

TRUTH FINDS A WAY

-The Uncensored Library-



A DOCUMENTARY FILM BY **LUCION FILMS.**

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PART I | INTRODUCTION

#01 THE CREW



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PART II | GENERAL OVERVIEW

#01 LOGLINE

Reporters san Frontiers (RSF); sebuah organisasi yang memperjuangkan kebebasan pers untuk menyuarakan kebenaran yang ditutupi negara-negara di dunia yang oppressive, membawa perjuangannya di game tersukses dunia, Minecraft.

#02 STATEMENT

Kebenaran harus disampaikan, bagaimanapun caranya.

#03 BACKGROUND

Di seputar dunia ini banyak fakta-fakta jurnalistik yang ditutupi oleh pemimpin dunia karena berbagai alasan, baik untuk kepentingan bersama ataupun kepentingan pribadi/kelompok. Namun, apapun alasannya, kebenaran sebaiknya tetap harus disampaikan di publik dan bukannya ditutup-tutupi. Selain itu, tingkah laku pemerintah dunia yang cenderung menekan kebebasan pers seakan membuat masyarakat untuk curiga terhadap karya-karya jurnalisme yang ditutupi pemerintah.

Filmmakers ingin menunjukkan perjuangan reporter/journalist dunia terutama yang terkumpul dalam *Reporters Without Borders* dalam menyuarakan kebenaran bagaimanapun caranya walaupun terkekang oleh sejumlah pemerintahan yang oppressive terhadap kebebasan press. Filmmaker juga ingin menceritakan perjuangan mereka ini yang menuntun mereka sehingga membangun *The Uncensored Library* di game *Minecraft*, juga backstory, tujuan, tantangan dan harapan mereka dengan membangun *The Uncensored Library*.

#04 SYNOPSIS

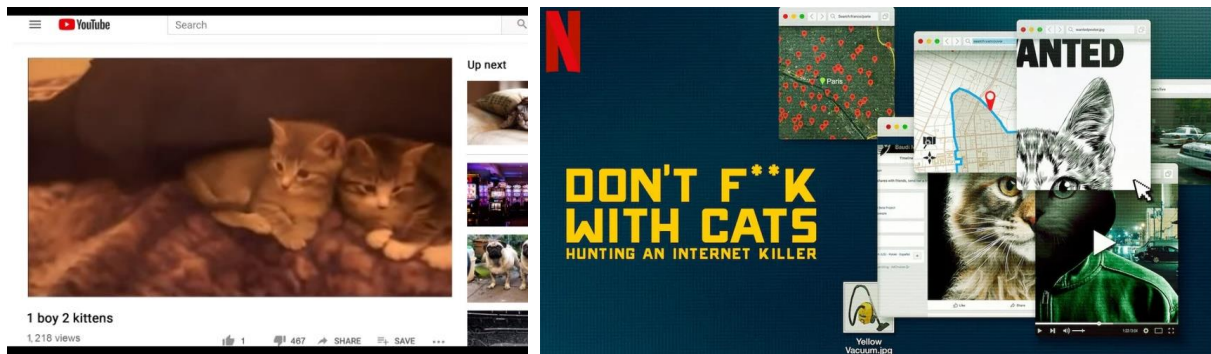
The Uncensored Library merupakan server game 'Minecraft' yang dibuat oleh suatu organisasi non-profit international *Reporters san frontiers* (RSF) atau lebih dikenal dengan *Reporters Without Borders*, bersama-sama dengan *Blockworks* dan *DBB Berlin* yang dibuat pada 12 Maret, tepatnya "World Day Against Cyber Censorship". Di banyak negara, website, blog, dan media sosial di kontrol oleh pemimpin oppressive dunia. Orang-orang muda terpaksa untuk tinggal di sebuah system



dimana opini mereka di manipulasi oleh kampanye ‘disinformasi’ dari pemerintah dunia. Namun, walaupun hampir seluruh media diblokir dan di kontrol, game paling sukses dunia: Minecraft, dapat miah bisa diakses. Reporters Without Borders menggunakan celah di game ini untuk menulis journalisme yang membawa kenyataan yang ditutupi oleh berbagai negara di dunia, dimana mereka dapat merepublish artikel-artikel yang dilarang.

Sumber dari <https://uncensoredlibrary.com/en>

#05 TREATMENT REFERENCE



Treatment visual yang digunakan dalam documenter “Truth Finds A Way” ini mengambil referensi dari film documenter original Netflix, Don’t F**k With Cats. Referensi dari Don’t F**k With Cats juga dipadukan dengan shot-shot in-game dalam Minecraft. Shot wawancara yang digunakan berupa rekaman layar dari vidcall dengan narasumber. Selain itu, terdapat juga B-Roll berupa archival footage yang didapatkan dari narasumber.

#06 CHARACTERS

Tobias Natterer adalah Lead Creative dalam project The Uncensored Library yang dibuat oleh *Reporter san Frontiere*. Tobias Natterer menjadi narasumber dalam film documenter ini, sekaligus mewakili DDB Berlin yang ikut membuat The Uncensored Library bersama-sama dengan *Reporter san Frontiere*. Selain Tobias Natterer, terdapat juga wawancara dari 3 journalist *Reporter san Frontiere*, yang karyanya juga disimpan di The Uncensored Library yaitu; Yulia Berezovskaia, Nyuyen Van Dai, dan Hatice Cengize.

**TOBIAS NATTERER**

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PART III | THE STORY

#01 PLOTTING

Act 1

Menceritakan mengenai backstory uncensored library di Minecraft, Bagaimana artikel mereka sebagai jurnalis dilarang karena adanya pembatasan dari pemerintah dan bagaimana mereka tidak bisa mengungkapkan kebenaran dari sebuah isu.

Act 2

Bagaimana dan mengapa Minecraft dipilih menjadi platform untuk mengungkapkan artikel yang dilarang pada suatu negara dan membebaskan para jurnalis untuk memberikan sebuah kebenaran suatu isu. Bagaimana perjuangan pembuat Uncensored Library saat proses pembuatannya, dan juga tantangan-tantangan yang mereka hadapi.

