

# THE BLUEPRINT



Paarl Boys' High 2019



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# Redakteursbrief

There is no business like show business. Movies plus popcorn equals entertainment. To really enjoy a movie, many of us need popcorn, lots of popcorn. According to the great entertainer, Google, popcorn used to be sold outside theatres, but during the Great Depression, theatres began selling popcorn, sweets and cooldrinks to make a profit and to save the shows. Unsurprisingly, Americans consume the most popcorn each year.

Die Piekniekkonsert aan die einde van die eerste kwartaal het vir min vals note gesorg. Meneer Swart en sy orkes saam met ons eie musiekleerders en onderwysers het vir 'n gesellige aand gesorg. Definitief 'n hoogtepunt!

Die tema van hierdie uitgawe is: Vermaaklikheid/Entertainment. Ons vind uit wat van die onderwysers en leerders se gunsteling-emoji's is. Daar is artikels oor die rol van vermaak in ons samelewing en die tegnologie wat agter die skerms gebruik word en ons doen 'n fliékresensie. Binnekort kan elkeen afskakel na 'n besige kwartaal en (hopelik) suksesvolle eksamen en bietjie hulleself vermaak.

Ons elkeen het net een lewe. Ons kry net een groot kans om dit reg te doen. Daar is nie tyd vir oefening, soos by 'n konsert of verhoogdrama nie. To make Paarl Boys' High not only a nominee in the category: best school, the cast and production team of this institution have to be of the highest quality. The cast and production team consist out of everyone making Paarl Boys' High a classic. That includes learners, teachers, coaches, cleaners, parents and Old Boys. There will always be bad reviews - mostly by those who didn't make the cut. I hope that everyone enjoy their holiday.

The Editor

Herman Snyman

Moonlight drowns out all but the brightest stars - J.R.R. Tolkien



# Careers in the Entertainment Industry

Nicholás du Toit

Ritz, glitz, fame and fortune all attract people to the ostentatious glamour of the entertainment industry. And of course, the lavish lifestyle movie-stars live - expensive cars to the likes of Ferrari, Porsche and Lamborghini, extravagant mansions, private helicopters, butlers attending to your every whim, French champagne, caviar ... A lifestyle considered 'successful' - an exclusive one achieved by few out of the many that followed this career path in search of it.

Naturally, like in so many people's minds, the idea of 'careers' in this industry conjures up images of a petulant director using a loudspeaker to voice his complaints, while lying all day in a director's chair, or, perhaps an Oscar-winning actor performing in a dramatic scene – but here is a list of the other, more 'discrete', if so to speak, professions in entertainment:



- **A cinematographer** – one of the most important roles in movie-making, a cinematographer, commonly referred to as a DOP (director of photography), is responsible for all the shots in the movie. Apart from an interest in filming/video-making, a tertiary qualification is obviously required e.g. a Bachelor of Fine Arts in Film or any other program/course in this direction.
- **Dialect coach** – someone who is hired to train actors to speak in different accents. Many dialect coaches are actors/actresses who have taken this as a part time job; however, there are full-time coaches as well. There are many who specialise in historical accents, so for example Old English or Shakespearean English. Used in film, theatre, TV productions as well as with singers and comedians.
- **Voice actor** – someone who lends his/her voice out to animation/games etc. There are a few voice actors with no formal education in this area. There are, however, courses which can be taken in this regard.
- **Entertainment attorney** – responsible for the legal needs of the business – negotiating, sorting out copywriting and sponsorships, drawing up agreements, organising contracts and so forth. The same qualifications of a lawyer are required – as well as an understanding and knowledge of the entertainment industry.

If such jobs seem to bore you, and you still want to pursue the glitzy entertainment industry – go for it! No qualifications are necessary – but any will be to your advantage. The other large role is luck – where are you seen, who sees you and what they think of you are major factors in whether you make your way to success – so make the most of every opportunity.

# Legends of PBHS

By Connor Hess

Seeing that the theme of *The Blueprint* is entertainment this term, I recently had the privilege of talking to our resident dramatic arts teacher about the subject and herself. I thought it would be insightful to interview one of the teachers that are involved in the entertainment industry.

**Mrs. Pretorius, can you give us some background information about yourself?**

I taught at the University of Natal for two years. I got married in Pietermaritzburg then moved to a farm in the Western Cape. After that I moved to Paarl and taught at Desmond Tutu High School before coming to Boys' High.

**What was your biggest achievement in your career?**

I won the national teachers award for the best high school teacher in the Western Cape.

