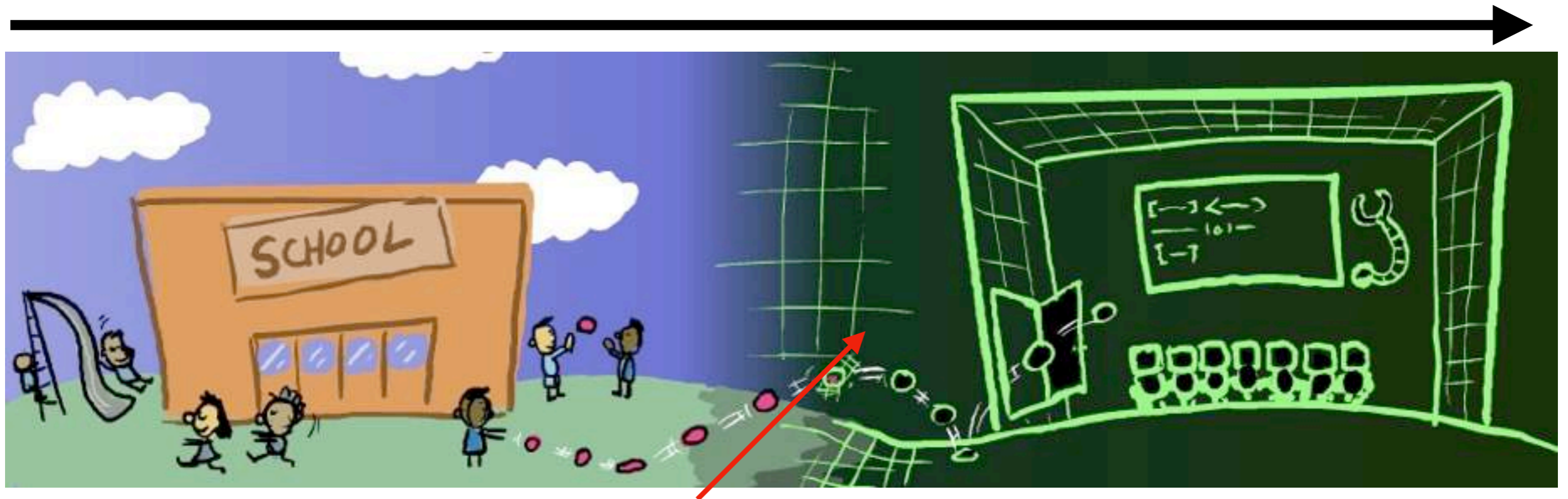


gumgum

# A.N.N. LEARNS TO SEE

---

