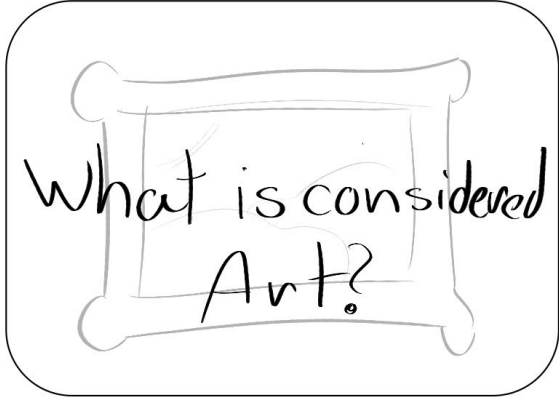
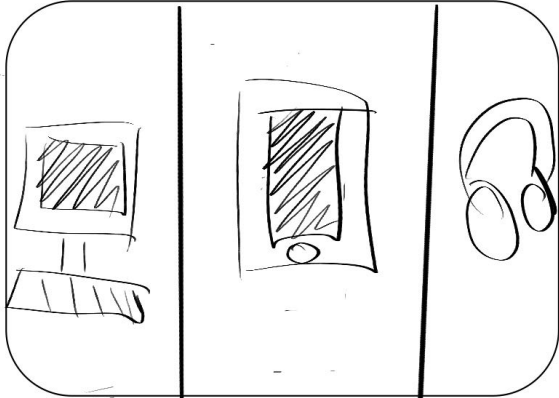


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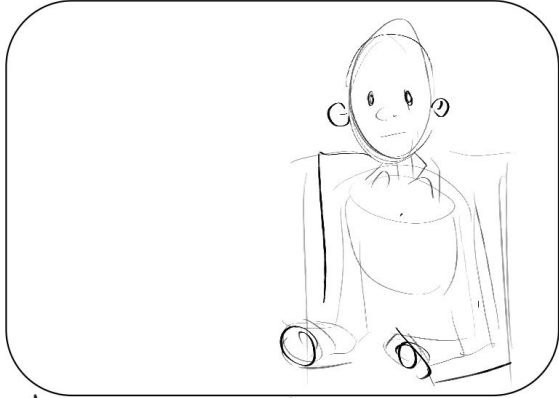


montage

	<b>CLASSICAL MUSIC begins and a PICTURE OF ART appears, a few seconds later a title appears saying:</b>

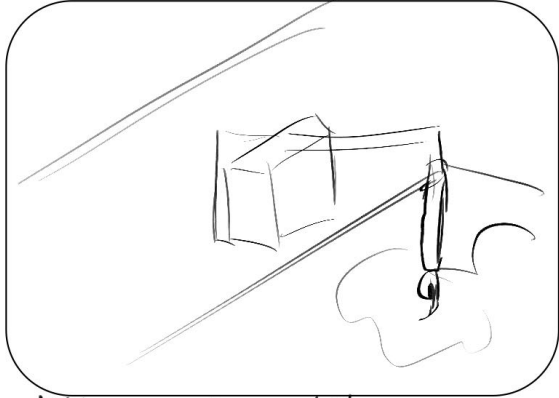
	Sabrina/Narrator "What is considered art" (V.O.)
	As the NARRATOR says the line below a montage of paintings starting from the the least recently painted to the most recently painted, CLASSICAL MUSIC should rise in volume or become more dramatic.

	<b>CLOSE UP ' Photos of MACHINES appear such as COMPUTERS, LAPTOPS and IPHONES</b>
	Sabrina/Narrator "Many of these changes recently have occurred in the late 1900s and the early 2000s" (V.O.)