Act 3

Menceritakan bagaimana hasil dari pembuatan uncensored library, dampak dari semua ini dan apakah ada lanjutan dari semua ini? Dan pesan terakhir dari narasumber.

#02 QUESTION LIST

Act 1 : The Beginning

1. Can you introduce yourself?
2. What evoked you to create a Minecraft server where journalists can reveal government-censored truth in the form of articles? How are these articles censored and why are they censored?
3. Why do you think it's important to fight for the truth?
4. What triggered you and your colleagues to contribute in this project, despite the risk?
5. What do you think about the world right now? What do you think about the status of freedom of speech around the globe? Is it still bad?
6. Due to the censorship of articles, how did you or the journalists try to spread the truth to the public before deciding to choose Minecraft as the platform?

Act 2 : The Uncensored Library

1. What is the Uncensored Library? Can you please describe it in layman's terms?
2. In the first place, how was this project initiated? Who started it?
3. Did the journalists contact you? Do you know them personally? What are their stories before the Uncensored Library project started?
4. Why Minecraft? A game that was targeted for children, why did you use it to submit articles about the truth of a country?

5. At the beginning of this server's publication, how did you attempt to spread this Minecraft server to the public while simultaneously avoiding the government from censoring the information again?
6. Along the making of the Uncensored Library, were there events that made you consider discontinuing the project for you personally or your colleagues that you might know?
7. After the release of this server, has there been any reaction from the government or the public regarding to this project? Has there been any attacks or threats towards the server?
8. Did you or the company receive any threats after the project was released?

Act 3 : Truth Finds A Way

1. What impacts did your fellow journalists or even the community of Minecraft experience?
2. What do you hope to achieve from the uncensored library?
3. At last, what do you want to say for future truth fighters and the mainstream public? Are there anything you want to say to motivate them to engage and continue the campaign?

PART IV | TRANSCRIPT AND SCRIPT**#01 INTERVIEW TRANSCRIPT**

Ditranskrip oleh Natania Jansen

ACT 1

A1Q1

Hello I'm Tobias Natterer and I'm the senior creative at DDB Berlin, together with the team I was working on the uncensored library and I was doing project management on the team.

A1Q2

We... we have been working for Reporters Without Borders for a while and we did in the past, a project called The Uncensored Playlist where we publish or we turn censored articles into music because Spotify is available almost in every country in the world, so with that loophole we got censored articles back in this countries and create a Spotify playlist. So, after that, we wanted to continue to make the truth available so the Uncensored Library was formed and to... yeah... we continuously working with Reporter Without Borders to find new ways to bring censored information back to the people and uhm ... fight for press freedom. In many parts of the world press freedom is under pressure and independent information uhm is very limited is, in many part of the world press freedom is under pressure and independent information is hard to get. Articles... journalist are getting censored for criticizing the government uhm.. for telling their opinion, basically for being a threat to uhm... to uhm the.. basically journalist gets censored for being a threat to the government, if they, if the government is corrupt if the government uhm, does things that people would not agree with that may had impact to the next election, they have strong interest in controlling the media and controlling things journalist says. So, censoring information is very common practice in countries around the world because governments uhm, try to control the media and try to oppress the press in order to get information, in order to only get information through to the people they agree with.

A1Q3

Uhm... I think it is important to fight for independent information because press freedom is also very important for freedom in general. Only when there is a free press, they can control the government and inform the people about the political situation in their country. Uhm, so one might ask why would the press freedom situation in other countries be of interest to someone who for example lives in Germany, where we have a very good press freedom situation. But what a lot of people are not aware of is that press freedom in other countries also affects us in our country. So press freedom around the world is also an issue around the world. For example the very recent issue is the corona crisis, and when corona started uhm, in China, doctors and bloggers started to talk about this and wanted to let the people know, hey there is a very dangerous threat, there is a new virus that is potentially dangerous, we have to attack and address this issue and try to protect ourselves. And

when these journalists started to talk about this issue the Chinese government censored them and tried to keep this information at bay. They didn't want the people to know about this, they didn't want to... Uhm, yeah, they didn't want to have a situation where it seems like they don't have everything under control. So in the end, in the end, the pandemic... I'm not saying the pandemic could've been uhm... could've been uhm, yeah... prohibited. I'm not saying... Let me say that again. I'm not saying we could've stopped the pandemic, but I'm saying uhm, the pandemic could've dealt with better and much more lives could've been saved if independent information would've been available and people would know that there is a threat and how they can protect themselves against this threat. So in the end uhm... press freedom and independent information is uh, very important on many levels, to address issues, to discuss solutions, and this affects us all around the world and is not uhm, contained within borders.

A1Q4

Working in advertising, we often try to find uhm, NGOs or the good cause that we can work to uh, on-and-on bono basis. It is something that I always do next to my job because uhm, every NGO also needs good communication for their cause and working in advertising this uhm, puts us in a position to make campaigns and make ideas, and this also uhm, is something very interesting to NGO. So, often I'm thinking about issues, about problems that we have in this world and I'm wondering is there uh ways that we can make, maybe a campaign or an idea that, that might help with this issue on this situation. So when I started to work on Reporter Without Borders I was asking myself, is press freedom really the biggest issue that we have or should I rather uhm, address something like, planet change for example. But in the end I realize uhm, the more I was looking for Reporters Without Borders that press freedom actually is an issue that helps with all the other issues as well. I mean, without press freedom people wouldn't know about climate issues and if we don't know about climate issues and we don't have independent information about the climate situation uhm in the world, it is very hard for us to find solutions to, to tackle it uhm, and, so in the end the more I was getting into the topic I realize that press freedom actually is a, a very important uhm... cause and uh... I... yeah I really got fascinated about, about the uh, idea to find uhm, a creative way to help Reporters Without Borders with their cause.