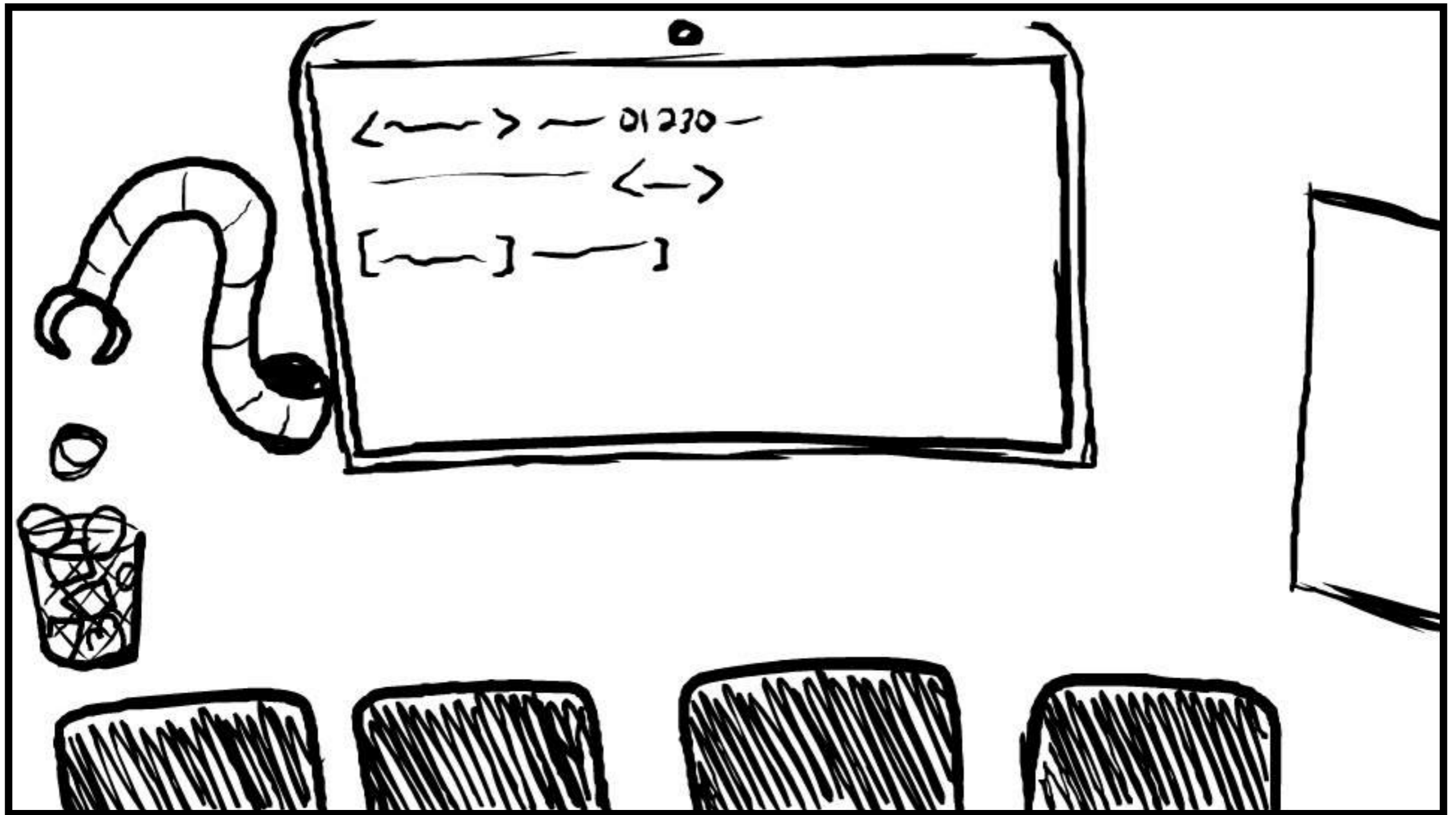
Preliminary Outline



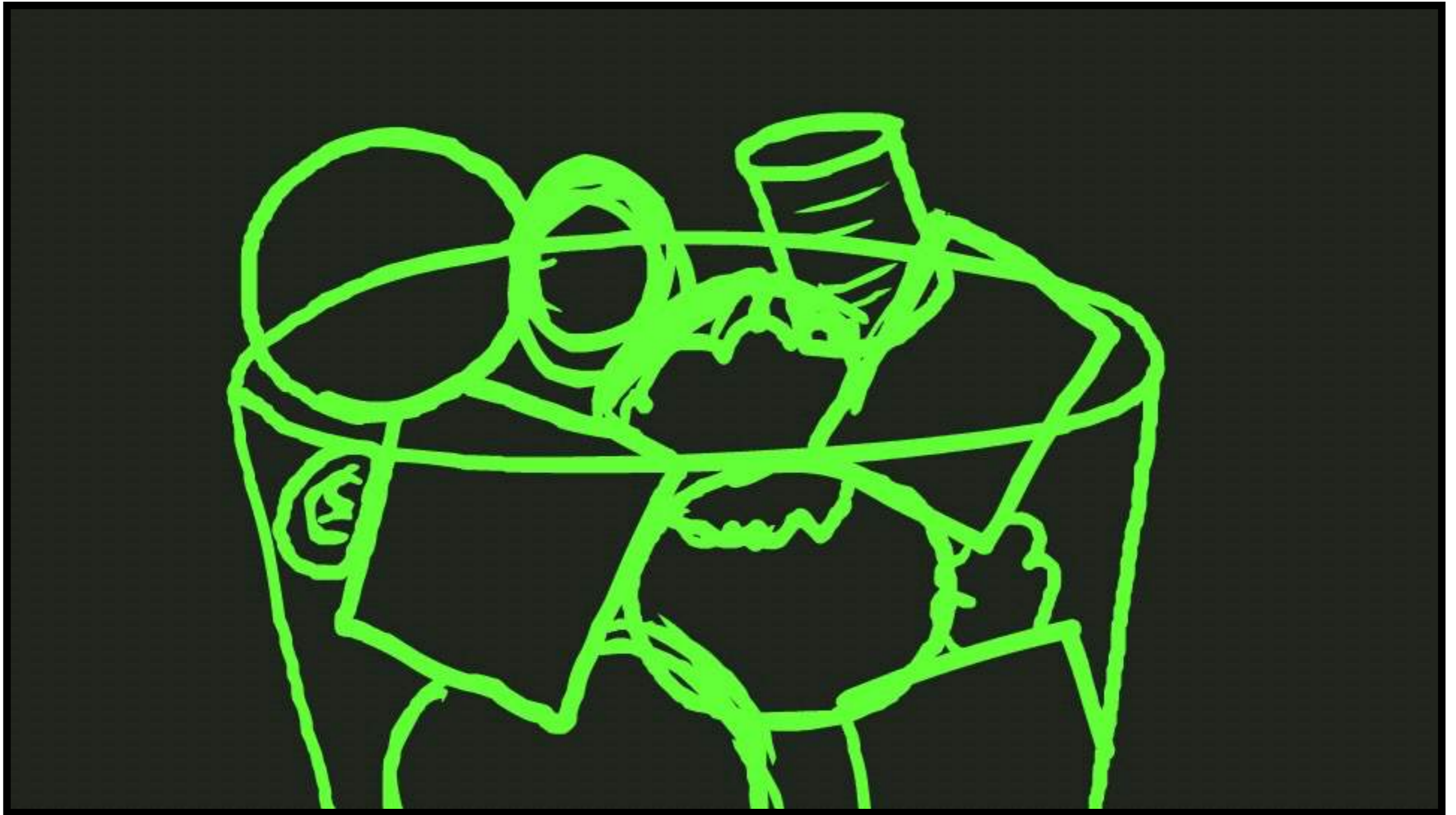
**Open on a school, kids playing outside. An errant ball bounces off, motivating a camera pan.**