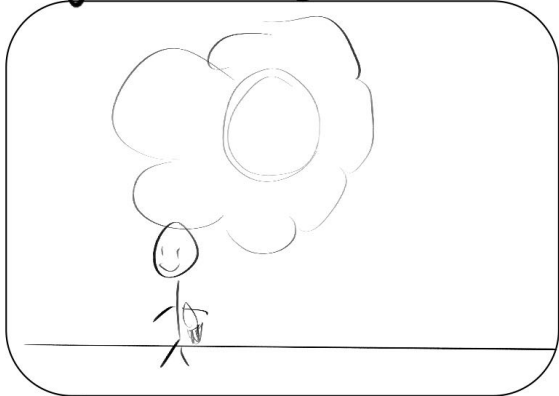
Low camera angle

	Seycove - DAY
	The camera is focused on PERSON BEING INTERVIEWED #1, CLASSICAL MUSIC stops, UPBEAT/RETRO LOFI music begin
	SABRINA/Narrator
	Do you think there are any benefits to technology and art intersecting and if so, what are they?
	Person being interviewed #1 (Response not yet given)



High camera angle

	Timelapse/SCREEN
	A Timelapse of drawing of the AARON machine is shown
	Sabrina/Narrator
	The first use of the term "digital art" was used in 1980s, this term of the time was used to describe AARON, a machine that could create its own paintings(V.O.)



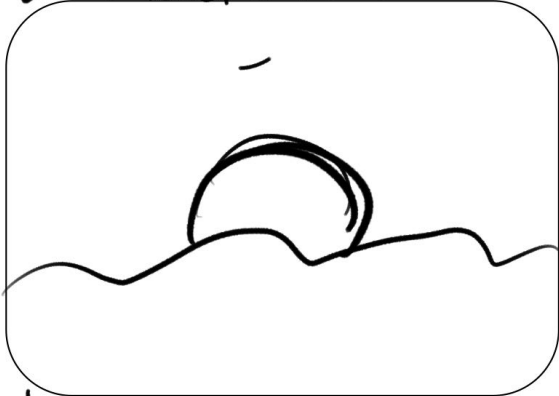
LS

	Graffiti wall in city - Day
	LANDSCAPE SHOT, you can see Sabrina/Narrator walks past the wall with a
	BAG



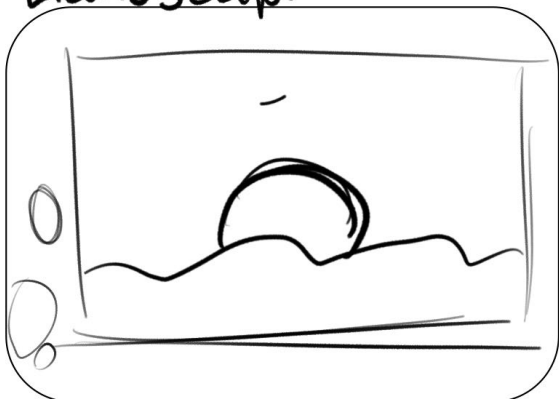
Low level camera shot

Sabrina/Narrator is on shore of the beach, she brings out her SKETCHPAD and IPAD and stares out to the distance	



landscape

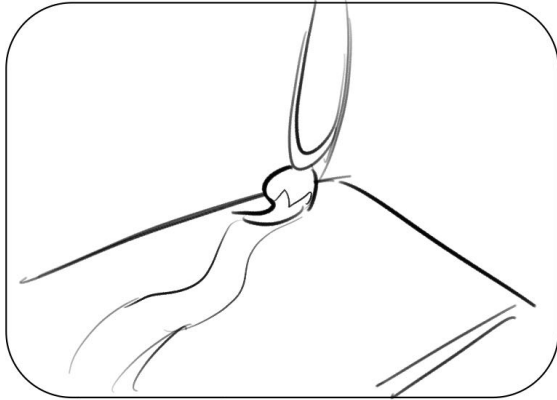
The camera cuts to the	
<b>HORIZON</b>	
Sabrina/Narrator	
Having iPad has helped many artistic people be able to draw anywhere without having to bring their materials with them	
(V.O)	