A1Q5

Press freedom is something that we need to fight for, it's not something that we uhm achieve once and then uhm it stays there, it is something we need to defend everyday. And when you look at the press freedom index from Reporters Without Borders, large parts of the world is colored in red or even black. So there is many countries in the world that have severe press freedom issues uhm, journalists get in jail, get killed, the press is controlled by the government or uhm in some countries, there, there something like free press or independent press doesn't even exist. So, press freedom situation around the world has gotten very bad with the corona crisis because in many countries the governments use the crisis as a tool to impress the uhm, the press even more, and uhm... there is a lot of new laws or crisis laws that get... get pass, that allow governments to put uhm, journalists in jail for long times on uhm, trumped-up charges of spreading false information. So, especially in these days press freedom is under pressure, it is very important that we uhm... that we make these...

these issues uhm... uh... known to the world, that we raise awareness for the importance of press freedom and especially in such times it is very important for people to have independent information, to have all the facts that they need to know to protect themselves and make uhm... their life decisions on, on... on true facts.

ACT 2

A2Q1

Ummm The uncensored library is an open library in an open world game, umm minecraft is ah can be described as digital legos, this is sandbox game where you can build your own world, you can build structures with blocks, you can explore a world, you can find items, and you can interact with other players. One of these items you can find in this world are books, minecraft books can be freely written, umm you can share it with other players but you can't change its content. Sooo This was a very interesting base for creating the uncensored library since we have an ehhe an international game, minecraft is one of the biggest game around the world with millions of players and the fact that it is available in every country around the World ummmm created this opportunity to um have the loophole to bring censored articles back in this country but in Minecraft so we built the uncensored Library, we contacted journalist from press countries whose works got censored and we re- published these censored articles inside Minecraft books put them in the library created a server where people around the world could access and created a safe Haven for press freedom and also a discussion platform for young people around the world could visit the site server, read censored information, informed them self about the press freedom situation in that country and also talk and discuss with other players on the server about issues of the country and solutions where there might be.

A2Q2

We have been working for reporters without borders for a while and we keep searching for creative ways to support their cause, sooo when the idea of the uncensored Library came up we contacted the reporters Without Borders and ask them if they would be interested and if they had the contacts of um the censored journalists to um work together with us and they like the idea that contacted umm reporters in the network from countries with press censorship. And when we uhh had the umm when we had to go with reporters without borders and we have some journalist we can work together and we contacted Blockworks studios umm a designs studio who has specialized on cre ating a minecraft building and Minecraft world and um asked them as well if they will be interested to build the library and to create um this uhh this building for Reporters without borders, and they also quite like the idea and from there we kept putting or kept contacting others and got international team of people together to umm create this campaign.

A2Q3

The journalists we worked together got contacted by Reporters Without Borders, reporters without borders is helping umm journalists around the world who get censored who are under oppressional or have to work under difficult circumstances and umm part of their job is to support these journalist to help them with equipment to also help them when they umm get in jail for example, they pay the lawyer umm so this is part of the job of reporters without borders, so when we umm told Reporters Without Borders about the idea of uncensored library, they reached out in the network to contact umm reporters who umm who might be interested in working together with us yeah from some countries we umm we uhh got positive feedback, we made interview, we got their umm their articles we translated them in English and we

republished them in uncensored library. For the background stories ummm we didn't I didn't know these reporters upfront but reporters without borders did and they also um had an idea of who might be interested for this project or might be willing to worked together with us on this project, of course umm it was very important for us that all the reporters at work with us on this project are safe and they don't get danger for working with us on this for example the umm egyptians reporters were anonymous and we didn't say their names um because in egypt it would be um a very difficult ehh it would be a great problem ehh problem to work on a project like this. So some of the reporters are being exiled such as Ngu Yen Van Dai or Yulia Berezovskaiai, Ngu Yen live in umm Frankfurt and Yulia live in Paris soo um here it was rather safe to work together with these journalist because they're exiled they don't face threat by their government for umm Mexico and Saudi Arabia there reporters umm ehh got killed for example in Mexico we don't have the situation of active censorship by the government but we have a uhh situation of self-censorship that journalist are scared of uhh voicing their opinion because there is a uhh very likely threat of getting killed from this.

A2Q4

Uhm, why did we choose Minecraft? Minecraft has a very wide player base and there is hundreds of millions of players who, who play Minecraft around the world and one might say a... a topic like press freedom might be not interested for, interesting for young people or uhm... why, why are we... Why did we want to target them. Uhm, but if you want to change the future, you have to reach the next generation. So we, we wanted to target young people, it was the goal of this campaign to raise awareness amongst young people for the importance of press freedom, especially in this age they can easily be manipulated by governments with uhm, disinformation campaigns. Uhm, so it is important to reach young people uhm... in this age, raise awareness for press freedom, tell them it is important to look out for, for facts, for true information, to not believe everything the government tells them. And Minecraft was the perfect platform to reach lots of young people around the world, at the same time have the creativity and the freedom to build the library and, and fill these books.

A2Q5

When we started the campaign on 12th of March, the international day against cyber censorship, umm we... did kind of like a PR big bang, so we had the campaign on the embargo but already contacted a lot of press, influencers and media outlets to, all at once talk about this project on the

12th of March. So the goal was to have as many people talking about this at the same time as possible. Uhm... then we launched The Uncensored Library on the server and also as a download map, and the goal was to have as many people as possible to download the download map so the library could spread. Uhm, and the... the... the download map of the library is secured by blockchain technology so hackers cannot access it or cannot harm it. So the download map is pretty secure. And until today the download map of The Uncensored Library got downloaded more than one hundred thousand times. So the actual building and the, the world map has spread around the world already uhm... to an extent that it cannot be censored and cannot be stopped. Uhm... and this was uhm... a bit uhm... the tactic to raise as much awareness about this library and have it multiply as much as possible before anyone could possibly do something about it. Uhm, until today we haven't had any uhm... large problems, we didn't get censored, we didn't get blocked. Microsoft also didn't know about this project emerging but uhm... also from them we didn't face any problems. And uhm... yeah until today the server is running and the download map is being downloaded.

