

Cinematic Novel: Time Will Tell

A project created by Michael Hernandez

“Cinema is really sculpting in time.”

-Andre Tarkovsky

“The only reason for time is so that everything doesn’t happen at once.”

-Albert Einstein

“Time, which changes people, does not alter the image we have of them.”

-Marcel Proust

“Who controls the past, controls the future: who controls the present controls the past.”

-George Orwell

“How we spend our days, is of course, how we spend our lives.”

-Annie Dillard

“Forever is composed of nows.”

-Emily Dickinson

For this project you will explore the concept of **time**, and create a cinematic experience that is at once static and also fluid (interactive). Working in teams, you’ll develop a theme/topic to explore based on the concept of time (perhaps influenced by one of the quotes above). Then your team will create a digital book to tell that story, which will include video, text, audio, images and links.

Like we have seen in films like *La Jetee*, and in graphic novels like *Rusty Brown* and *Billy Corrigan*, time can flow in many directions, or be ‘braided’ so that we can experience multiple times at once. The exploration of time can help us understand ourselves, and make sense of our world right now.

HOW TO DEVELOP YOUR TOPIC

It’s always best to begin with ideas/concepts before you conceive of shots or cinematic techniques (which only work in the service of your themes):

On your own, in a notebook/digital space, brainstorm a variety of CONCEPTS or EMOTIONS related to time.

- Think of experiences, rather than specific objects or stories.
- Write down descriptions, stories or fragments of ideas
- Sketch images, shapes, or other visuals
- Collect photos, graphics, links, and music.

As a team, share and discuss your notebook, explaining why these are meaningful to you and how they explore various aspects of time. Then, start to consider a focus for your project: a single concept you wish to explore. When narrowing down your ideas, consider what you find interesting and possibly what you

DESIGN YOUR BOOK

Part I: Outline

- Make a detailed list of the types of concepts, situations, or images you want to include in the book. This might include descriptions for short videos or photos, ideas for passages of text, the types of sounds you want to use, etc. How do these help explore your main theme/idea (literally or emotionally)?
- It’s wise to use metaphors, allegories, and allusion
- Create a mind-map drawing/flow chart of interconnected media elements you want to include in your book. For example, you might have a video on the first page, a photo collage on the second, and some text interwoven between images and audio recordings.

As you design the flow of your experience, consider:

- How do these media clips relate to one another? Are they tiles on a single page? What is the order of images on pages in your book? Draw ‘storyboards’ of your pages, noting where your elements will be placed.
- How will you use links to let the reader interact with content within your book, and to external content on the internet?
- Don’t be concerned with a linear structure: challenge your audience to create their own story structure by putting unusual images together and links that send them to related places.

Part II: Create the media for your book

Make a list of all the media you need: edited videos, keynote animations, audio recordings, music, photos, photo illustrations, text, weblinks (and the content at those links), then collect/produce them.

Part III: Design the book

Add the media to your book (using Pages), and layout the elements as planned. Review and test links and playability
Publish and share.

TEAMS

For this project you will work collaboratively. Rely on your teammates for inspiration, and divide labor appropriately.

1	2	3	4	5	6
Maddox	Will	Ethan	Winslow	Dean	Camilla
	Aiden	Meghan	Sloane	Jack	Summer
Stanford	Tanner	Kamryn	Kendall	Josh	Erik
7					
Cody					
Ford					
JD					

<https://www.npr.org/sections/health-shots/2020/10/29/929133717/why-some-memories-seem-like-movies-time-cells-discovered-in-human-brains>

<https://youtu.be/y8uzuZdJiEs>
<https://youtu.be/icf58gUW3DQ>
<https://youtu.be/hfy4xXZIEFI>
<https://youtu.be/FCvZiRli26I>
<https://youtu.be/o-zGGGqyFN0>
<https://youtu.be/BAcOeYQnC78>
<https://youtu.be/Cw8ji76hAIM>





