



LEUPHANA

UNIVERSITÄT LÜNEBURG

Reflection

“Storytelling in cultural institutions: museums in the digital age”

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Introduction

“We have begun to witness a revival of the importance of being human.”

Jamie Notter&Mattie Grant - “Humanize”

What does it mean to be human? Which exact qualities “make” us human? Which role do cultural goods like art play in “being human”? These are not questions any of us can answer fully. They are way too multilayered and complex. But hoping that art might give at least an impulse to consider the questions or give ideas for some answers we created a short film during our seminar “Storytelling in cultural institutions: museums in the digital age” this semester: A film about “Humanization”.

Each of the six of us came to the seminar with different expectations, different interests and different skills as well as skill levels. But as we found and worked together as a group experiencing the creation process of our final project together we all gained a lot. We learned together as well as from each other about practical skills but even more though about teamwork. Thus our experiences during the seminar might differ to some degree because we came from different starting points but we believe that all of us will take away certain knowledge and skills from our teamwork during these weeks.

As there is this collective as well as individual experience to the seminar we decided to give each of them room to be reflected in the course of this paper. Therefore, we are first going to share the process of our groupwork: How the idea developed, how we planned to realise it and how the actual realisation worked out. After this rather practical explanation of how things went, we are going to focus on the *why*: On the practical aspects during our collective work which caused stress or problems and on how we dealt with them (focus on planning and communication).

Afterwards each of us is sharing a bit on how we individually perceived the seminar, the teamwork and the experience as a whole.

We hope, that we will be able to convey the creation-process of our moodfilm “Humanization” with all its ups and downs and how we (as a team as well as each of us individually) experienced them to you within this short reflection.

Groupreflection

Developing the idea

Finding and developing an idea was a long process. Initially, Nix and Judy took inspiration from a hat made of human hair that is currently part of a fashion exhibition at the MET. The story in mind revolved around two robots, a child and an older one, visiting the MET in the future: They find the hat and accidentally destroy it. Being afraid that the humans will get angry, they try to fix it using some advanced technologies of the future, but it doesn't quite work out.

In the beginning all of us thought of that as a quite concrete idea but along the line of explaining and discussing it we discovered that what each of us pictured was not a hundred percentally identical. Thus, we had to decide upon the genre, the kind of characters and the message - thereby the ending - we wanted. During these discussions it actually proved helpful to have different images in mind: Each of us opened up on how one imagined certain aspects and thereby we had a number of different ideas for the storyline. But as it was difficult for us to pinpoint which concrete questions underlied our differing notions we were really thankful for Jörg, Ann-Marie and Bastian's deeper digging. Because they asked the right questions. This way we could concretely discuss whether there should still be humans in the future world, what kind of Artificial Intelligence (A.I.) we had in mind and why the A. I. cares about human art. So during the second session three of us worked on further developing the storyline and tried to tackle these issues with the other group members providing feedback and additional input and Joerg, Ann-Sophie and Bastian pointing us in the right direction, but it remained a difficult task. In the end we decided to turn the story into a comedy, get rid of the humans to make a clearer storyline and we decided that "being human" is an admired goal in our imagined future world. Thereby, the message we chose was the learning experience for the robots as well as the once watching the movie about what it means to be human by experiencing the process of creating art. It was still a work in progress at this point, but it was a start.

Realizing the idea

Starting to realize the idea, we fastly faced a new challenge: The severe limitation of material we could work with. There is a relatively small amount of robot movies and shows out there and a lot of them are not per se funny. Moreover, we could not find a single movie in which robots were in some way interacting with a hat. Thereby, footage for these scenes was missing completely. Thus, two of us spent the entire second session looking for potentially useful material, with few returns. Taking material from a number of different movies was not an option because the robots and the styles used differed too much. At the same time it proved difficult to find one movie which covered all we imagined. Key elements we were looking for included a futuristic-looking cityscape, the museum (outside and inside), the fashion exhibition, the hat and the robots interacting with it and arguing after it is broken. During the session we mostly focused on the robots, as they were the hardest thing to find. At this point we were also still quite unsure whether we wanted them to look more like machines, or more like humanoids. At the end of the session we had decided to use *Ava* from “Ex Machina” for the more grown-up robot and *Marvin* from “Hitchhiker’s Guide to the Galaxy” for the little robot. However, we were not quite confident whether our idea would work out with the amount of footage we had.