A2Q6

Creating The Uncensored Library of course was a challenge. None of us had played Minecraft before, we didn't know the game and we first had to uhm, get into the game, get into the game mechanics in order to even concept uhm, this game, then we reached out to Blockworks who are Minecraft experts and they helped us and, to create this building because on our own it would not have been possible. Uhm, so creating the library was a challenge on many level, uhm, on many levels. Reaching out to the journalists and getting their approval uhm, making all the text uhm available, translating the text, copy-pasting them into Minecraft books, also building this large building which is for Minecraft standards uhm, particular uhm huge uhm in a short timeframe also was a, a challenge but, at no time of the project giving up was an option. I mean yes, there were some setbacks for example we found out that the Arabic script cannot be displayed in Minecraft books, we found this out like a week before the launch, this was uhm... a huge problem for us uhm, and we were not sure if we would manage to make the Arabic articles accessible but in the end we found a new way around it which is the beautiful thing about Minecraft, there's always some creative way that you can find to make things possible, and we recorded the Arabic scripts as audio books and make them accessible on Minecraft jukeboxes, you can play them on disks. So, yes, there were problems, there were bumps in the road, uhm but uhm... we always found a way around it and, and made, made it happen. We had a great team with uhm... have a great team with people who are very committed to make everything possible, to find ways to make things possible and in the end, uhm... yeah everything turned out and we were quite happy with the outcome of the overall project.

A2Q7

After we released The Uncensored Library, there has been a huge reaction from the public we have got uhm... many news articles, I think more than seven hundred around the world, we have gotten great feedback from the community uhm... especially on youtube uh, people keep making videos about The Uncensored Library, so far we have more than two hundred videos, user-generated videos on youtube that have altogether more than four million views, uhm influencers keep talking

about this uhm... we have uhm... yeah, we got a lot of positive feedback uhm, also of course some minor criticism, criticism from one or the other, we have some community members from China for example, didn't like the way that their country is featured uhm in this library uhm, also people from some other countries wrote us that they thought the information is biased that was in the library because simply they didn't like uhm, the way that their country uhm, is displayed there. But besides that there uhm, there was no actual threat from the government and no severe threat to the library itself besides from uhm some uhm... yeah, we had some spam-bot attacks in general, some bot attacks on the library, we tried to, to just slow down the server but uhm... Blockworks uh made sure that they installed plug-ins to make the server run smoothly so in the end uhm, there were some technical hiccups but uhm we were able to solve these and uhm, until today there was no severe threat uhm, to this project.

A2Q8

Me personally and also DDB as a company did not get any threats or uhm, there was no uhm, situation that, that would be dangerous for us. Uhm I mean, we are living in, in Germany where there is a very good freedom of speech, speech situation, we make sure that the servers of the library are also hosted in countries that a, uhm... yeah, with a law situation uhm, that, that allows this, uhm, this to happen. So in the end the project and everybody who worked on this project uhm, was all always uhm, rather safe, and this was also uh, uhm... our first concern in something we, we really try to take care of, that everybody who worked on this project uhm is safe and also that the project itself in the end is safe.

Lucion Films.

ACT 3

A3Q1

The uncensored library's goal was to raise awareness for the importance of press freedom amongst young people around the world. *Uhm...*, and this the project definitely achieved, until today we have reached about 200.000 players, *uhm..*, in Minecraft directly, we have reached people from all our 5 target countries, *uhm...* and we had *uhm...* a very big impact on the YouTube community, of Minecraft, *uhm...* so... yes, the goal to raise awareness for our cause amongst young people *uhm...* definitely worked out, also something that is quite beautiful to watch is that the library acts as a discussion platform people come back to the library its not like a one time visit thing, they come back, *uhm..* they have discussions about the political situation in their countries, they *uhm...* discuss about the *ehm...* problems that they're facing right now. We've had discussions about Brexit, we had discussions about how to tackle the opium crisis in the US, we had *uhm...* discussions about *uhm...* press violations in the middle east, *uhm..* and *uhm..* yeah this is this is rather interesting, to see young people around the world talking about *uhm...* the importance of freedom and what it means to them, we had a young guy from Canada who asked why would this library be interesting for me, why would, would, would this topic be of any value, *uhm...* since he was living in Canada he didn't understand the topic and someone from Hong Kong explained to him how it feels when *uhm...* your freedom is about to be taken away from you and that *uhm...* freedom is something that needs to be defended and also when *uhm.. ehh..* you have freedom right now it is important not to take freedom for granted we had pe9ple form the US who were wondering why the US was

uhm.. ehh.. rather, rather low on the, on the press freedom index and yet in their opinion because they expected it to be on, on place one because the US in their opinion is the most free country in the world, so they started to discuss what could be the problem here and, and could it be trump or maybe it is, that the media is privately owned. *Uhm...* so the library sparked conversations about problems not only in countries of censorship but also in . in *uhm...* in a lot of other countries around the world with *uhm...* not severe press freedom violations, so I think something that's very interesting about this project is the discussion platform it offers to young to talk to each other. *Uhm...* and *uhm..* not only to make *uhm...* censored information available.

A3Q2A

Uhm... It was very, *uhm...* interesting to me to find out about this situation uh, the press freedom situation around the world, *uhm...* It was also very interesting to get uh in, in, *uhm...* to inform myself about the reporters, about their backstories, about the articles that they wrote, *uhm...* and some articles *uhm,* they really touch you. I mean there is an article about a young boy in Egypt, in prison, I think he is only seventeen and he went on the streets to protest for, for more rights and he was a student and *uhm,* yeah he got arrested and he is in prison now. *Uhm,* and to write about this situation, how it feels to be in prison in a very young age and *uhm,* how his *uhm...* yeah, how his ambitions, how his, how his future actually change from one day to the no, to another, *uhm...* and yes, these are stories that actually *uhm...* quite uh, touch you emotionally and *uhm...* I *uhm...* I think it is interesting that these stories are shared with the world, that other people know about these situations, *uhm* about these issues *uhm,* and to raise awareness about them.

