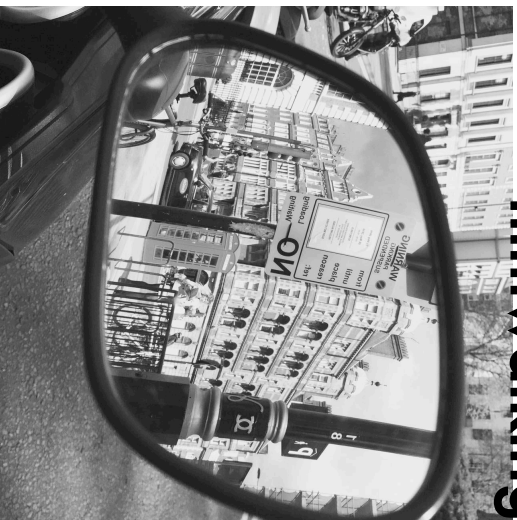


filmwalking



The Demolition Project
ideas for
turning
a walk
into a film

gunjwawljf



A zine from **The Demolition Project**
made from a walkshop held at GRAD
inspired by the Unexpected Eisenstein
exhibition in spring 2016
GRAD, 3-4a Little Portland Street,
London W1W 7JB
www.grad-london.com

How to make a human camera

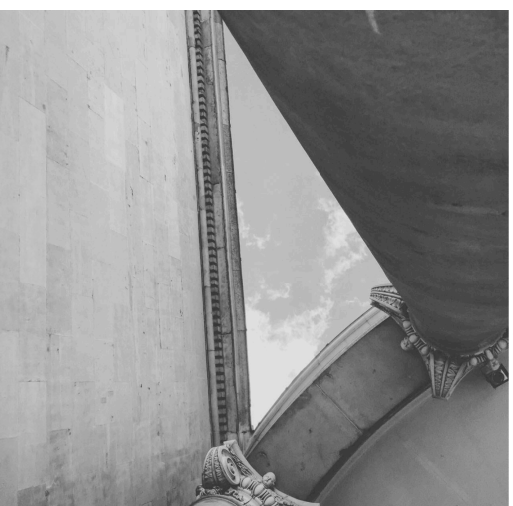
- 1 Find another human.
- 2 Instruct them to keep their eyes closed as you lead them around the city.
- 3 When you see something you want them to photograph, position them so that they will see it when they open their eyes, then tap them on the shoulder. They must blink their eyes open for an instant to take a photo, then blink them shut again.
- 4 Take as many photos as you want. Think of them as a sequence of images.



Experiment – for example, for a tracking shot, walk them along in a straight line; to pan, move their head slowly from left to right; for a tilt, move their head or head and shoulders up and down.

The Demolition Project
thedemolitionproject.com
www.facebook.com/thedestructionists/

How to make a human movie camera



- 5 Follow steps 1 and 2 above.
- 6 When you see something you want to film, position your human movie camera to see it, then tap them on the shoulder to cue them to open their eyes – this is the start of your shot.
- 7 Leave your human movie camera in place for a locked-off, or static shot – where the camera stays still in front of the unfolding action.
- 8 Tap your camera's other shoulder to close their eyes and the shot. Then move on to the next one.
- 9 Think about the rhythm of your shots – juxtaposing short takes with long ones, wide shots with close-ups or abstract images with ones of people. Only your human camera will ever know the film you are making – try to give them an interesting experience.

When you have finished, swap roles and let yourself be operated as a human camera.

the choice
of where
to go

Dutch artist
Wilfried Hou Je Bek
invented some simple
walking algorithms based
on changing
direction at
junctions.

Interpret it in
any way you
like – or make
up your own

Use an **algorithm**
– a set of rules that you
follow step by step –
to decide where to walk

Following an
algorithm takes
away the choice
of where
to go

Here's an
example >

FIRST RIGHT

FIRST LEFT

THIRD RIGHT

REPEAT

The city is
full of frames



Write a script by walking

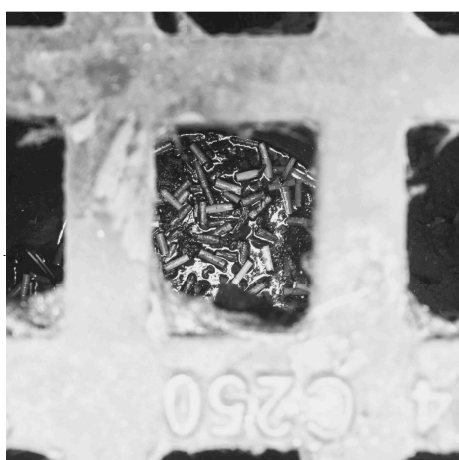
>> Use a walking algorithm to set your route or make a random route in another way (throwing dice, drawing a circle on a map and trying to follow it, etc...) >>

>> When you see something interesting or odd or pleasing or exciting, think of a way to name it (this can be a very literal description or something more poetic that evokes the way it makes you feel) and write down that name. >>

>> At the end of your walk, you will have a list of all the names you have written down. Read them out in order. How do they sound? >>

>> If they are quite descriptive and literal, it will read like a shot list. If the names are more poetic and allusive, they are the names of scenes. >>

>> The script you generate this way might seem to have a story lurking in it. Or it could read like the script for something more lyrical and impressionistic, an essay-film or a city symphony. <<



Instructions:

If you want a hard copy, print out the first two pages as a double-sided document and fold as shown. Fold three times to make a little booklet – the fourth fold makes something you can put in your pocket and carry with you.