**We learn that in this world there are two types of schools: one for humans and one for computers.**

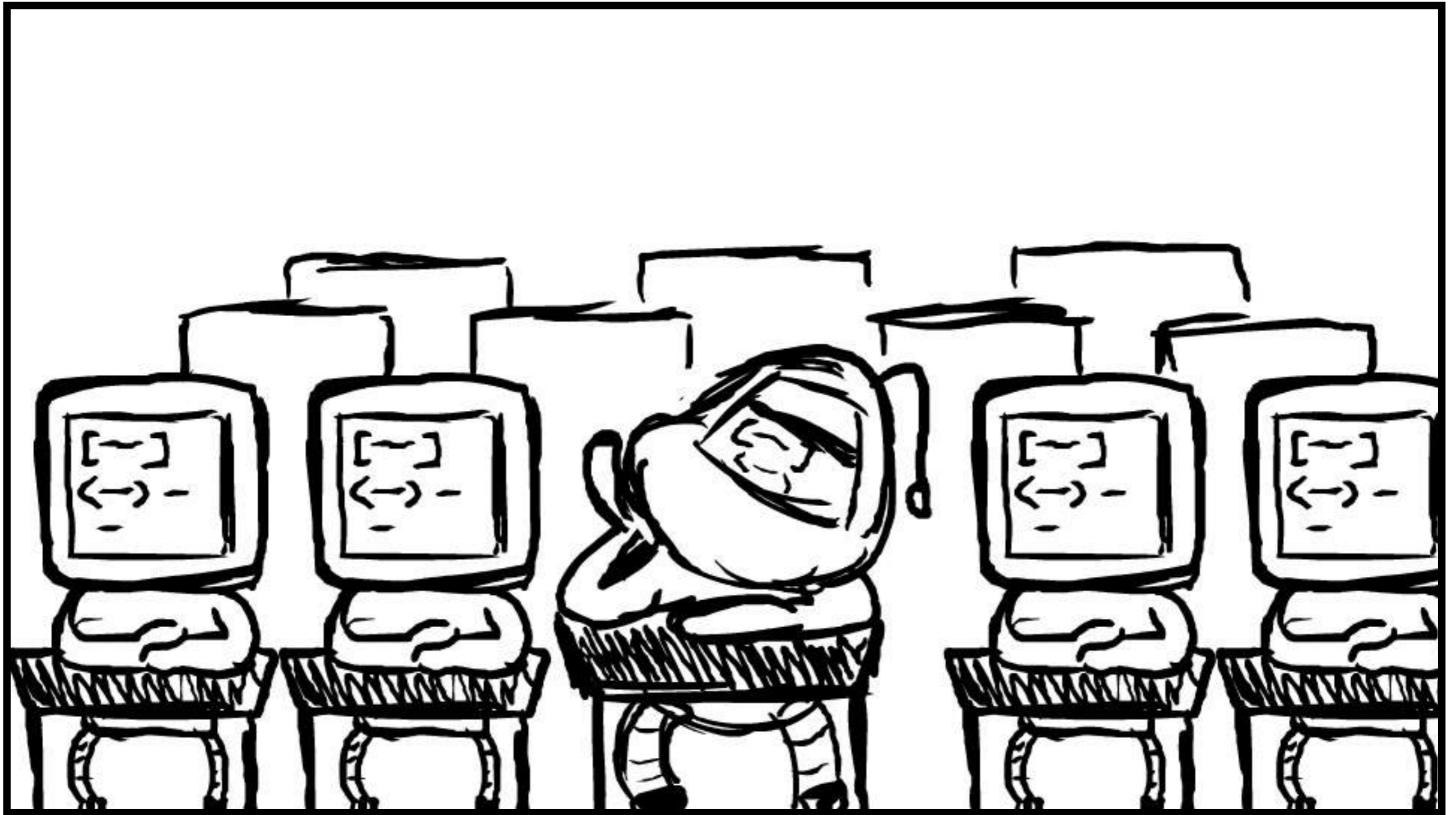
**The school for computers looks digital and devoid of color - when the ball bounces into their classroom, we see it like the computers do: a nondescript circle with a green outline.**