A3Q2B

When you tell young people *uhm,* that there is a book that they can read, they are probably not very much interested in it, but *uhm...* when you tell people there is a, a Minecraft building that is very impressive and very beautiful *uhm...* then, they would really want to see that. People are coming to the server because the building is very impressive and because *uhm,* the whole structure and the, also the idea behound it, behind it is uh, very interesting. And only then, they start getting in touch with the information, *uhm* that they can find there. So the library *uhm,* by its *uhm,* by its sheer size and the, and the beauty it has also is kind of like a magnet for players uh, to go there, and this has worked pretty well. *Uhm...* and, yeah, a lot of *uhm...* Minecraft uh, influencers start talking about this building because it is in the Minecraft world an impressive achievement *uhm,* to the community. *Uhm...* So, only then when they go to the server, *uhm* they start reading these articles and then they find out *uhm,* about their own country and about other countries and, *uhm...* I was impressed to the extent that these, *uhm...* players actually read the books, *uhm* the players read actually a fair, quite a lot of books in, in the library and they get very interested in the topic after they have *uhm,* started *uhm* to *uhm,* get into it. So, yes on the, on the one hand uh we, we managed to impress the Minecraft community but on the other hand it really gets the information out there and a lot of young people start to inform about... themselves about these issues and, and start to read these books and *uhm,* yes, the library is built to, *uhm...* to stay and *uhm...* the server will be kept online, players can, can still access the server. It will get updated if for example we have added a new corona section to the library with *uhm,* censored or sensitive corona information from

different uhm countries, so the library's concept is also flexible, books can be added. We, uh one week after the launch, we already had double the amount of books inside the library, uhm... as I said we added the corona section on short notice, so the library's concept is to grow uhm, to be uhm... to be updated and, and, and we are going to add uhm new information uh... to it in the future.

A3Q4

I can only invite everyone to inform themselves about the importance of press freedom and also on the effects that it has uhm, to our society. Uhm... Reporters Without Borders uhm, have a statement and this is, there cannot be freedom without press freedom. So a lot of people are not aware uhm, to the uh extent uhm, that press freedom is important to us, as I already said, uhm some people might say when you are living in a country with a, a very good press freedom situation, why should you be interested in the press freedom situation of other countries. But a lot of the problems that we are facing today like the climate crisis, refugee crisis, financial crises, the, uhm, corona crisis, these are all topics that need a free press in order for us to tackle these problems, to discuss about these problems and find solutions uh for these problems together. Because these problems... are not problems that can be solved by one country, but these... these big problems that we are facing or problems that we need to solve internationally and therefore we need an international free press, we need independent information that is internationally available in order to reach people with true facts so that they can make uh, life decisions on the basis of true facts and find solutions for the big problems that we're having today uhm, and discuss uh, about these uh, issues together.

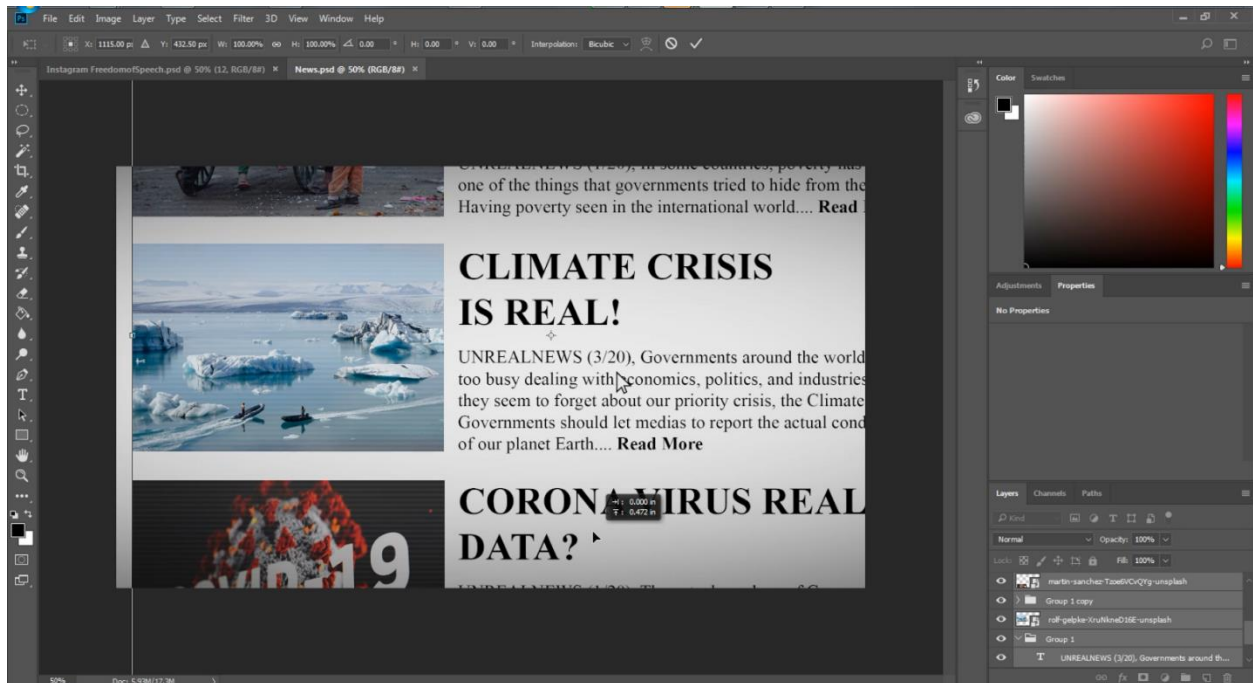
#02 SHOOTING SCRIPT

No	Audio	Visual
1	-Suara klik dari komputer	Wide Shot : Loading Screen Wide Shot : Desktop computer dengan beberapa aplikasi di samping kiri dan cursor mouse. Close Up : Cursor mouse mengklik aplikasi kamera.
2	- Interview Tobias memperkenalkan diri	MCU : Interview Shot Tobias dalam format aplikasi kamera windowed screen.
3	-none	Title Screen
	-Suara klik-klik dari mouse -Suara ketikan keyboard -Tobias berbicara mengenai Press Freedom (V.O)	CU : mouse mengarah ke kolom link web dan mengetik CU : Web paginya artikel Tobias Wide Shot : Web Page Artikel Tobias