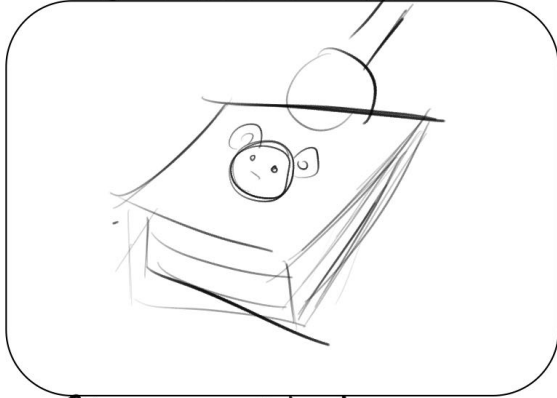
Point of view

The scene than cuts to a digital drawing of the horizon	

PROJECT \_\_\_\_\_ SCENE



high level camera



Close up shot



	Sabrina's House - Day Camera recording WATERCOLOUR PAINTING being created with TIME- LAPSE
	Sabrina/Narrator The digital medium makes it easier to fixing mistakes in art(V.O.)

	Scene cuts to a flip book in SLOW- MOTION
	Sabrina/Narrator An example is in animation, since before they had to draw everything by hand(V.O.)

	Scene cuts to procreate animation, specific tools are used such as COPY, PASTE and OINION SKIN
	Sabrina/Narrator Animation programs has tools such as copy, paste and onion skin to make it much easier and faster for animators to create an animated video(V.O.)

PROJECT \_\_\_\_\_

SCENE



Montage



Montage



Montage

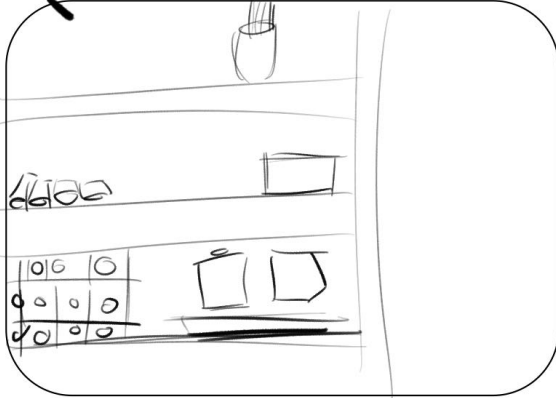
	City - Day
	A montage of different advertisements appears
	Sabrina/Narrator
	An IBISWorld report in 2013
	showed that the online art sale in the United States costs \$835.4 million(V.O.)

	Montage Continues

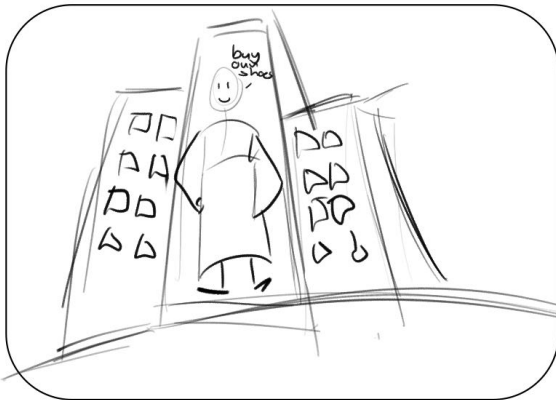
	When Sabrina/
	Narrator states \$835.4
	million, the words
	"\$835.4 million" shows
	up on the middle of the
	screen

Camera Moving left

PROJECT \_\_\_\_\_ SCENE



	Art Store - Day
	Screen cuts to art supplies, camera moving side ways slowly, UPBEAT/RETRO LOFI changes to CHILL ACOUSTIC GUITAR
	Sabrina/Narrator
	Technology has allowed for artists to sell their art to a wider audience and do it independently (V.O.)



	City - DAY
	A landscape shot of huge advertisement
	Sabrina/Narrator
	The new age of advertisements popping up on your phone helps artist sell their work. It also allows for customers to know when that artist has a new product (V.O)

Low camera shot

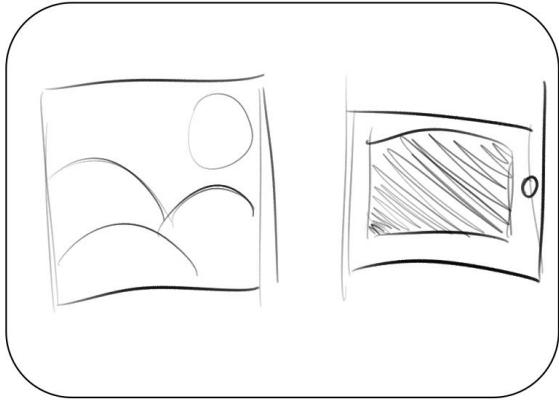


	Art Gallery - DAY
	Camera is focused on PERSON BEING INTERVIEW #2
	Sabrina/Narrator
	Has technology allowed the process of art to be faster or easier?
	Person being interviewed #2 (Response not yet given)