After presenting our idea to the class and getting feedback during the third session, we divided the tasks between the six of us and decided on three dates to meet up in person to keep each other updated. For each meeting we set ourselves a rough goal as to how far we should be at that point in time, during the meetings we worked on the project together. (please refer to appendix I. and II.)

Implementation of the plan

By the time of the first meeting there was still a lot of material missing and the existing footage was not yet cut in a raw form. So the meeting consisted of evaluating our options and we started considering working on a lookbook as a plan B, since we had already accumulated a lot of visual material we could use for that and we were really insecure at this point if we could make the mood film work. We decided to work on the lookbook and the mood film simultaneously in order to secure that we could present something. Since we had a lot of tasks to catch up on in regard to the lookbook we divided these amongst five of us while one of us tried to once more edit a raw cut with the found footage.

At the next meeting there was not really a raw cut we were convinced of and thus the decision - even though sorrowfully - to work on the lookbook seemed to be made. Thus, for the next meeting everybody had a number of tasks in order to achieve a hopefully gratifying lookbook - despite the shorter timeframe.

But before the next meeting a great change came upon the group and the before sorrowfully made decision of giving up on the mood film was reversed. Because Steven N. while once more looking for footage had the idea of using the show "Love, Death and Robots" which already included more than one robot. Nix and Judy took the initiative and spontaneously decided to edit a first draft of the mood film out of it. Additionally, Judy filmed clips of a hat that looked similar to the one at the actual exhibit that she inserted and made a voiceover. When she showed the draft to the rest of the group, everyone was really amazed and the group spirit and motivation got up because the possibility of doing a mood film after all was energizing.

Thus, at the originally last meeting we talked through the points (dialogue, robot voices, music choice, small parts in the material) which would need some revision and on short notice set up a last minute meeting for the next day in the media lab in order to make these changes with the necessary equipment. During this ultimate last meeting two of us worked on spicing up the dialogue once more to fit it into the film's mood and cuts better. Through that process, there were also some slight changes made to the story itself and the two robots individual personalities. Another two members continued working on the editing, filmed a few more clips of the hat, and added more after effect into the moodfilm during this meeting. The rest of us mainly focus on the text for presentation and music research and editing by listing many different background music which suitable for different mood such as serious, sci-fi, or funny. We also did the voice over together and distorted it into a robot-like sound. In the last days before the presentation all these detailed changes were included into the presented mood film by Judy.

Behind the scenes: About planning, difficulties, changes and communication

As this short overview of our original plan, experienced difficulties and particularly the changes made on the basis of these difficulties might already hint at:

The late made decision for the mood film was setting the tone during our whole working process. It was stressful, because it led to a multitude of additional work in order to enable the plan B of a lookbook. At the same time it was really helpful, because it gave everybody a fuller idea how what was imagined and more though because the moment of realising that we could manage to do the moodfilm after all gave the group an energy boost which made the upcoming challenge of a short timeframe manageable and made the additional work worthwhile because everybody was so happy with the end product.

The whole creation process was heavily based on communication and collective decisions about changing the plans based on the difficulties or achievements made.

The difficulty of finding useful, editable footage was the core problem which set back our initial plan. Even though, all of us were taken aback by this incident, as soon as it arose all of us were on one page that we should have the lookbook preparations as plan B. Although we were aware that this meant that there would be work which in the end would be in vain for the presentation: Either the preparations for the lookbook or a raw cut of the moodfilm. Communicating this changed plan and the newly divided tasks was not really problematic since even though not all six could make it to every face-to-face meeting there was constant exchange via WhatsApp and our shared GoogleDrive files. The greater difficulty was the preparation of the lookbook without having that much possibilities for face-to-face discussions about the different choices each of us made (about actors, design ideas,...). At the same time it was challenging to leave the editing - the core and most time-consuming task of our plan A - for one person to shoulder alone. But as not all of us had the skills for it and as it is not really possible to divide editing amongst more people this change of plans was the best way to go.

As mentioned before the surprise of the captivating raw cut came at a moment at which we actually had already given up on the moodfilm and thus it is the achievement that gave our group the motivation to change our plans again and lead to the end product everybody hoped for (great, great, great thank-you to Judy at this point!). While there was still a lot of work to do with the first cut, and in a short amount of time that is, our motivation was renewed at this point. So, everybody put their effort into editing the mood film, dialogue and voices, documenting the changes and converting the work done for the lookbook into a short pitch for the last seminar session.

