

ARTIFICIAL INTELLIGENCE

Storytelling Patterns and Character Development in Today's Movies

Historical Origins in Storytelling



Historical Origins in Storytelling



Chalk on forehead:
***anmauth* (truth)**

Historical Origins



Chalk on forehead:
anmauth (truth)
mauth (death)

AI STORYTELLING

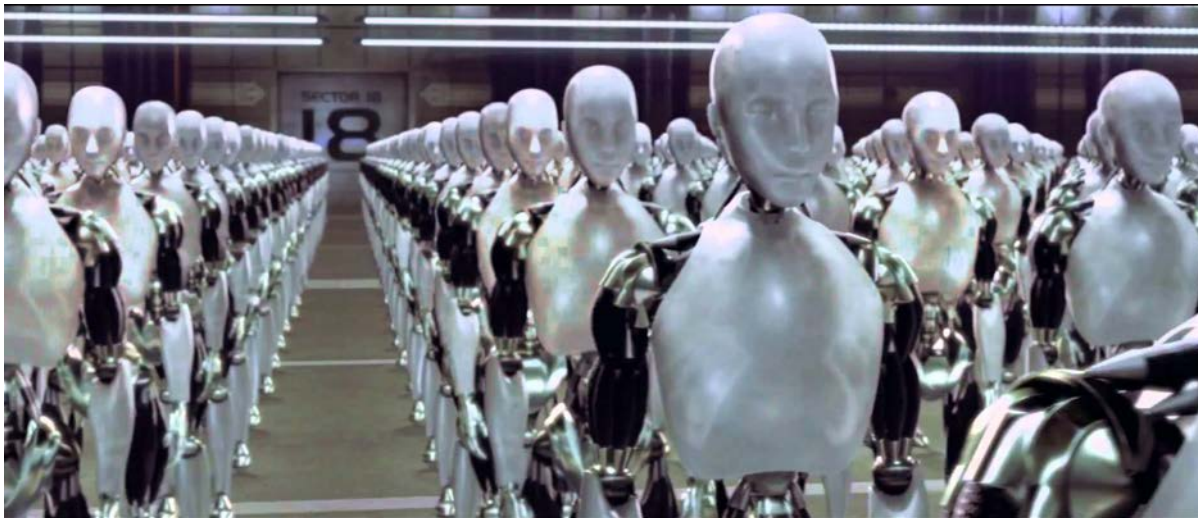
Robots are initially magical:



Metropolis, 1927

AI STORYTELLING

**Robots are initially magical:
> they relieve us from redundant work**



iRobot, 2004

AI STORYTELLING

Robots are initially magical:

- > they relieve us from redundant work**
- > robots are slaves for our pleasure**