		<p>CU : Mengetik di screen computer.</p> <p>Wide shot : Artikel di sebuah web berita.</p> <p>Medium Close up : Interview Tobias.</p> <p>Wide Shot : Web yang tidak dapat diakses, terlihat tulisan "not available".</p> <p>Close up : Beberapa artikel di web berita.</p> <p>Close up : Page Instagram mengenai figure press freedom yang terblok.</p>
4	<p>-Tobias membahas tentang pentingnya press freedom (V.O)</p> <p>- Suara ketikan keyboard</p>	<p>MCU : Shot interview</p> <p>Cut Away : Mengetik di screen computer</p> <p>Close Up : Page Instagram mengenai press freedom berupa hashtag dan post foto.</p> <p>Close up : Artikel climate issues di internet.</p> <p>Archival footage : Climate issues di seluruh dunia yang terlihat dalam format video dari Youtube.</p>
5	-Tobias berbicara mengenai Uncensored Library (V.O)	<p>Wide shot : Mengupload video ke web blog Tobias.</p> <p>B-roll : Depan Uncensored Library di Minecraft</p> <p>B-roll : dalam library dengan players yang sedang berjalan-jalan</p> <p>CU : Buku Minecraft</p> <p>B-roll : Player Minecraft sedang menulis di buku di sebuah rumah.</p> <p>B roll : Player sedang membaca buku di Library</p>
6	-Tobias berbicara mengenai Minecraft (V.O)	<p>B roll : Players di dalam Library</p> <p>B roll : Globe di dalam Library</p> <p>B roll : Bendera-bendera di dalam Library</p>
7	-Tobias membahas artikel di Library (V.O)	<p>MCU : Shot Interview</p> <p>B roll : Buku yang didisplay di Library</p> <p>B roll : Player sedang membaca buku tersebut</p>

		<p>B roll : Player lain sedang membaca buku</p> <p>B roll : Players pada berkumpul di main hall library</p> <p>B roll : Player membaca buku</p>
8	-Tobias membahas mengenai generasi sekarang tentang buku (V.O)	<p>MCU : Shot Interview</p> <p>B roll : Depan Library.</p> <p>B roll : Dalam library</p> <p>B roll : POV membaca buku di Minecraft</p> <p>B roll : Main Hall</p> <p>B roll : Depannya library</p> <p>B roll : Taman di luar library</p> <p>B roll : banyak player yang melakukan aktivitas di dalam library</p> <p>B roll : Figuran Influencer sedang berdiri melihat arsitektur dalam library</p>
9	-Tobias membahas generasi penerus masa depan (V.O)	<p>Archival Fotage ; Anak kecil berlari dikelilingi bendera-bendera berbagai negara.</p> <p>B roll : Figur Minecraft di depan rumah</p> <p>B roll : Rak buku di library</p>
10	-Tobias membahas jurnalis di RSF (V.O)	<p>MCU : Shot Interview Tobias</p> <p>Archival Footage : Interview Jurnalis</p> <p>B roll : Artikel di Minecraft</p> <p>B roll : RSF sign di dalam Uncensored Library</p> <p>Archival Footage : Video dari RSF mengenai proses pembuatan Uncensored Library</p> <p>MCU : Shot Interview Tobias</p>
	-Tobias membahas mengenai safety para jurnalis di Uncensored Library (V.O)	<p>Close Up : Mengetik link web</p> <p>Wide Shot : Web RSF scrolling profil</p> <p>Close Up : Profil jurnalis Anonymous</p> <p>B roll : Bagian Mesir di Library</p>
11	-Tobias membahas beberapa jurnalis (V.O)	<p>MCU : Shot Interview Tobias</p> <p>Close Up : Profil Ngu Yen</p> <p>Close Up : Profil Yulia</p> <p>Archival Footage : Interview Ngu Yen</p>

		Archival Footage : Interview Yulia B roll : Artikel Ngu Yen di Minecraft
12	-Tobias membahas Mexico dan Arab (V.O)	MCU : Interview Tobias B roll : Bagian Mexico dalam Library B roll : Bagian Arab dalam library MCU : Shot Interview B roll : Memorial jurnalis yang gugur di Mexico dalam Library.
13	-Tobias Membahas press freedom (V.O)	Wide Shot : Web RSF Wide Shot : Profil-proful jurnalis B roll : Artikel remaja yang di Mesir dalam Library Close Up : Judul Artikelnya Archival Footage : Demo di Mesir B roll : Isi artikel tersebut di Library B roll : Artikel lain di Library
14	-Tobias membahas pentingnya press freedom (V.O)	MCU : Shot Interview Tobias Archival Footage :Foto-foto demo di Hong Kong pada web artikel B roll : Sign di Library tertulis "No freedom without press freedom"
15	-Tobias membahas press freedom di seluruh dunia (V.O)	Wide Shot : Peta Keadaan press freedom Close up : Ranking Press freedom di Dunia Close up : Peta press freedom Russia, China, dan Arab B roll : Artikel di Library
16	-Tobias membahas keadaan dunia sekarang (V.O)	Archival Footage : Belanda Montage : Footage krisis financial, climate. Refugee, dan corona Archival Footage : Bendera bermacam negara di seluruh dunia MCU : Shot Interview Tobias



#03 EDITING SCRIPT

Dalam pembuatan film kami tidak membuat editing script, melainkan *animated storyboard* yang dijadikan sebagai acuan dalam pembuatan motiongraphic dan penyusunan shot. Animated storyboard tersebut dapat diakses melalui link : <https://bit.ly/TFWStoryboard>