So, there were difficulties we came across, mainly

1. phases during which (direct) communication proved difficult either because there were bigger decisions to be made (like whether or not to abandon the idea of the moodfilm) or solemnly because it was not possible for all of the six of us to come to every meeting,
2. the doubled amount of work we created for ourselves by securing a plan B and
3. the difficulty that the editing is by far the most time consuming and difficult task can only be shouldered by one person alone.

But on the other hand the experience of dealing with the practical problem of missing footage together and planning and shouldering a plan B as a team was quite a positive lesson on how collaborate communication and decision can work out great even in critical situations. Even more though the experience of how an achievement or a great basis (like a raw cut) given can lead to motivation and smooth teamwork is a lesson worthwhile.

Individual reflections

Hau Tung Chui (Judy):

Throughout the whole process of creating the mood film, I am glad that everyone is willing to take part in the making of the film including brainstorming, researching and editing. Despite that, there are a few difficulties in executing the initial idea but we manage to finish it. It is indeed an interesting course, as each of us could learn about what is essential to create a successful storytelling with the combination of imagery, audio and text and what it takes to create the mood of the film. It is also very interesting to see the product improve bit by bit with the comments given. Apart from the task, I learnt a lot from different directing styles and the importance of sound direction with the recommendations from Prof. Jörg and also had a peek on the production of a film . and people involved within the film industry.

Jun He (Nix):

From the course, I have learned how to utilise limited resources with the strategies of storytelling to represent the ideas to people within a short time. I was very thankful that prof. Jörg, Ann-Sophie, and Bastian taught us how to make a good narrative (such as a story needs to have a clear background information and motivation), and gave us useful suggestions about the moodfilm. In the last session, prof. Jörg taught us how to improve our moodfilm. He told us the speed of the scene of introducing the museum was too fast and it is better to abandon some contents. He also suggested the scene of breaking the hat should be more intensive because this is the climax.

I am very appreciative that this course offered opportunities to make practical stuff and to gain similar experience of working in the creative industry. I think it is very interesting that we can use existing resources to make a completely different story by editing and voiceover. During the process of editing the voiceover, I found it interesting that many websites can distort the voice in various ways. The group cooperation played an important role in this project.

Bianca

Through the input from Joerg, but most importantly through developing our own mood film we learned a lot about visual storytelling and teamwork. We realized very quickly that developing a convincing story is not an easy task, because there are a lot of things to take into consideration. In the beginning we had some major flaws in our plot, because we did not ask ourselves certain questions, such as what reasons the characters have for being at the museum and learning about human art in the first place and what the point of the story is. At that point the story just ended without having a real conclusion. Through developing our story further, we learned how important and helpful it can be to follow a certain structure in storytelling.

We also learned how important it is to find suitable visual material to work with. Our initial intention was to work mainly with material from Ex Machina and snippets from Hitchhiker's Guide to the Galaxy. However, these movies did not go well together visually and Ex Machina also has a more dark, serious vibe, which is not ideal for creating something funny. We almost gave up, because the material just did not work for what we envisioned and

certain key scenes, such as ones including the hat were missing completely.. Luckily, we found Love, Death and Robots, which was a lot easier to work with. It is already a funny show, and even though the imagery is relatively dark, the cute-looking characters with their exaggerated body language and facial expressions fit in very well with the style we imagined. Moreover, the scenes we chose turned out to be very fitting for conveying the characters' different personalities and their moods in different situations. In our case the material we had ended up having an impact on the characters' personalities as well, because we created the final dialogue to match the first draft of the mood film. Moreover, Judy and Nix solved our problem of the missing hat scenes by simply filming the footage themselves.

Since we also used scenes from an actual fashion exhibit at the MET as well as some scenes we filmed ourselves, we had to ensure that they fit in with each other and did not look too different. The footage of the fashion exhibit was not problematic as it looked fine the way it was. The scenes we had to film ourselves were a little more challenging, but after adding some animations that make it look like it is being scanned by the robots they ended up fitting in really well.