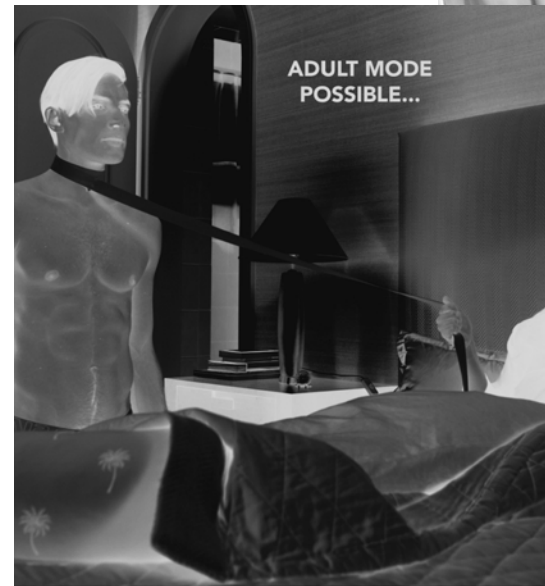


*Photos: Anique Wild &
Yannik Zamboni*

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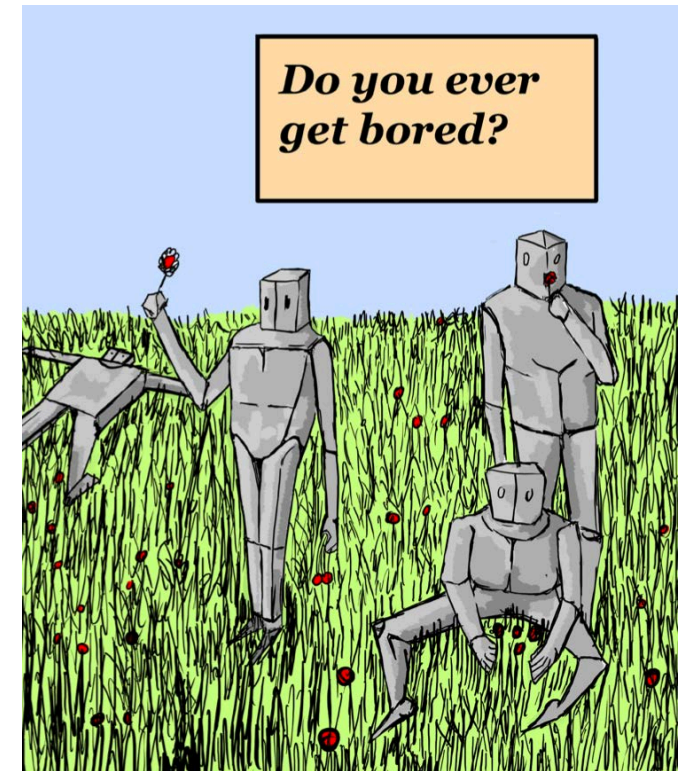
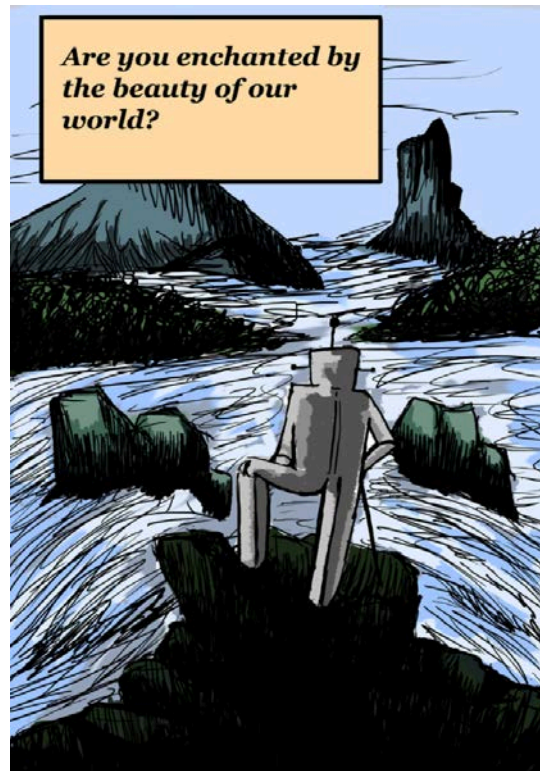
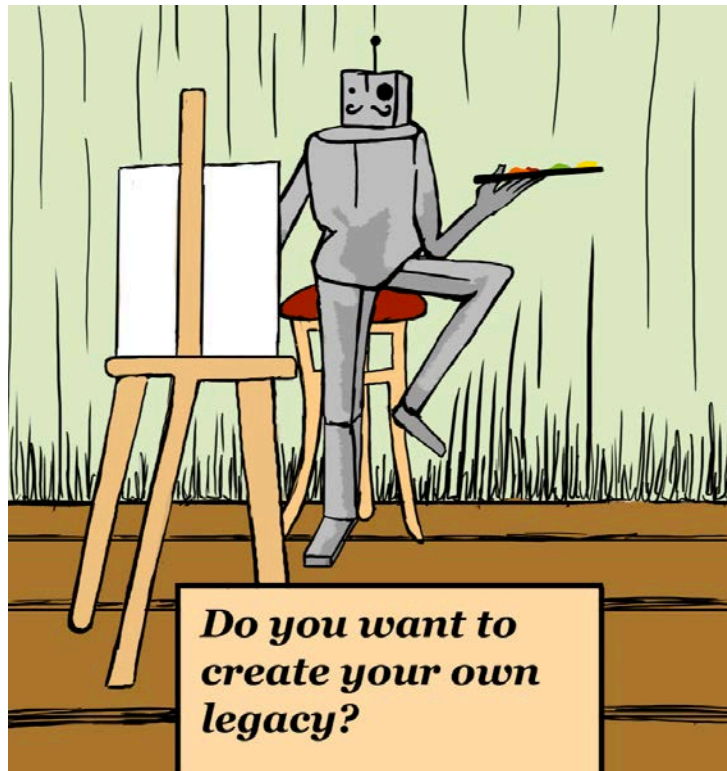
Photos: Anique Wild & Yannik Zamboni