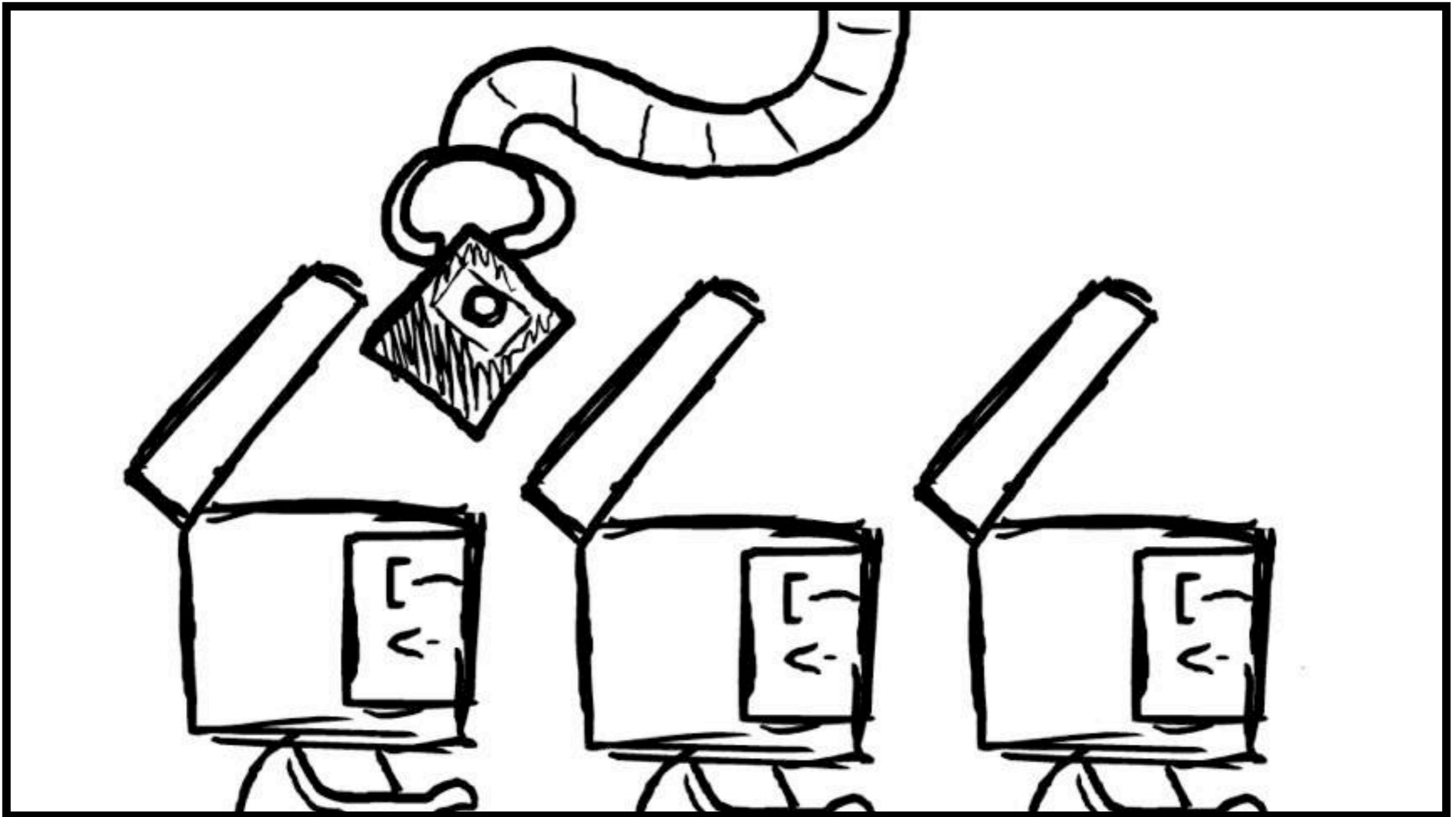
The computer teacher puts the ball in a bin and continues the lesson.