Chris Ware



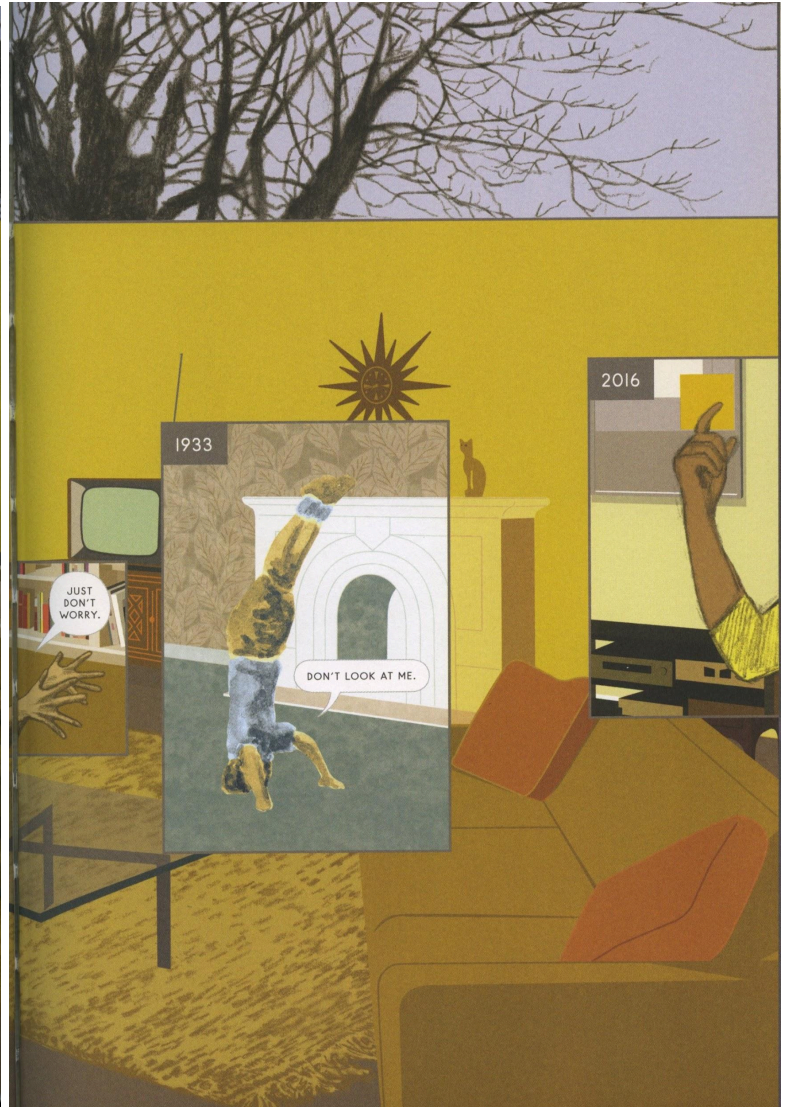


Jimmy Corrigan: Or, The Smartest Kid In The World (Chris Ware)



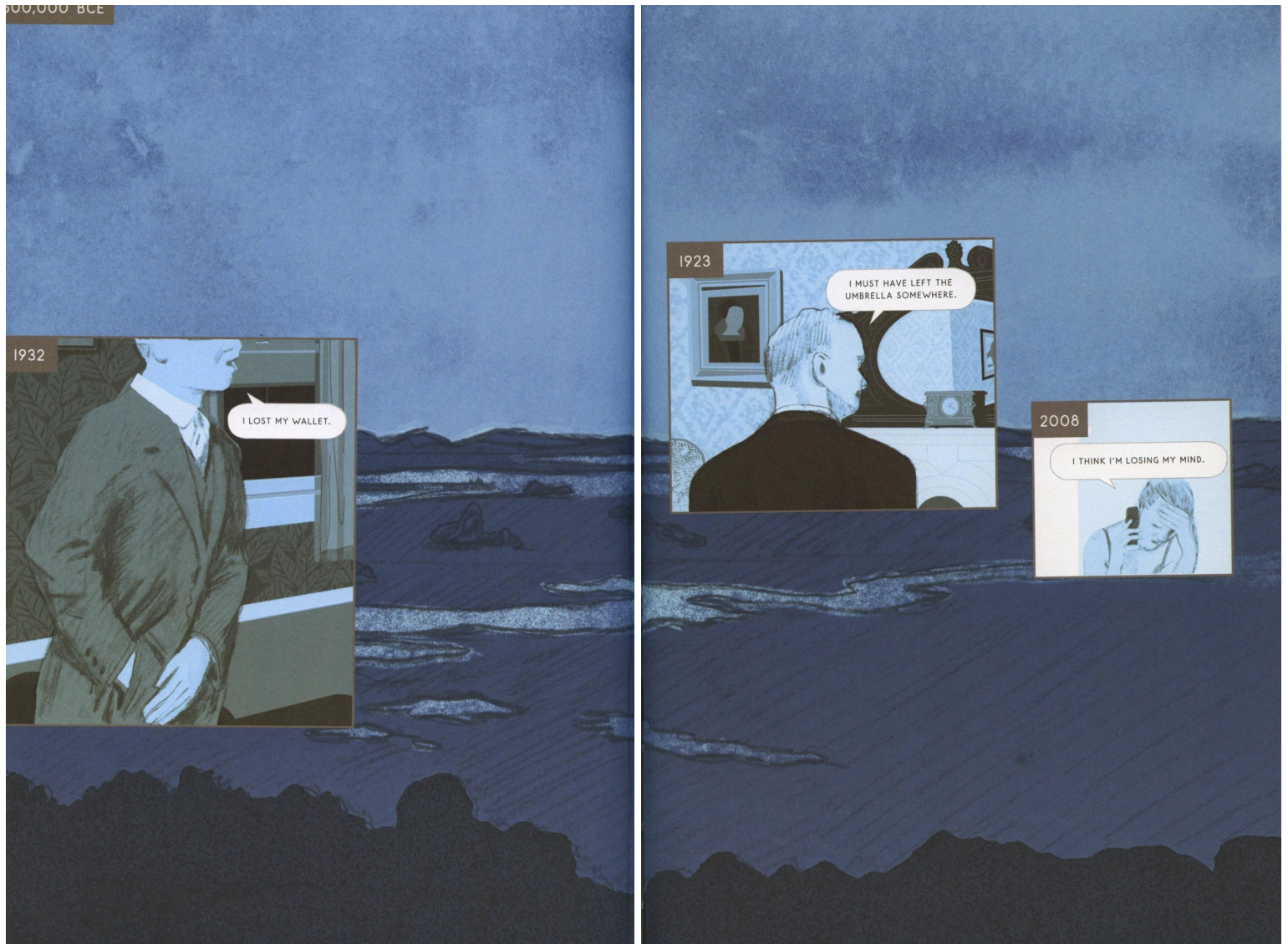
Rusty Brown (Chris Ware)

Note the parallel storylines that overlap on this particular page. The upper panels tell the story of this man according to his point of view (his life, experiences, and thoughts), and the strip at the bottom tells the girl's story from her point of view.



Here (Richard McGuire)

This graphic novel tells the 'story' of one corner of one room over 100,000 years. Panels overlap, presenting different points of time. In this way, multiple times exist at once, sometimes commenting on one another, or sometimes related to one another by theme or concept.



Here (Richard McGuire)

This graphic novel tells the 'story' of one corner of one room over 100,000 years. Panels overlap, presenting different points of time. In this specific spread, images relate to one another by a theme or concept, in this case, 'lost.'