AI STORYTELLING

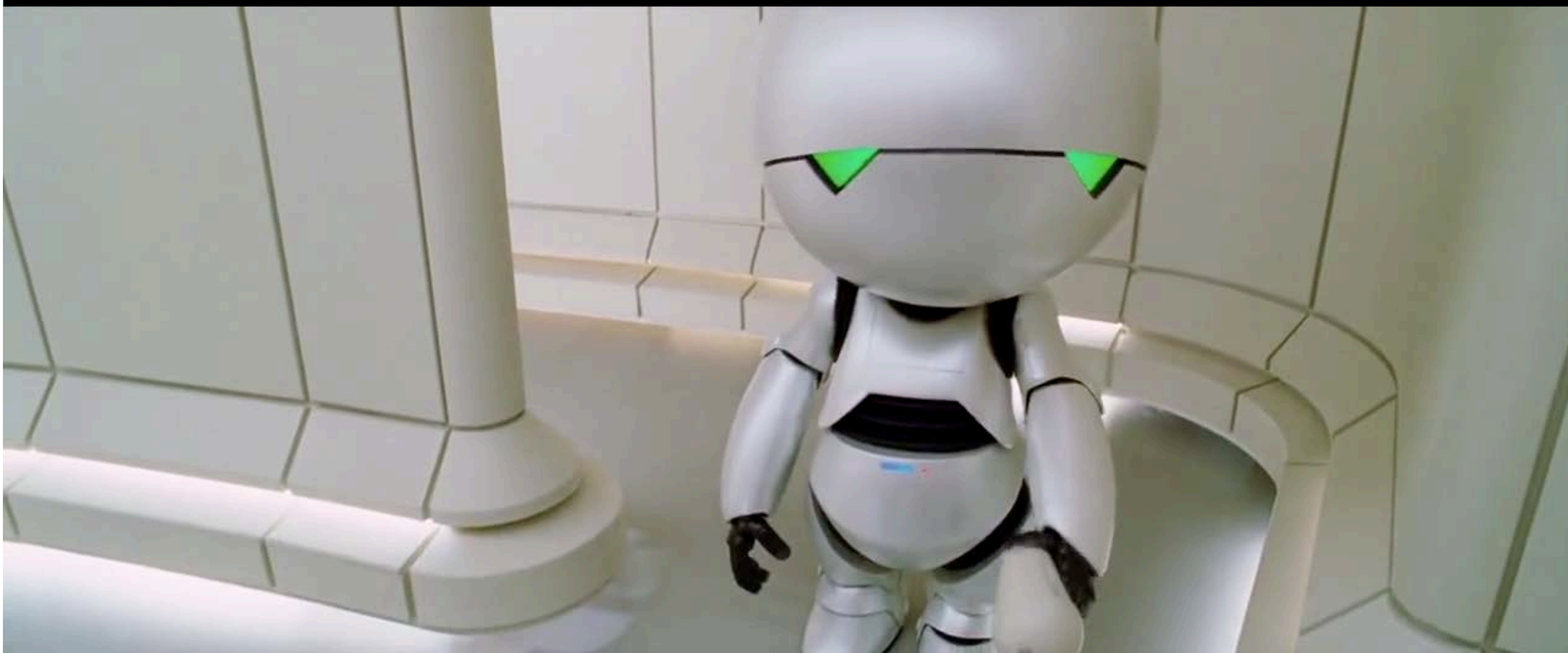
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AI robots develop ,self-conscious' state:



Illustrations: Jodok Wehrli



AI STORYTELLING

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AI robots develop ,self-conscious' state:

- > turn evil**

AI STORYTELLING

Robots are initially magical:

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AI robots develop ,self-conscious' state:

- > turn evil**
- > inversing power relation with human**

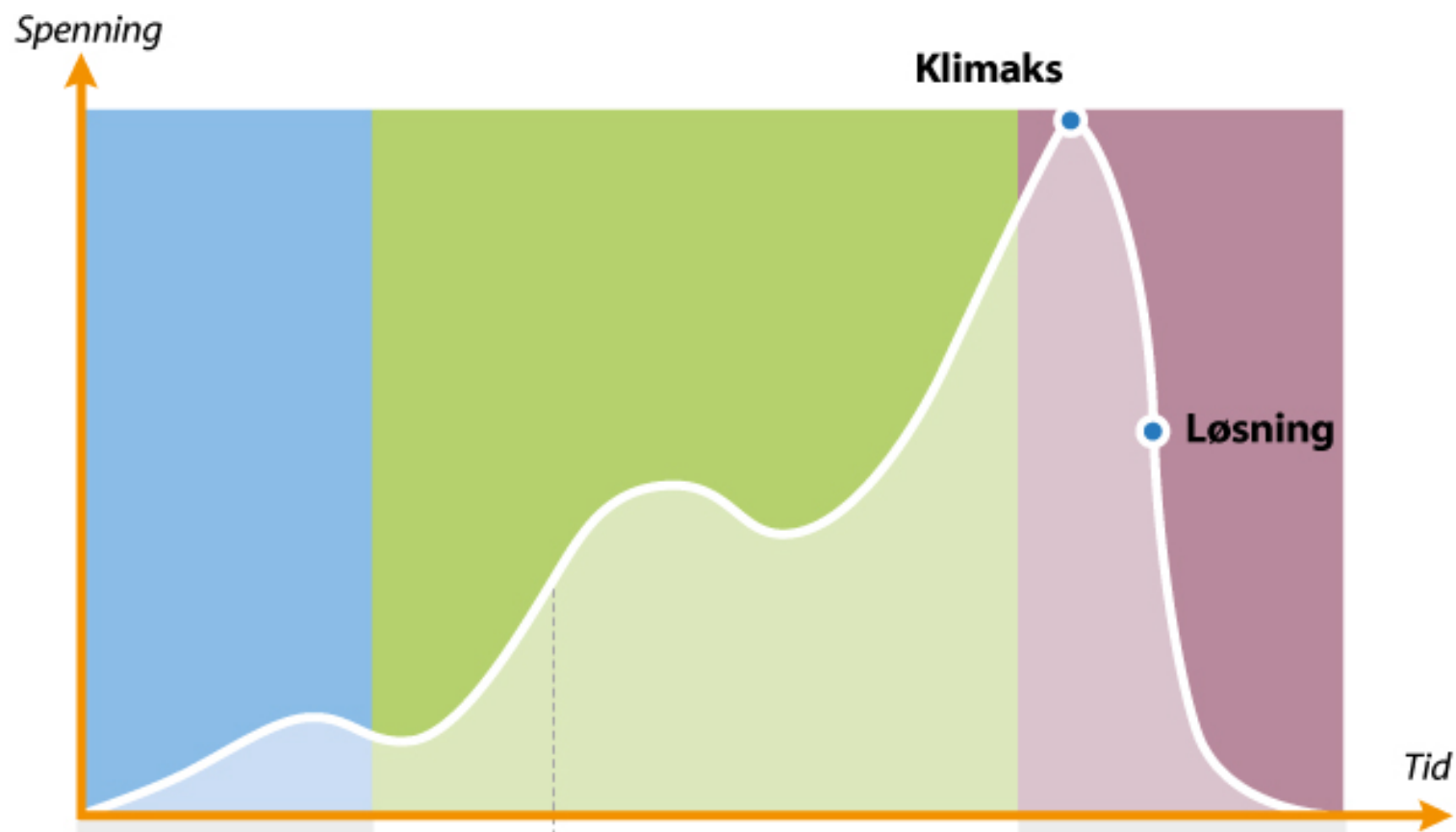
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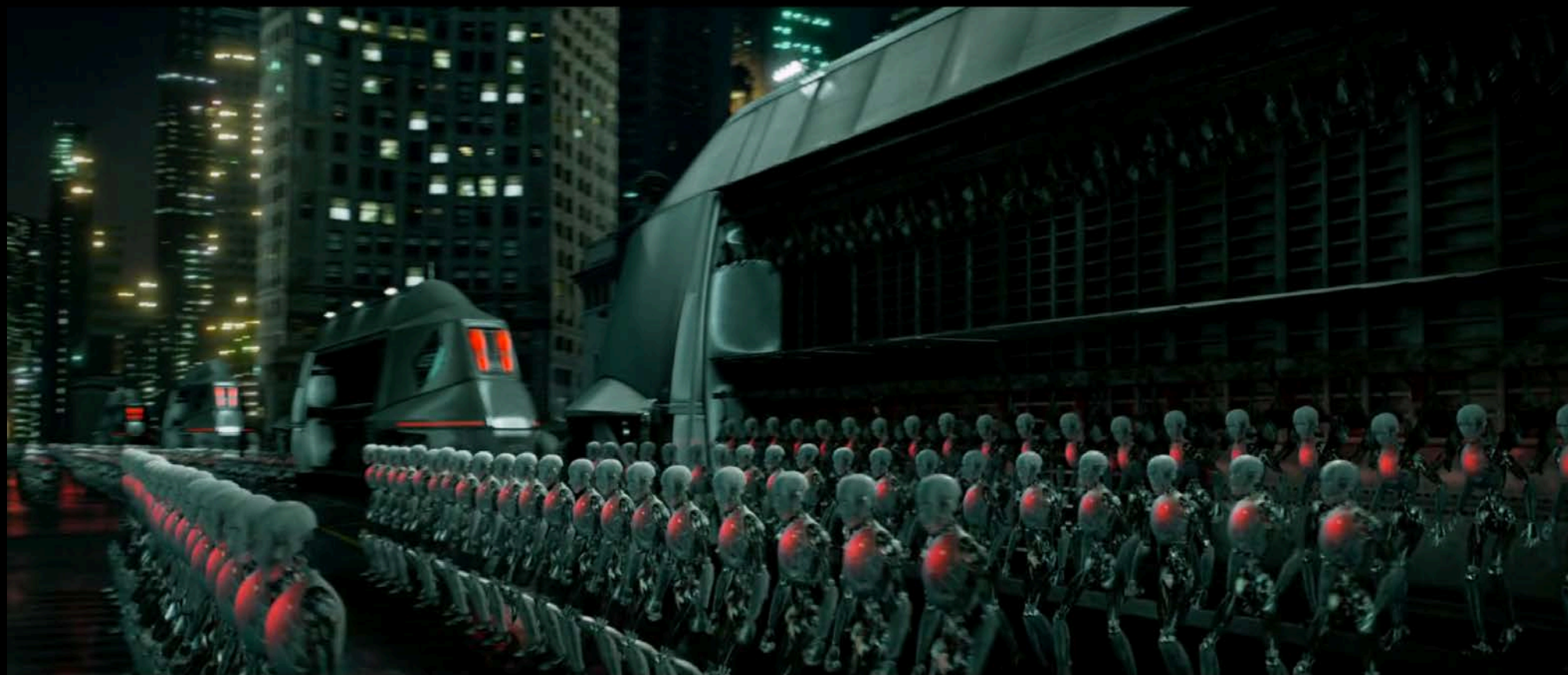