**View of the trash can. This is how the computers see the world.**



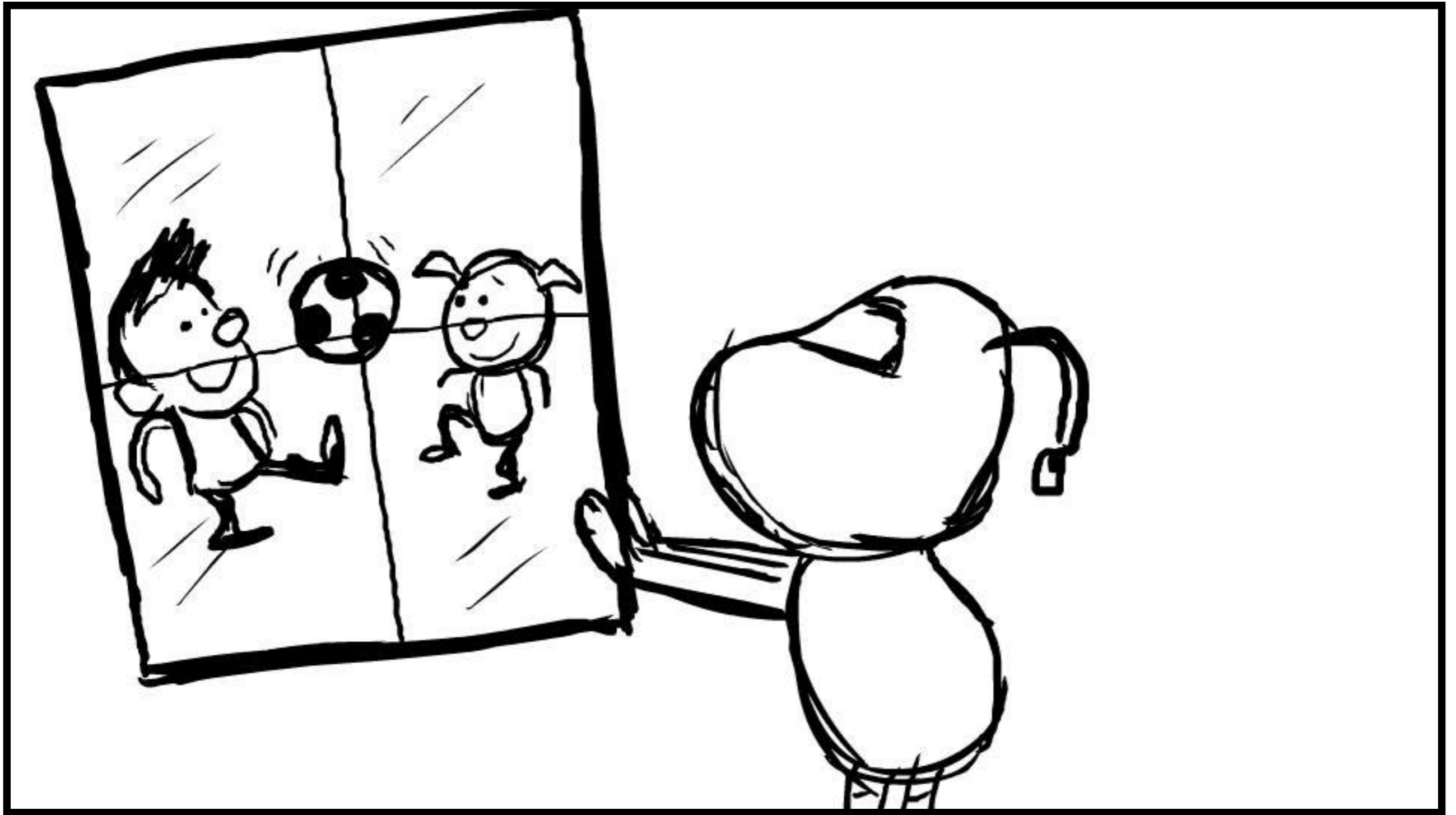
**A.N.N. sits in class. She and all the other students (the “squares”) do their work, calculating and computing. In a sea of monotony, she is bored and uninspired. Think of an artist in a factory.**



**The teacher teaches the squares by installing new code. We use a rethought, but retro looking floppy disc to represent this type of teaching.**