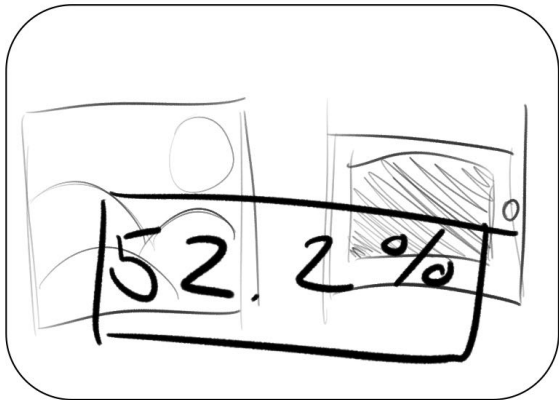
Camera on interview



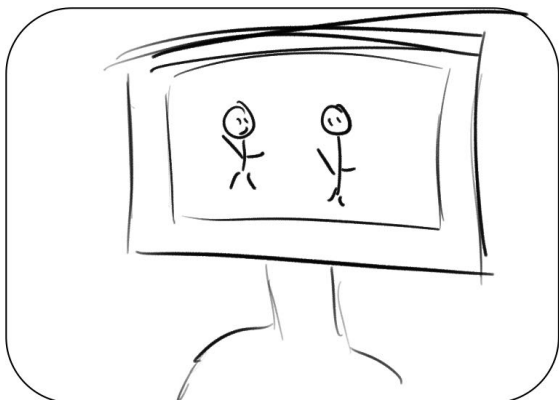
PROJECT \_\_\_\_\_ SCENE



	Sabrina's House-Day
	A painting and an iPad are side by side on the ground
	Sabrina/Narrator
	Even though there is great deals of <u>benefit from technology</u> , there is still the question if we should be moving for more <u>technological created art</u> instead of sticking with art made by hand(V.O.)



	Sabrina/Narrator
	A study in 2019 by State of Art Education showed that 52.2 percent of art want to inquire the knowledge of how to teach digital art effectively(V.O.)
	Once the word 52.2% is spoken, the number should show up big on the screen.

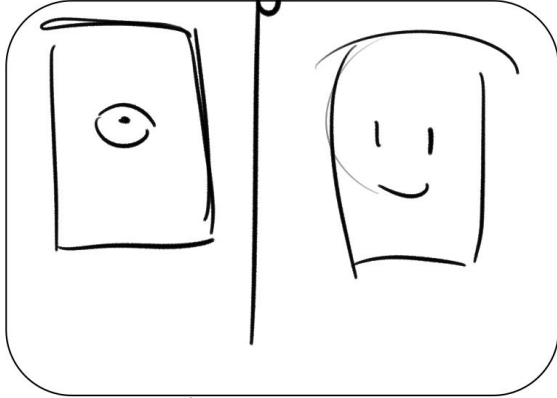


video

	Scene changes, 52.2% is removed from the screen and camera records a video of TV playing a modern cartoon
	Sabrina/Narrator
	However, 21.1% says they would be able to teach a class about digital art(V.O.)