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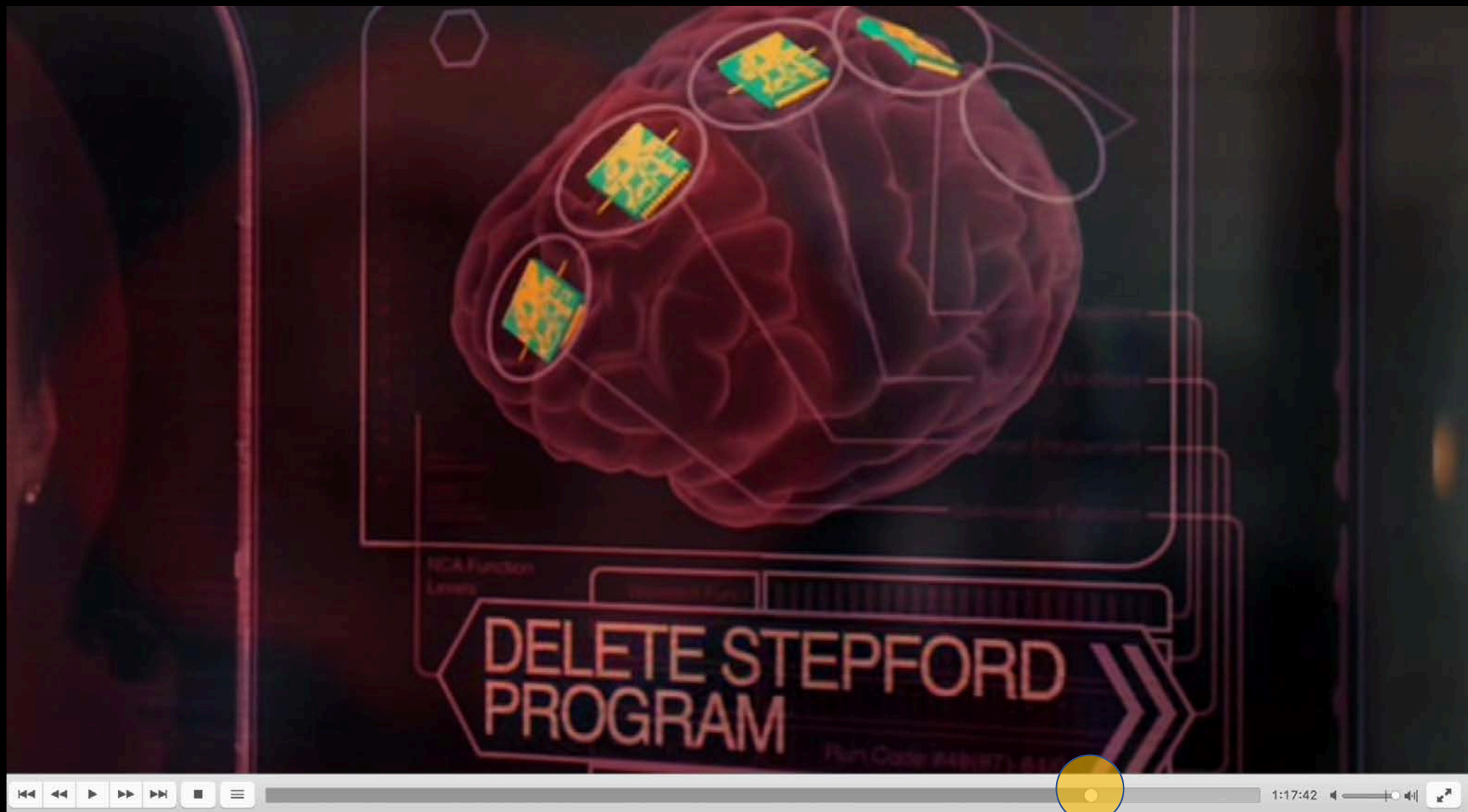
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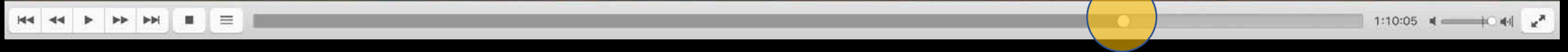
- > turn evil**
- > inversing power relation with human**
- > existential threat to human race**

