakeover
tBEDRIJF video artists
DayCare Technology

1.OG Foyer

Festivallounge
Virtual Reality/360°-Filme

2.OG Foyer

Catch and Release
VR-Experiences

Scherenschnitt

Scherenschnitt
(14.30 Uhr)

* Eintritt: 3,00€



LUCAS #41 WINNERS

at the cinema of
Deutschen Filmmuseums

FR, 28.9. | 2:30 p.m.
Winners 8+

SO, 30.9. | 11:00 a.m.
Winners 13+

SO, 30.09. | 3:00 p.m.
Winners 16+ | Youngsters