Another important aspect was the audio. While images can tell a story, music can enhance or completely change how the visual material is perceived by an audience, which became more clear to us through trying different songs for our mood film. We knew from the start that we wanted something playful and lighthearted, but we switched the songs multiple times until we were really happy with the final one. Moreover, we decided to work with a voice over in order to bring our story and characters to life a little more and help our audience understand the story better. Our main reasoning behind doing so was that just looking at the material we had was not really funny, so we needed some dialogue in order to turn it into a comedy. The difficult part was adding some funny remarks in a way that makes sense and is still relevant to the story while also keeping it short and sweet, because nobody wants to listen to a whole lot of irrelevant dialogue.

The entire process really showed us how a story can be told with limited visual resources by editing existing material, even a story like ours that is not that easy to find material for. Despite the struggles we had, it was a fun experience and thanks to everyone's contribution we created something we are happy with in the end, which certainly gave us more confidence for future creative projects like this. It also showed why working in a group can be

very beneficial, because different people are good at different things and in the end there was always someone to find a solution for something someone else was struggling with.

Tsang Chun Leung (Steven)

I found this project is very challenging as I never try to transfer ideas into a story. I am glad for what I have learned teamwork through this practical team project. At first, I am confident with the ideas because Robots interact with art is very creative. However, having a good idea does not mean having a good story. Therefore, how to elaborate on the story, what character should be included or what scenes and more questions need to be considered to execute a great movie. This project teaches me that things won't always go the way as planned. That's why teamwork is very important. At the research and elaborate stage, we split into two teams for story writing and research. I enjoy this process where two teams were interacting with each other based on the research result and written progress.

On the other hand, since our movie genre is sci-fi fiction, finding characters is very difficult and even more difficult to find the scenes connect robot and museum together. But thank prof. Jörg's advice for different mood or style and the team member's big effort on researching and shooting first-hand video material. We manage to connect our resource and express our ideas in the trailer. Also, Prof. Jörg's advice on the organization of the teamwork and the movie references are actually helpful for us to build up a working guideline to follow. I am also very impressed with our team to only use second-hand material and end up with a sci-fi movie trailer.

Speaking of the story elaboration, the story happens in a very different world-view and how to find suitable storylines for the movie is very tricky. The difficulty is to keep the whole plot complete and make sense but at the same time carry well enough with the detail. In which Ann-Sophie, and Bastian give us a very good direction for what scene or storyline should be conducted. But overall tribute is that our whole team keep trying on re-edit different clip we have found and to compose it like doing experiments. I am happy with the outcome and everyone's reaction on our result.

Moreover, as the voice editor and musical director, I discovered a great potential use of different variations of music pieces from different genres and get to know a lot of movie composers. Realizing how important the sound and music being used in a movie, I also try to find many music that can fit with our topic. Overall, I also really enjoy doing music

research and post-edit of dialogue sound. The whole thing is very refreshing for me to try as this is the first time to contribute to movie production practically. I am looking forward to working on more movie-related projects in the future.

Birte

Apart from the mentioned aspects of teamwork and managing the making-process which influenced me greatly, there were two more significant experiences I took from this seminar:

Firstly, deciding for the course I did not expect it to be about film and our own filmproducing. If I knew, I probably wouldn't have decided to take part in the seminar. Not because I wasn't interested in film or making one myself but because I felt I did not bring the necessary skills to be helpful in producing. And here the first lesson I learned comes into play: Learning about storytelling and experiencing the process of making a short film ourselves I realised there are more skills needed in the team than merely the cutting, video and audio editing skills I had in mind. And especially since I experienced how much fun some of these other tasks (like planning the storyboard in permanent exchange with the other team members or fixating our story in a logline that would catch people's interest) can be my view on working in the film production business has changed making it a field I can actually imagine myself in.

The second experience I want to point out might seem kind of controversial to this first one but somehow they occurred together and made a weird match. Witnessing the sudden change in our group after Judy unexpectedly managed to make a raw cut after all inspired me. It motivated me to try to acquire editing skills. On the one hand it was the positive experience of seeing the changes possible if one can and does actively produce a first draft which encouraged me, on the other hand it was the negative feeling of only being able to help Judy with the surrounding organization not the editing because of the missing skills.

All in all, I am really thankful to have taken this seminar and to have experienced the process of making a shortfilm together with this great group of people. Not only because I learned a lot about teamwork, film and storytelling but also because it opened a future path I did not consider before and even though I do not know yet if it is actually a path I will follow in the end, I do see myself testing it out with a few more seminars about film.