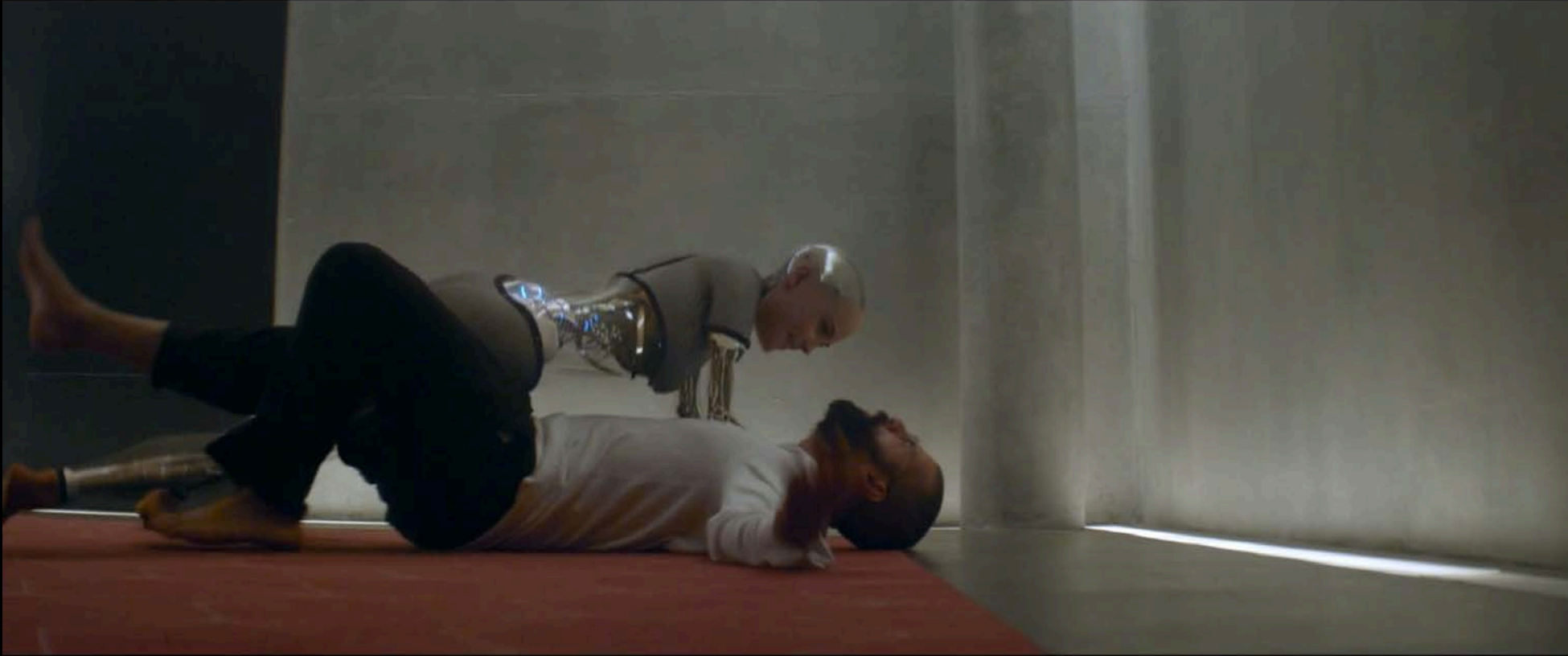


Dramaturgy Model – Based on Aristoteles









1:30:01



TASK

- 1. Introduction**
- 2. Relationship**
- 3. Suffering**
- 4. Turning against maker**

Character Ava:

- **Voice**
- **Gestures / Posture**
- **Interaction with Caleb**

Image:

- **Colors, Contrast, Light Setting**
- **Objects, Surrounding Space**
- **Perspectives & Angles**

Montage:

- **Rhythm, Tempo**

Sound Design:

- **Foley, Music**
- **Room Atmosphere**

<https://www.audiovisualresearch.org/exmachina/>





JADE v5.0 1