**What was your biggest performance?**

The most important performance was the smallest thing - the first time I had to say a poem - I took it very seriously and did it very well! I also did choreography for about 20 dance shows.

**Can you give us some tips and tricks to performing?**

Make sure you have a lot of confidence and good vocal proficiency.

**Why do you teach and like drama?**

I teach drama because I want people to be able to think outside the box and to become creative polymaths. I like drama because it is usually based on life and is also not an exact science.

**Why is it important to consider taking drama?**

It can help you to think on your feet, develop your whole being and help you in any career - become the best you! You shouldn't just take drama if you want to start acting.



Here is the link to the insert that Kwêla did of Mrs. Ras-Pretorius after she won the award for best teacher: <https://kyknet.dstv.com/blad/desember-2017/kwela-wiwe-ras-pretorius/videos>

# INTERESTING ENTERTAINMENT FACTS

**JUSTIN DE VILLIERS**

1. Anime accounts for 60 percent of the world's television and movies. It also features one of the longest television series of all time, with over 7 000 episodes.

According to Wikipedia Anime is hand-drawn and computer animation originating from or associated with Japan.

The word anime is the Japanese term for animation, which means all forms of animated media.

The picture is an example of the style.



2. In the movie Babe, over 30 different piglets were used to play the main character because they outgrew the part so quickly.
3. With almost a billion dollars worth of worldwide ticket sales, the Saw franchise is the highest earning horror franchise on a global scale.
4. The Oscars given out in World War II were made from wood because metal was so scarce.
5. Bollywood, India's movie industry, produces twice as many films a year as Hollywood.
6. There is only one species of frog in Hollywood which croaks to produce the sound effects in films.
7. The most costly movie made till date in Hollywood is 'Pirates of The Caribbean: At World's End'. It cost \$300 million to make while it made a profit amounting to a billion dollars!
8. Napoleon Bonaparte is the historical figure most often portrayed in movies. He has been featured in 194 movies, Jesus Christ in 152, and Abraham Lincoln in 137.
9. There wasn't just one television Lassie, and none of the Lassies were female. The part was played by a series of male dogs.
10. The spider used in the 2002 movie Spiderman was a Steatoda spider, not a black widow. The spider was given anaesthesia, and was then painted blue and red.
11. The first couple to be shown in bed together on prime time television were Fred and Wilma Flintstone.
12. A man once sued Warner Bros, and won, after he was injured while fainting during a 1974 screening of 'The Exorcist'. The same movie that had its trailer banned for being too scary.
13. Because of the dark and intense nature of the film Suicide Squad, director David Ayer hired an on-set therapist for the cast.
14. 'I Gotta Feeling' by The Black Eyed Peas sold more copies than any Elvis Presley single when it was first released.

# FOTODAGBOEK



# The Importance of Entertainment

## Justin de Villiers

Throughout human history entertainment has always existed in some form or another. Over all these years it took on many roles. These roles always seemed to change as society advanced. In the stone age there were cave paintings. In ancient African rituals there were telling of stories and banging of drums. Today we listen to music or watch movies and television. We are bombarded with entertainment and long for it so that it has become a business, an industry that is constantly kept alive by our need for it. Why? What is entertainment and what role does it play?

### So what is entertainment?

Entertainment is a form of activity that holds the attention and interest of an audience, or gives pleasure and delight. It can be an idea or a task, but is more likely to be one of the activities or events that have developed over thousands of years specifically for the purpose of keeping an audience's attention.

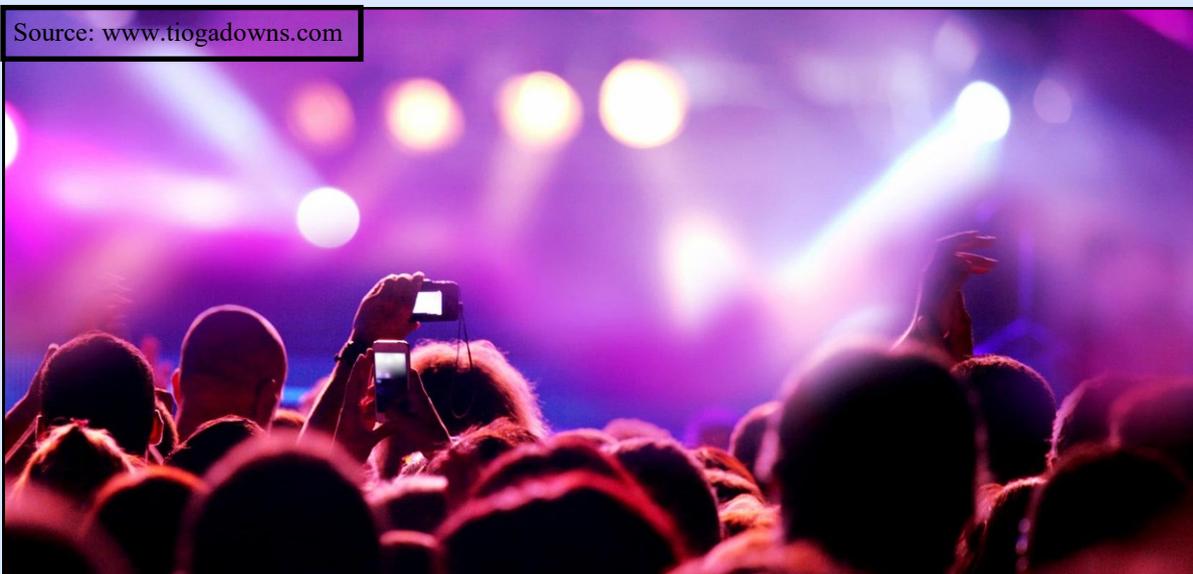
### What roles does it play in society?