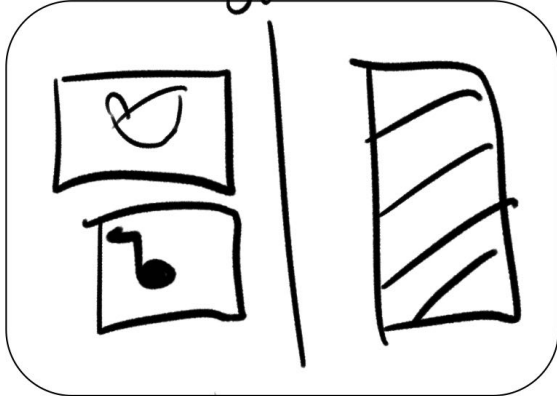
PROJECT \_\_\_\_\_ SCENE

montage



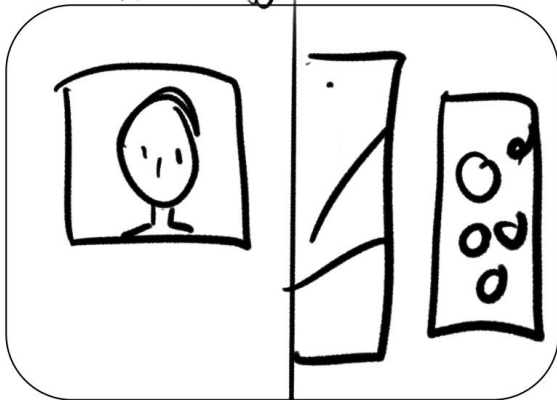
<p>Montage of the different paintings, each painting should be different from another and if possible have different style of painting. An example would be painting techniques such as oil, ink, watercolour</p>	

montage



<p>montage</p>	

montage

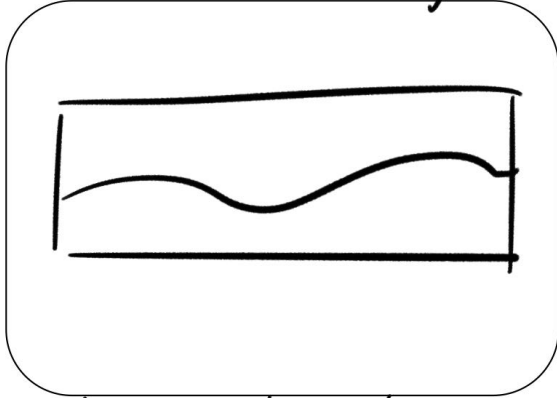


	<p>Sabrina/Narrator</p>
<p>Traditional art allows you to use different materials that have different rules for what you can do with them(V.O.)</p>	
<p>montage</p>	