Wrap-up

In a nutshell, all of us together as well as individually experienced a lot during the seminar and the process of producing our short movie about “Humanization”. We learned about teamwork, time management, skills necessary, convincing storytelling and much more.

Thus, at this point, we would just like to thank you. Thank you for giving us this opportunity as well as this little insight on how the world of film looks like.

Appendix

I. Distribution of work

The planned distribution of tasks for the mood film and **lookbook**:

Name	Position
Steven T.	Music director & Sound(part) & design/drawing
Steven N.	Camera & Art director & research (company)
Bianca	Editing & Cutting
Judy	Lighting & Sound & research (director)
Nix	Storyline & spokesperson & final layout
Birte	Storyline & time/ general management & Synopsis, logline, (voice)actors

Actual contribution:

Name	Position
Steven T.	Music & sound director
Steven N.	Camera & Art director & voiceover & research (footage, and choice of director and producer)
Bianca	Voiceover & dialogue
Judy	Editing & special effects & research (footage)
Nix	Editing & Storyline & spokesperson
Birte	Storyline & general management & writing (for lookbook)

Special thanks: Martha Hatch for voiceover, Carli for the Hat

II. Time plan

Meeting	Agenda
24th of May at 12:00 in Lüneburg	<p>Everybody should have watched: <i>Ex Machina</i> and <i>Hitchhikers guide to the galaxy</i></p> <p>Steven N: Finding and preparing material to edit Steven T: Finding sound effects & more music & trailer Judy: Finding and preparing material Nix and Birte: Complete Storyboard Bianca: Finding references for the timing... (maybe thinking about the structure of the trailer)</p>
31st of May at 10 am in Lüneburg	<p>Bianca: First edited version finished → Feedback Steven T: Drawing characters and scenes Judy: Writing Steven N: Finding and writing about choice of director and producer Birte: Writing: Logline, Character descriptions, finding actors & Synopsis (moodboard?)</p>
4th of June at 12:00 in Hamburg	<p>original plans: Presentation finished, Everything finished in order to put the lookbook together</p> <p>Shiftback: Back to the moodfilm, discussion what needed to be revised and since we needed the media room in Lüneburg for the revising: setting a new date on short notice.</p>
5th of June 13:00 in Lüneburg	<p>Voice over, thereby revising the dialogue Shooting the hat-scenes, Editing</p>

added in red: Changes made during the process because of changes in time management considering making a lookbook.




III. Storyboard


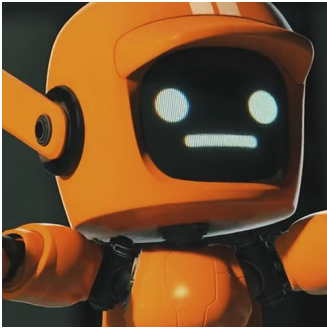


STORYBOARD



Humanization


The Hat - Robots becoming human.

Stand 01/08/2019

picture Nr.	Content	Picture	Sound	length, ca. sek.
1.1	<p>Overview of the city (future New York) with a lot of robots walking in the street</p> <p>Bird eye's shoot</p>		<p>Music: futuristic and catchy (stays the same over the course of the movie)</p> <p>Dialogue: /</p> <p>Displayed text: Humanization Far in the future, there are no humans left. Now robots aspire to become more like their creators.</p>	ca. 7 sek
1.2	<p>Camera is following two robots (one of the younger generation, one of the older) coming up the streets on their way to the MET/ the human history museum.</p> <p>→ while talking about the different parts of the exhibition: Footage of the exhibition shown</p>	 	<p>Music: futuristic</p> <p>Dialogue: Dorgle (D)__[coming up the hill] "Finally we made it to the MET. This traffic will make me short circuit someday. But now we can go to the human history museum."</p> <p>Fred (F)__"Yes, finally we are here. I have everything mapped out: First we go to human fine art gallery then the new media art museum and to the Fashion exhibit."</p> <p>D__"Good thing you got that upgrade, let's go!"</p>	ca. 30 sek