So entertainment holds our attention and interest but the audience still finally decide to give up their time willingly expecting to have their attention and interest held. So why are we willing to give up time that is so valuable just for this?

- Entertainment helps us as a society to deal with our everyday problems, or many times to get away from our lives. It is a way to numb the pain, brighten up the day or calm you down. Entertainment is for many people a way to escape from the real world. The world that puts such a large amount of pressure on their everyday lives.
- The entertainment industry presents itself as something that humans need. For example: movies would portray a boy taking a girl to the movies for a date. Last-mentioned then translates to reality and you take your girlfriend on a date to the movies because “that’s what people do”.
- Entertainment is used to portray ideas. During the First World War there were many forms of entertainment opposing the war. To this day our views are still portrayed through entertainment and we associate ourselves with entertainment forms and genres that are in line with our ideas.

These roles played by entertainment are important and are the reasons that we still value entertainment in our lives, but too much of a good thing can be to one’s disadvantage and entertainment is no exception. So enjoy your entertainment, escape reality, gain a fresh point of view, or to experience a culture, but always come back to the real world.

Source: [www.tiogadowns.com](http://www.tiogadowns.com)



# Emoji's

## Herman Snyman

Emoji's vermaak ons! Dit maak die boodskappe wat ons vir mekaar stuur interessant, snaaks en heg 'n meer persoonlike betekenis aan ons boodskappe.

Die meeste van ons val onder die 95% van mense wat die internet gebruik en wat iewers al 'n emoji gebruik het. Die ontwikkelaars van die emoji's, Unicode Consortium, het indrukwekkende werk tot dusver gedoen om die gesiggies en allerhande ander goed interessant, realisties, prakties en polities korrek te ontwerp. Hulle sê: "A picture paints a thousand words ..." en so het emoji's 'n manier om, sonder woorde, baie te sê. Daar is op die stadium 2 823 emoji's wat ons kan gebruik... En goeie nuus vir almal (behalwe die vervelige 5%), daar gaan 230 nuwe emoji's dié jaar uitkom wat 'n gidshond, otter en 'n wafel insluit.

'n Lekker webtuiste om te besoek om die betekenis van die emoji's te kry is: [www.emojimeanings.net](http://www.emojimeanings.net)

Ons het 'n paar onderwysers gevra wat hulle gunsteling is.

Mnr. van Hansen:		Juf. Ras-Pretorius:	
Juf. Götze:		Juf. Sadie:	
Mrs. Mc Farlane:		Tannie Mari:	
Mnr. Nel:		Mnr. Kühn:	
Juf. Terblanche:		Mnr. Van der Merwe:	
		Juf. Visser:	