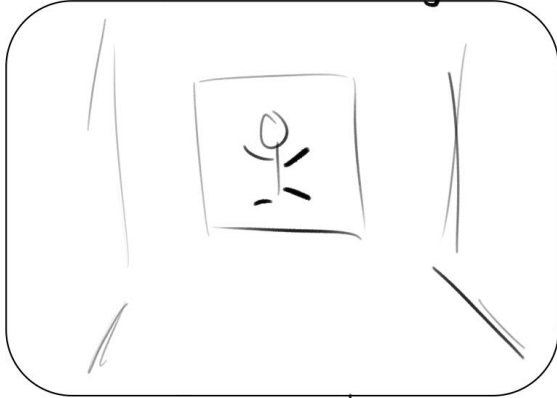


# Long shot montage PROJECT \_\_\_\_\_

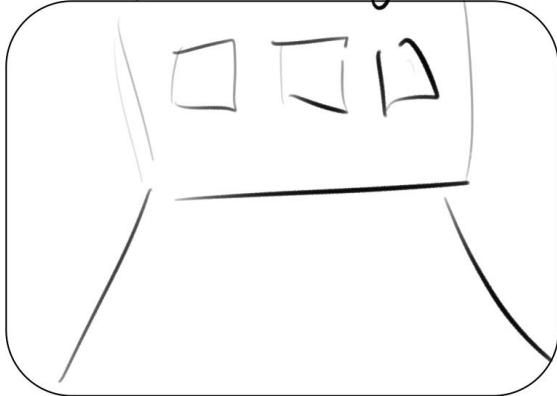
SCENE



Long-shot montage



Long-shot montage

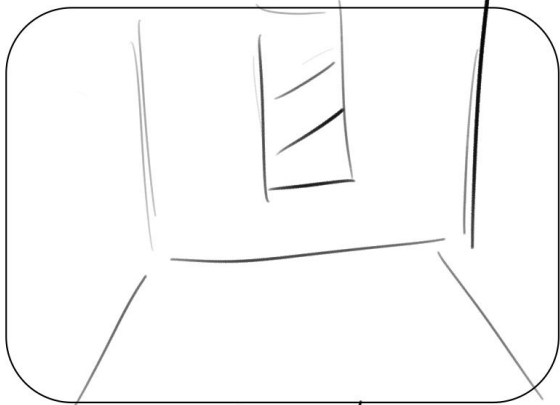


Video of a long painting, the camera should slowly reveal how big this painting is by the	
CAMERA PERSON moving backwards with the camera, CHILL ACOUSTIC GUITAR	
should change to ORCHESTRA	
Sabrina/Narrator	
Traditional art is also can be classified as one of a kind and difficult to replicate(V.O.)	

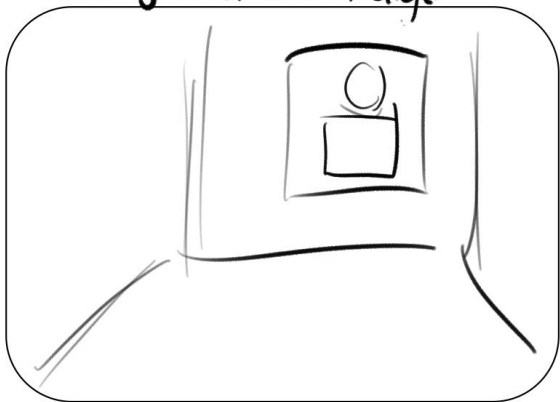
<b>Scene changes</b>	
<b>to landscape</b>	
<b>shot of 5 or 4</b>	
<b>art pieces</b>	


Long-shot montage

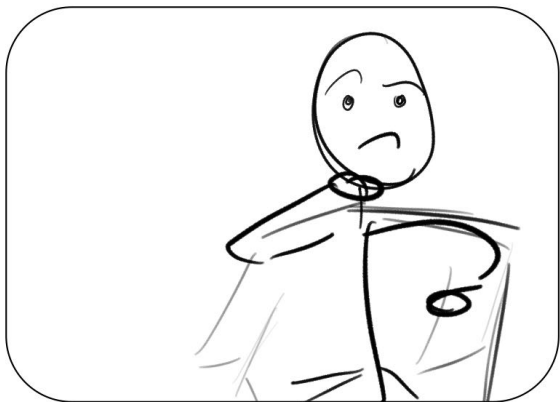
PROJECT \_\_\_\_\_ SCENE




Long-shot montage



	Sabrina/Narrator
	Should digital or
	traditional art be seen
	as more important than
	the other?(V.O.)

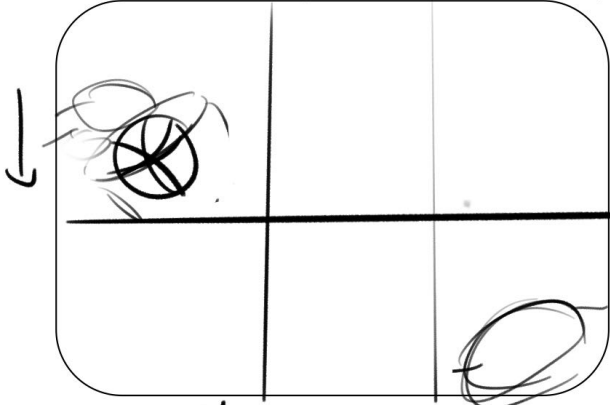


	Seycove - DAY
	The camera is focused on
	PERSON BEING INTERVIEWED
	#1, giving response to the
	question being asked at the
	BOTTOM OF PAGE FIVE
	Person being interviewed #1
	(Response not yet given)

