



Learn Beyond

**KPR Institute of Engineering and Technology**

(Autonomous, NAAC "A")

Avinashi Road, Arasur, Coimbatore.

Phone: 0422-2635600

Web: kpriet.ac.in

Social: kpriet.ac.in/social

**FILM003**

**NBA Accredited**  
(CSE, ECE, EEE,  
MECH, CIVIL)

### AVOCATION

<b>Event No</b>	FILM003
<b>Organizing Department</b>	Film Club
<b>Associate Dept.   NSC</b>	Sangamam Clubs
<b>Date</b>	25/01/2023 to 28/01/2023 (4 Days)
<b>Time</b>	12:00 PM to 04:20 PM
<b>Event Type</b>	Club Activity
<b>Event Level</b>	Club Society
<b>Venue</b>	KPRIET
<b>Registration Link</b>	<a href="http://bit.ly/sangamam2023">http://bit.ly/sangamam2023</a>
<b>Total Participants</b>	75
<b>Students - Internal</b>	75

#### Related SDG



#### Involved Staffs

Sl	Name	Role
1	Dhivya K	Coordinator

#### Outcome

Students were able to exhibit their acting skills

#### Event Summary

A scene in a play, film, or book is part of it in which a series of events happen in the same place. **The average script has 110 scenes** – just over one scene per page. Action scripts have the greatest number of scenes. A scene is a series of actions sometimes happening in one location by a character to complete an attempt to accomplish their main goal. A good example of this is in **“Catch me if you can” a movie about a cop chasing a scam artist**. The two parts of the Scene: **action (scene) and reaction (sequel)**. The three active parts of the scene: goal, conflict, and disaster. A post-credits scene (commonly referred to as a stinger or credit cookie) or mid-credits scene is **a short clip that appears after all or some of the closing credits have rolled and sometimes after a production logo of a film, TV series, or video game has run**. A good scene has **a distinct beginning, middle, and end**. The heart of the scene should contain action (which can simply mean active dialogue) and showcase the motives of the characters. The end of a scene—particularly a long scene—should start a transition into whatever comes next in your story. Sangamam 23 was celebrated in KPRIET along with the film for our internal participants. Students just rec-created the scene which was played for them. The winners are based on their acting, creativity, body language and their action. The first two students were rewarded for their scenes. Totally 75 participants actively took part into the competition.

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