1.3	Showing the exhibition while voiceover explains about the exhibit		<p>Music: futuristic and rather fast</p> <p>Dialogue: D(Voice over)_"this is a Costume exhibition, it examines how the elements of irony, humor, parody, pastiche, artifice, theatricality, and exaggeration are expressed in fashion."</p>	ca. 10 sek
1.4	Close up of Fred		<p>Music:</p> <p>Dialogue: F_[excited and wonderous] "Do you think a dress like that would look good on me? I would probably be the most stylish human in history."</p>	ca. 5 sek
1.5	Close up Dorgle		<p>D_"Now look at this!..."</p>	ca. 2 sek
1.6	The hat in all different angles with a 'robot-sight' / sci-fi special effect		<p>Music: futuristic</p> <p>Dialogue: D_"...This hat is the most fascinating piece. It's a hat made of real human hair!"</p>	ca 5 sek
2.1	Dorgle and Fred standing next to each other and talking to each other in front of the exhibited hat, Fred close up		<p>Music: futuristic</p> <p>Dialogue: [WTF scene] F_"Why do they make clothing from their own</p>	ca. 7 sek

			<p>body? That doesn't make any sense...</p> <p>Anyways, let me try that one on."</p>	
2.2	Dorgle close up and then black screen		<p>Music: silence and a 'boom'/ destroying sound</p> <p>Dialogue: D__ "Watch out! ...Oh no, ..."</p>	ca. 3 sek
2.3	<p>Showing the hat being destroyed (sci fi special effect) because of a cat sitting on Fred</p> <p>Fred afraidly going some steps backwards</p>		<p>Music: /</p> <p>Dialogue: D__ "...now you ruined it. A part of human hair-history lost forever... ."</p>	ca. 7 sek
2.3	Fred going some more steps backwards and then disappearing behind sth coachlike		<p>Music: futuristic</p> <p>Dialogue: F__ "Oh no, I didn't mean to! But don't worry I can fix that. I'll be back."</p>	ca. 6 sek
2.4	Hat in the ultimaker → Fred trying to rebuild it		<p>Music: futuristic</p> <p>Dialogue: /</p>	ca. 12 sek
2.4	Fred showing his 'recreation' it is a basketball, Dorgle looking at it irritated		<p>Music: futuristic</p> <p>Dialogue: F__ "Behold my recreation..."</p> <p>D__ "It doesn't look quite right. It's not made of human hair anymore."</p>	ca. 5 sek

2.5	Fred taking the basketball and throwing it to Dorgle		<p>Music: futuristic</p> <p>Dialogue F__"But it's better now, look."</p>	ca. 3 sek
2.6	Dorgle 'looking it up' (sci-fi special effect)		<p>Music: futuristic</p> <p>Dialogue: D__"My sources say the creation process worked for month and not just a few seconds... ."</p>	ca. 7 sek
2.7	Scenes from a former 'human city' - Robots going through it searching for hair		<p>Music: futuristic</p> <p>Displayed text: Now they are on a search for human hair to properly recreate what they destroyed.</p> <p>F (voice over)__"Can you find the hair?"</p>	ca. 9 sek

IV. References for the mood film footage

- Nature Fights Back by Hauschka
https://www.youtube.com/watch?v=iwLdhagrZlc&list=OLAK5uy_kDtQ6Jalp2f9e_WJ2Rycltefilm4bnOB1c&index=6
- Love, death & robots, season 1, ep2: three robots
- Coruscant -- Supercut

V. Preparations for the lookbook

Logline and Synopsis:

Long after humans disappeared from the world the two robots Fred and Doyle aim to become more like their creators.

In their pursuit of human culture at an art museum, overeager Fred accidentally destroys a central art piece, requiring the two of them to find a way to fix it and gain a deeper understanding of human art in the process.

During their visit at the MET Fred tries to imitate one too many human traits. He tries his best to accidentally drop things on purpose. Which looks strange but doesn't have any consequences with the first two items is drastically changing his life in the third run: He destroys the artwork. And in this case he is not even able to fastly redo it because the artwork destroyed is a hat made out of human hair and that is not a material he can fastly rebuild or find on this planet anymore.

As the destruction of human artefacts is one of the most heavily punished crimes the normally hundert percentically rule-consistent robots search for a way to undo their mistake before the authorities get to know about it.