# You Were Never Really Here (2017)

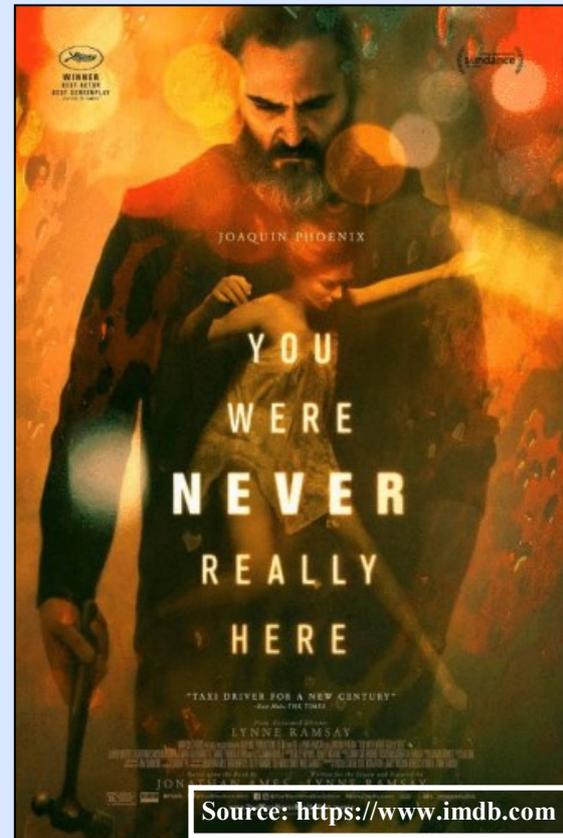
## Film Review by Liam Relling

**Cast:** Joaquin Phoenix, Judith Anna Roberts, Ekaterina Samsonov, Alex Manette and John Doman  
**Director:** Lynne Ramsay  
**Synopsis:** The film stars Joaquin Phoenix in the lead role of a Joe, a trauma-ridden, self-destructive hitman. When he goes on a mission to save a senator's daughter, things don't quite go to plan ...

It would be fair to expect a generic action thriller with a hammer-toting protagonist who has no qualms about killing. *You Were Never Really Here* is so much more than that. It is a character study of a jaded hitman at an especially low point in his life. The true beauty and genius of the film is how minimalistic it is.

Director Lynne Ramsay treats the audience with respect and assumes that it isn't completely comprised of idiots. She never hits you over the head with a clunky exposition scene with a character explaining what he's been through. Instead, she tells most of the story and explores characters through the visuals and the audience must piece the story together. As straightforward as the story is, it's certainly a breath of fresh air that should not be taken for granted. Not a single second is wasted. Every moment of each scene serves a purpose, whether that be to further the plot, for character development or to set the atmosphere. Speaking of which, the film has a mostly dark, pulpy, noir atmosphere mostly created by the cinematography and the music. Jonny Greenwood's score is by far one of the most memorable original soundtracks in recent memory. The quality may not be consistent, but the standout tracks are often times jaw-dropping, especially when you take the implementation of the music in consideration. From the unsettling Sandy's Necklace to the hauntingly beautiful Tree Strings, this is a soundtrack that will stay with you long after the credits have rolled.

The true heart and soul of this film is Joaquin Phoenix's performance as Joe. The screenplay hinges on him giving a compelling performance and he once again proves that he is one of the greatest actors working today. In the hands of most actors, Joe would just be a big, bad guy with a hammer, but in Phoenix's, he's a complex protagonist and he completely sells the idea that Joe has had it rough. The most impressive part of the performance, as well as the Lynne Ramsay's writing, is the striking way trauma is portrayed. I've never seen it depicted in such a terrifying and believable manner. It's perfectly balanced in such a way that it's never unintentionally funny but never boring. This may be a drama film but make no mistake, there are quite a few moments of action and violence. The direction taken with the action is brilliant, creative and unexpected. What makes it so impressive is that it doesn't want you to be amazed by fantastic choreography but instead deconstructs violence as a release of repressed emotions, unlike depictions of violence in films like *Drive* and *Taxi Driver*, not that there's something wrong with those films, of course. It may not have the genre-defining moments from those films but that wouldn't be the point. "You Were Never Really Here" will shock and upset most viewers but those who enjoy unconventional art films will love everything from the simple storytelling to the music and the cinematography. It's a shame that this film didn't get the proper attention or recognition. Then again, I couldn't think of a more fitting title to a movie that came and went the way *You Were Never Really Here* did.



# Why is Science Fiction so Important to Society?

## Stephan Stofberg

The genre of science fiction has always fascinated me. It gives humanity a mirror that we can use to reflect on our present selves and the world we live in, but it can also be used to peer into our possible future. To quote the great science fiction author, Isaac Asimov: "It is change, continuing change, inevitable change, that is the dominant factor in society today. No sensible decision can be made any longer without taking into account not only the world as it is, but the world as it will be ... Science fiction writers foresee the inevitable, and although problems and catastrophes may be inevitable, solutions are not. Individual science fiction stories may seem as trivial as ever to the blinder critics and philosophers of today - but the core of science fiction, its essence ... has become crucial to our salvation if we are to be saved at all."

Science fiction can be considered to be the world's most important artistic genre. This is because it can shape the public's opinion and understanding of many emerging technologies like artificial intelligence and biotechnology. It has also raised public awareness of the dangers of these new technologies, though unfortunately I have found the threat of artificial intelligence rebelling and taking over the world to be exaggerated.