PART V | BUDGET AND SCHEDULING

#01 PROPOSED BUDGET

BUDGET PLAN / PROPOSED BUDGET								
Truth Finds A Way								
Producer:		Yoseph Michael S		Director:		M Fatih R		Line Producer:
NO	CATEGORY	DESCRIPTION	DAY	UNIT	UNIT PRICE	SUBTOTAL	DIRECT	INDIRECT
A. PRE PRODUCTION								
1	Research	beli account Minecraft		3 accounts	200,000	600,000	400,000	200,000
TOTAL						600,000	400,000	200,000
B. PRODUCTION UNIT / CAST CREW								
1	Director	Muhammad Fatih R		1 Person		1,000,000		1,000,000
2	Producer	Yoseph Michael S		1 Person		1,000,000		1,000,000
3	Asst. Director	-						
4	Cinematographer	Mario Wilson		1 Person		750,000		750,000
5	Production Design	-						
6	Editor	Wahyu Dwi Santoso		1 Person		750,000		750,000
7	Narasumber	Tobias Natterer		1 Person		1,500,000	1,500,000	
TOTAL						5,000,000	1,500,000	3,500,000
C. EQUIPMENT / CAMERA DEPARTMENT								
1	Camera	BMPCC 4K	6	1 unit		26,000,000		26,000,000
2	Lenses	Canon EF 24-70 f/2.8L USM	6	1 unit		20,000,000		20,000,000
3	Portable SSD	Samsung T5 500GB	6	1 unit		1,500,000		1,500,000
TOTAL						47,500,000	-	47,500,000
E. OPERATIONAL / DEPARTEMENT UNIT								
1	Listrik	biaya listrik PLN	31	4 orang	14,714	1,824,536		1,824,536
2	Internet	biaya internet	40	4 orang	10,000	1,600,000		1,600,000
		(perkiraan 1GB/hari)						
TOTAL						3,424,536	-	3,424,536
F. POST PRODUCTION								
1	Music Release	Music Scoring		3 music	500,000	1,500,000		1,500,000
2	Archival Footage	beli footage		1 footage	200,000	200,000	200,000	
3	Post House					-		
TOTAL						1,700,000	200,000	1,500,000
G. DISTRIBUTION & EXHIBITION								
1	Pengiriman Festival	biaya antar, flashdisk, dll			200,000	200,000	200,000	
2	Screening					-		
3	Sales Agent					-		
4	Promotion					-		
TOTAL						200,000	200,000	-
TOTAL ALL						58,424,536	2,300,000	56,124,536
Contingency 10%								5,842,454
GRAND TOTAL								64,266,990

#02 FINAL BUDGET

FINAL BUDGET								
Truth Finds A Way								
Producer:		Yoseph Michael S	Director:		M Fatih R	Line Producer:		
NO	CATEGORY	DESCRIPTION	DAY	UNIT	UNIT PRICE	SUBTOTAL	DIRECT	INDIRECT
A. PRE PRODUCTION								
1	Research	beli account Minecraft		3 accounts	200,000	600,000	400,000	200,000
TOTAL						600,000	400,000	200,000
B. PRODUCTION UNIT / CAST CREW								
1	Director	Muhammad Fatih R		1 Person		1,000,000		1,000,000
2	Producer	Yoseph Michael S		1 Person		1,000,000		1,000,000
3	Asst. Director	-						
4	Cinematographer	Mario Wilson		1 Person		750,000		750,000
5	Production Design	-						
6	Editor	Wahyu Dwi Santoso		1 Person		750,000		750,000
TOTAL						3,500,000	-	3,500,000
C. EQUIPMENT / CAMERA DEPARTMENT								
1	Camera	BMPCC 4K	6	1 unit		26,000,000		26,000,000
2	Lenses	Canon EF 24-70 f/2.8L USM	6	1 unit		20,000,000		20,000,000
3	Portable SSD	Samsung T5 500GB	6	1 unit		1,500,000		1,500,000
TOTAL						47,500,000	-	47,500,000
E. OPERATIONAL / DEPARTEMENT UNIT								
1	Listrik	biaya listrik PLN	31	4 orang	14,714	1,824,536		1,824,536
2	Internet	biaya internet (perkiraan 1GB/hari)	40	4 orang	10,000	1,600,000		1,600,000
TOTAL						3,424,536	-	3,424,536
F. POST PRODUCTION								
1	Music Release	Music Scoring		3 music	500,000	1,500,000		1,500,000
2	Archival Footage	beli footage		1 footage	200,000	200,000	200,000	
3	Post House					-		
TOTAL						1,700,000	200,000	1,500,000
G. DISTRIBUTION & EXHIBITION								
1	Pengiriman Festival	biaya antar, flashdisk, dll			200,000	200,000	200,000	
2	Screening					-		
3	Sales Agent					-		
4	Promotion					-		
TOTAL						200,000	200,000	-
TOTAL ALL						56,924,536	800,000	56,124,536
Contingency 10%								5,692,454
GRAND TOTAL								62,616,990

#03 SCHEDULING


	April																													
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
DEVELOPMENT																														
Brainstorming																														
Research																														
Logline																														
Sinopsis																														
Script																														
Final Draft Script																														
PRE PRODUCTION																														
Riset																														
Survey																														
Contact Narasumber																														
Perizinan																														
Mengirim Proposal																														
PRODUCTION																														
Interview Session																														
POST PRODUCTION																														
Sync sound																														
Preview Footage																														
Online Edit																														
Rough Cut																														
Fine Cut																														
Sound Post																														
Scoring																														
Final Film																														
DELIVER																														

	Mei																														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
DEVELOPMENT																															
Brainstorming																															
Research																															
Logline																															
Sinopsis																															
Script																															
Final Draft Script																															
PRE PRODUCTION																															
Riset																															
Survey																															
Contact Narasumber																															
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Interview Session																															
POST PRODUCTION																															
Sync sound																															
Preview Footage																															
Online Edit																															
Rough Cut																															
Fine Cut																															
Sound Post																															
Scoring																															
Revisions																															
Final Film																															
DELIVER																															