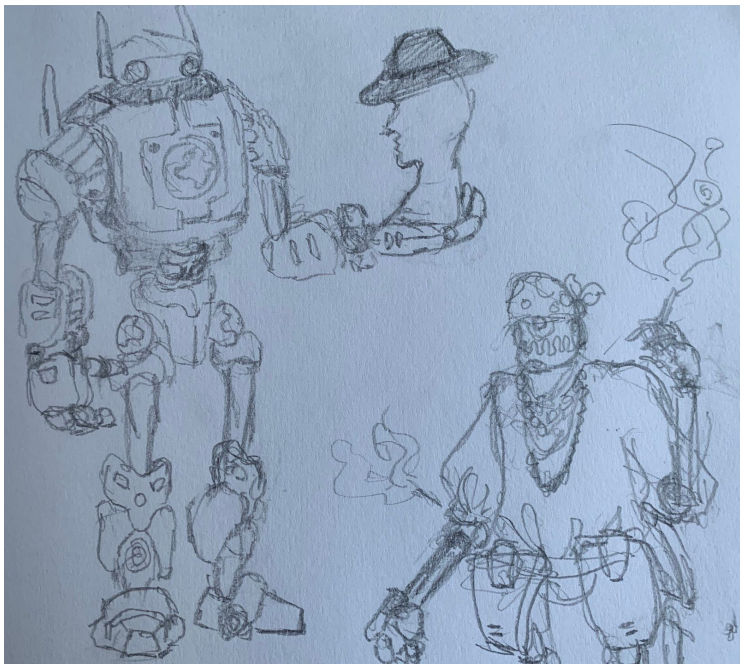
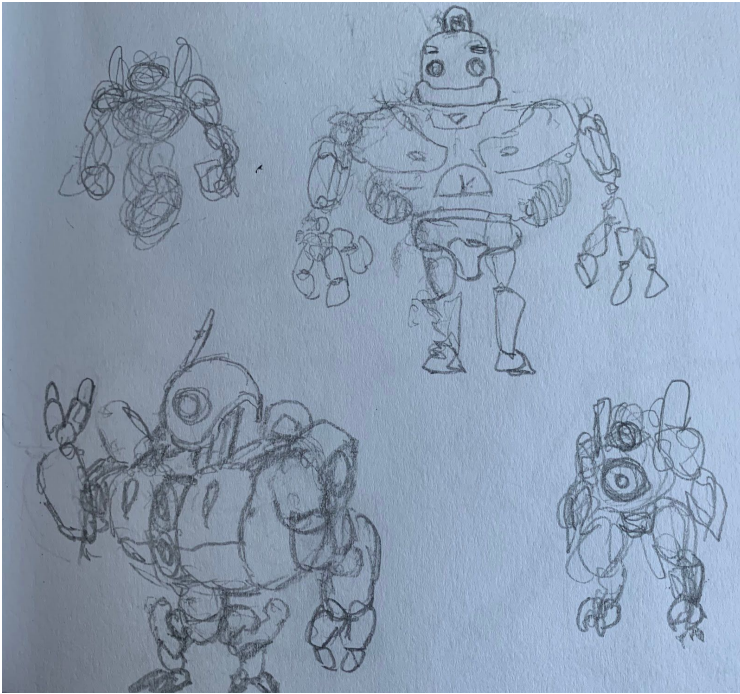
Which leads them to a journey of finding human hair structure somewhere on earth to then understand human art in order to be able to redo it. It is an often frustrating journey but one by one they get closer to rebuilding it perfectly. But the process is completely stopped once the authorities get to know their wrongdoing.

This seems to be where the journey ends. They already prepare to be punished for their doings. But during the hearing it gets obvious that they managed to learn something no other robot was able to before them: The making of art. Which is seen as such a great achievement that all charges are dropped.

side note:

There are some differences between the mood film and the concept we pursued in the lookbook. This is mainly because we did not want to make the moodfilm too complicated and at the same time had to adjust to the footage we had.

Drawings:



Statutory Declaration

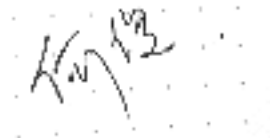
We hereby declare that we have authored this thesis independently, that we have not used other than the declared sources / resources, and that we have explicitly marked all material which has been quoted either literally or by content from the used sources.

Lüneburg, 15th Sep 2019



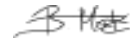
崔巧彤 Chui, Hau Tung

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何俊 He, Jun

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Malz, Birte

Lüneburg, 15th Sep 2019



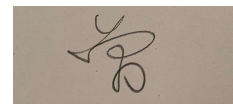
Nowak, Steven-Niclas

Lüneburg, 15th Sep 2019



Plock, Bianca

Lüneburg, 15th Sep 2019



曾俊良 Tsang, Chun Leung