Camera moving down A low camera angle

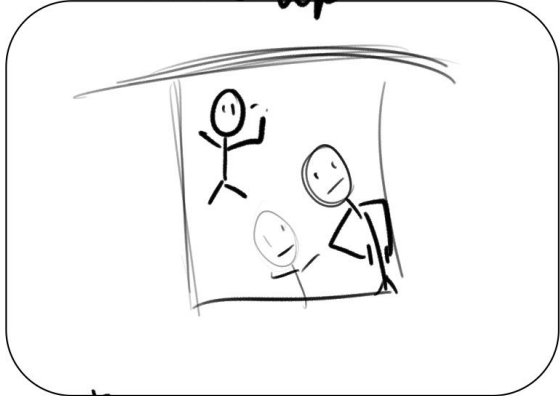
PROJECT \_\_\_\_\_

SCENE



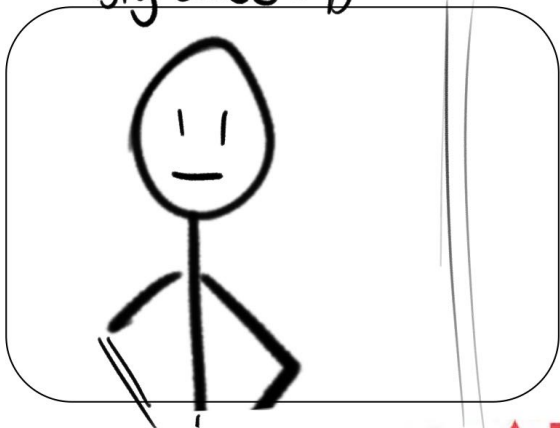
Camera moves to the ceiling of Seycove Secondary, specifically the painted parts of the ceiling, then to the computer room	
Sabrina/Narrator	
Even though art is moving towards being more technological, we don't have to give up one for another. We can use them both to create one product(V.O.)	

close up

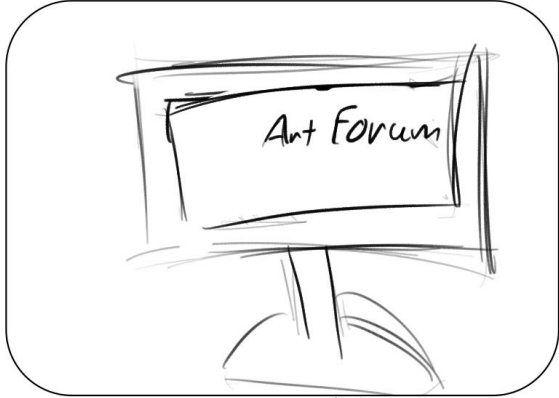


Sabrina's House - Day	
Camera is focused on desk, on the desk there are drawings of ORIGINAL CARTOON CHARACTER, multiple designs of this character are shown	
Sabrina/Narrator	
Many people who work as an artist mainly focus on both traditional and digital. This can be seen with animation studio creating concepts of character on paper, traditional artists planning out their painting digitally.(V.O.)	

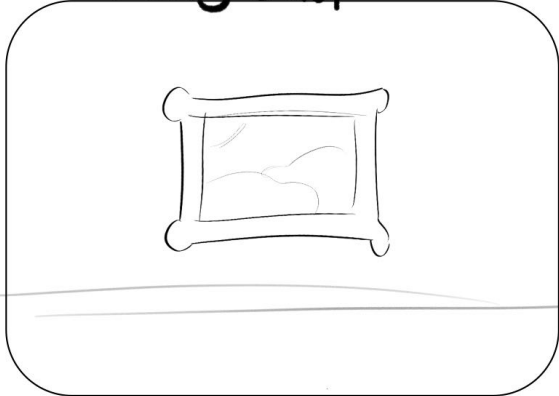
Big close up



Camera that focuses on fully colour drawing of one of the designs of that cartoon character	



Long shot



**Credits**  
 film: Sabrina  
 Voices: Sabrina

	Scene changes to camera focused on a computer, the screen computer shows ART FORUM
	Sabrina/Narrator
	Thanks to our devices we are able to talk to someone half way across the world. This allows artist to get criticism on their artwork and ask advice for any type of art(V.O)

	Art Gallery - Day
	CLASSICAL MUSIC played on PAGE 1 at the very top starts again, the painting that showed up on PAGE 1 appears again however, in a more landscape shot
	Sabrina/Narrator
	Even though we are moving away from traditional art, we can't stop art from developing into different styles and new creative artists creating a named for themselves. No matter digital or traditional(V.O.)

	Screen goes to black
	Credits Role