LUCION FILMS : TRUTH FINDS A WAY

	June																															
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	
DEVELOPMENT																																
Brainstorming					P																											
Research					E																											
Logline					N																											
Sinopsis					G																											
Script					U																											
Final Draft Script					M																											
PRE PRODUCTION					P																											
Riset					U																											
Survey					L																											
Contact Narasumber					A																											
Perizinan					N																											
Mengirim Proposal																																
PRODUCTION					U																											
Interview Session					A																											
POST PRODUCTION					S																											
Sync sound																																
Preview Footage																																
Online Edit																																
Rough Cut																																
Fine Cut																																
Sound Post																																
Scoring																																
Revisions																																
Final Film																																
DELIVER																																

PART VI | ATTACHMENTS

Thumbnail	Asset ID	Type
	1897474	Footage Comp Original

Gmail | Search: insent

Compose

- Inbox
- Starred
- Snoozed
- Sent
- Drafts
- Assets
- Film Project

Meet | Start a meeting | Join a meeting

Chat | Lucion - | 0.22 GB (1%) of 15 GB used

No recent chats | Start a new one

Lucion Films
Hello Tobi, Firstly, thank you for replying to our email, we're truly honored to have this c

Tobias.Natterer@de.ddb.com
to me ▾
Hello Joseph,
Sunday the 26th works for me. I propose 15.00 CET (Berlin Time). If you want more uncensoredlibrary.com.
Can you send me a list of the award shows you intend to send this to? We will be s award show.

The Uncensored Library - Documentary Film Invitation | Film Projects Invitation

Lucion Films <lucionfilms@gmail.com> to jsch ▾
Fri, Apr 17, 4:28 PM

Good Evening Ms./Mrs.Schiementz,

I'm Joseph Michael as the producer of Lucion Films; we are Film students who are attending our 2nd Year in Multimedia Nusantara University, Indonesia. We're currently researching topics for our documentary film project. As we were researching for topics, we found out about The Uncensored Library server in Minecraft, and we're curious to know more about it. We're also considering to make a documentary about the Uncensored Library, also about the stories behind it, and those involved in the making. For the purpose of this documentary film, we are asking for your (or a representative) willingness to be interviewed online. As if you agree to be a part of this documentary project, we would also like to ask your permission to upload the documentary result in social medias such as Youtube and Vidsee, also to submit it in film festivals. If you are interested and willing to be a part of this documentary project, please contact us or reply to us through this email. Thank You.

Sincerely,
Joseph Michael Subkti

Fwd: Message formulaire de contact : "RSF Website Usage" | Inboxes | Film Project | Film Project/Permissions and Licenses

Joanne Rojas Rodriguez <secretariat@rsf.org> to me ▾
Mon, May 4, 2:33 PM

Hello,

Thank you for your email and interest in our work.
You can totally use your content and image provided that you report our credits in your film.

Hope this helps,
Best,

Joanne Rojas Rodriguez
Assistante de direction et

Tobias.Natterer@de.ddb.com to me ▾
Hello Joseph,

you can use the video footage from our films:
<https://youtu.be/EBI7-pl52GY>
<https://youtu.be/WJ5X9zvnNjg>

If you download the world map on our website, you can also make your own footage of the library. The plugin c game. This would give you the most freedom to produce your own footage.
<https://www.replaymod.com>

Here you can find Music:
<https://soundcloud.com/user-515199472-165246560/the-uncensored-library-truth-hegemony>
<https://soundcloud.com/user-515199472-165246560/uncensoredlibrary-truthhegemony-gameltheme>

PART VI | BEHIND THE SCENES



PART VII | CREDITS

A FILM BY LUCION FILMS

TRUTH FINDS A WAY

CAST	TOBIAS NATTERER
DIRECTOR	MUHAMMAD FATIH R
PRODUCER	JOSEPH MICHAEL S
DIRECTOR OF PHOTOGRAPHY	MARIO WILSON
EDITOR	WAHYU DWI S
MUSIC COMPOSER	JOSEPH MICHAEL S
TRANSCRIPTOR	NATANIA JANSEN G

FOOTAGE B-ROLLS ARTISTS

VIDEVO
VIDEEZY.COM
BILL BLEVINS
MIKESTEINKAMP
REPORTERS SAN FRONTIERS

**IMAGE B-ROLLS ARTISTS
(UNSPASH)**

FRED KEARNEY	NUR TAUFIK ZAMARI
EV	MICHAEL RAMEY
SPENSER	KON KARAMELAS
PAWEL JANIAK	PETER Y. CHUANG
BRIAN JONES	JOSEPH CHAN
MATT SEYMOUR	REINARD SCHULZE
JOHN MOESES BAUAN	AJ COLORES
DAVIDSONLUNA	DANIEL TAUSIS
VALENTIN SALJA	SVEN MIEKE
AMINE ROCK HOOVR	MICK HAUPT
ROLF GELPKE	LUNDI (LIAN)
MARTIN SANCHEZ MOHIT TOMAR	ANTONIO VISALLI

WEBSITE OWNERS

THE UNCENSORED LIBRARY
REPORTERS SAN FRONTIERS

MINECRAFT EXTRAS

KLEO KEDUEN
WINSTON
WILLIAM AUGIEE BS
MUHAMMAD FATIH R
FRANSISKUS S
BIMO R
ELVIN YOEL SUBAGIO

SOUNDTRACKS

“FREEDOM ITSELF”
COMPOSED BY JOSEPH MICHAEL

“SWEDEN”
COMPOSED BY C418, REARRANGED BY JOSEPH MICHAEL

“TRUTH FINDS A WAY”
COMPOSED BY JOSEPH MICHAEL

SPECIAL THANKS TO

ALMIGHTY GOD
DDB BERLIN
REPORTERS SAN FRONTIERS
REPORTERS SAN FRONTIERS-GERMANY
UNIVERSITAS MULTIMEDIA NUSANTARA
WIDA DJAMIL



Lucian Films.