Another reason that science fiction is so important is that we can use it to explore other worlds and realities that are logically possible. These worlds and scenarios can be used to explore our place in the universe, as well as fundamental philosophical questions concerning the very reality we experience and the nature of the mind. A good science fiction book or film can get you thinking about the world and its future like nothing else.

A second reason that science fiction is so important is that it can inspire more people to become scientists themselves. An example of this was Edwin Hubble, the first person to prove that galaxies existed outside of our own, who was inspired to become a scientist after reading the novels of another sci-fi author, Jules Verne.

Thirdly, and perhaps most importantly, science fiction is the only genre in which society can be shown to function differently than our own. This is perhaps the most important part, because it allows us to imagine our own future, where we have either overcome today's challenges (utopia), succumbed to it (dystopia), or are stuck somewhere in between. They give us the chance to confront different problems and moral dilemmas before they happen in the real world. Science fiction films or books can also be considered to be a form of escapism; to escape our own reality and enter a new one where all the problems of life are exchanged for the wonders of a galaxy far, far away...

In the end, science fiction serves to prepare us for the challenges of tomorrow while also offering a roadmap to help guide us to a brighter future.

### Must-read science fiction classics (In no particular order):

Foundation Trilogy by Isaac Asimov

Dune by Frank Herbert

Ender's Game by Orson Scott Card

The Hitchhiker's Guide to the Galaxy by Douglas Adams

Neuromancer by William Gibson

A photo of the real ISS



Source: [www.nasa.gov](http://www.nasa.gov)

A computer-modelled science fiction space station.



Source: [squir.com](http://squir.com)

# A New Era of Entertainment

## Kenneth Janson

Entertainment changes as technology changes. From cave paintings to the first books, humans have developed new ways to keep themselves busy. This seems to be nothing new. With the ever modernising, progressing world we live in today it can thus be expected that people will discover and invent innovative ways to amuse themselves, which is exactly what my article will be focusing on: the new era of entertainment.

### 1. Immersive Experience

My first invention refers to a platform in which most senses are stimulated to create a vivid re-enactment of events or create brand new events, encapsulating the user and making him feel like he is well and truly there. While this may seem like older news, researchers are always looking for ways to make a virtual reality seem like the true reality, and I wouldn't be too surprised if one of the next forms of entertainment involves truly feeling the rain in a rainforest or the sand on a beach, using audio cues, graphics and instinctual dramaturgy.

### 2. Technological Décor

Moving on from paintings, the latest forms of décor use changing images to really captivate viewers. Picture this: you invite your friend over to watch the World Cup final. When he doesn't return from the bathroom for a half an hour, you suspect foul play and go to see what's wrong, only to find your friend amazed by the moving floor and painting of a dolphin which jumps out at him and swims over the wall. This can be achieved with holograms and/or "tiles" that work in unison.

### 3. Living in Augmented Reality

Forget spending a few minutes in a virtual world. Mark Zuckerberg has stated that the future could see screens become a thing of the past, giving way for special contact lenses or eyewear that incorporates seeing the normal world with seeing a generated world, allowing you to watch the latest episode of Riverdale while sitting after school waiting for your mother to pick you up.

### 4. Internet of Things - Museums

Even museums are allegedly not in the clear when it comes to development, with plans to use the internet of things to enhance user experiences while at a museum already in place. It involves an app that lies dormant in the visitors smart phones, but activates when close to a historical site or place of interest that has been identified as a beacon. When the app makes proximity contact, it pulls down information stored and displays it to viewers. This could be incorporated with virtual reality to "transport" the users into the exhibit.

### 5. Living Room Concerts:

If you missed out on the Ed Sheeran concert, you may be glad to hear that new technology allow would-be-concert-goers to stay at home AND experience the show as if they were there. Virtual reality steps in again and creates an allegedly super-realistic performance complete with 360 vision to make it even more convincing. The invention uses 3D cameras placed before the stage that display the artists, the music and the atmosphere through a VR-headset.

There you have it - five possible new entertainment mediums. One notable thing is that most seem to be rooted in virtual reality, which seems to be the direction entertainment companies are going. Whether you are excited or not, there are still many other new gadgets that make entertainment just that bit more futuristic or high-tech. Of course you could still stay loyal to television and screens too—whatever floats your boat. However, these ideas are set to be very pricy, so don't throw out the DVDs yet. Just sit back, relax and try not to get carried away by the moving dolphin ...