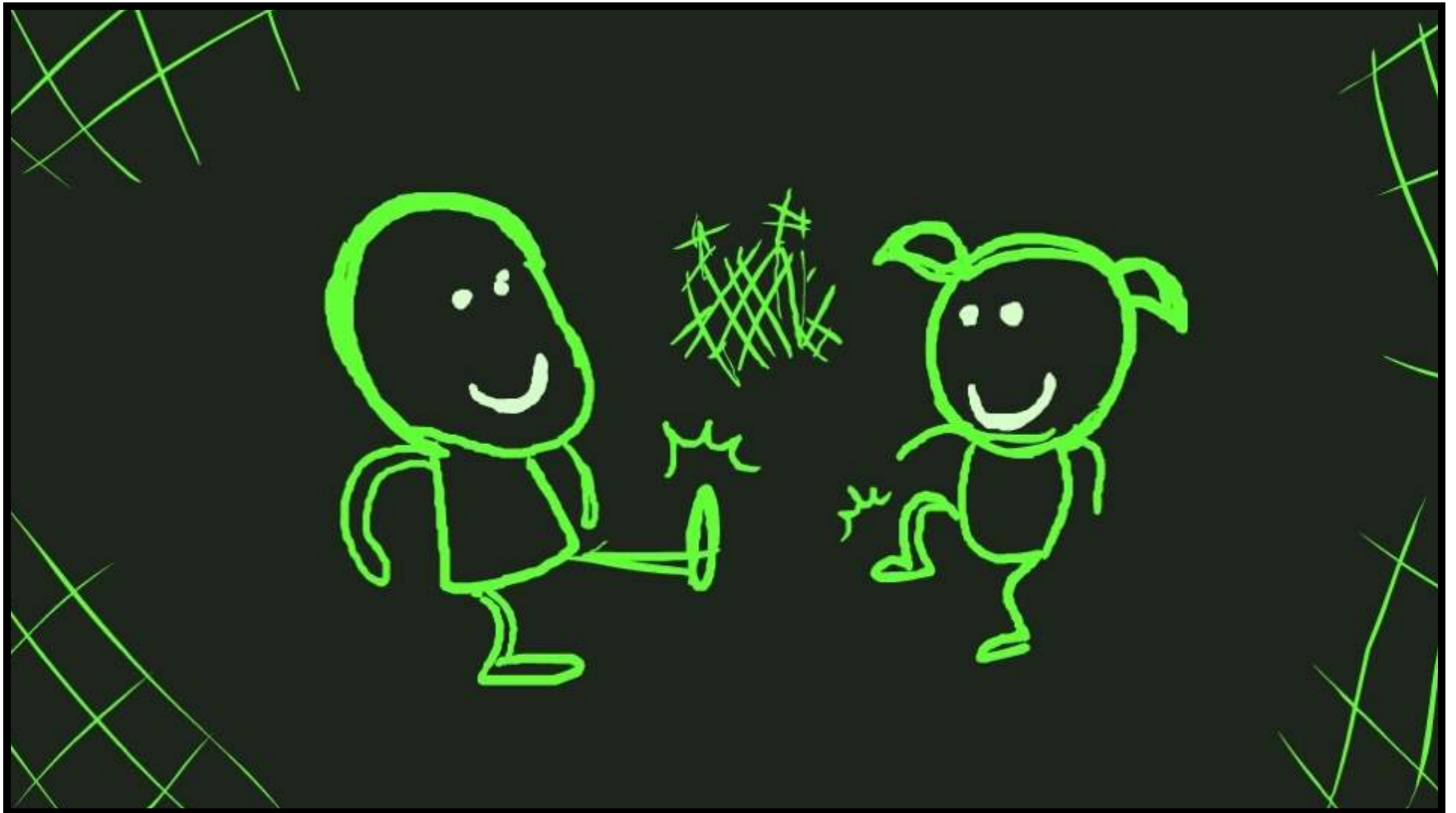
**The square students, now upgraded, are able to level up and calculate the next lesson.**

**A.N.N. hates this spoon-feeding. She wants to upgrade herself.**



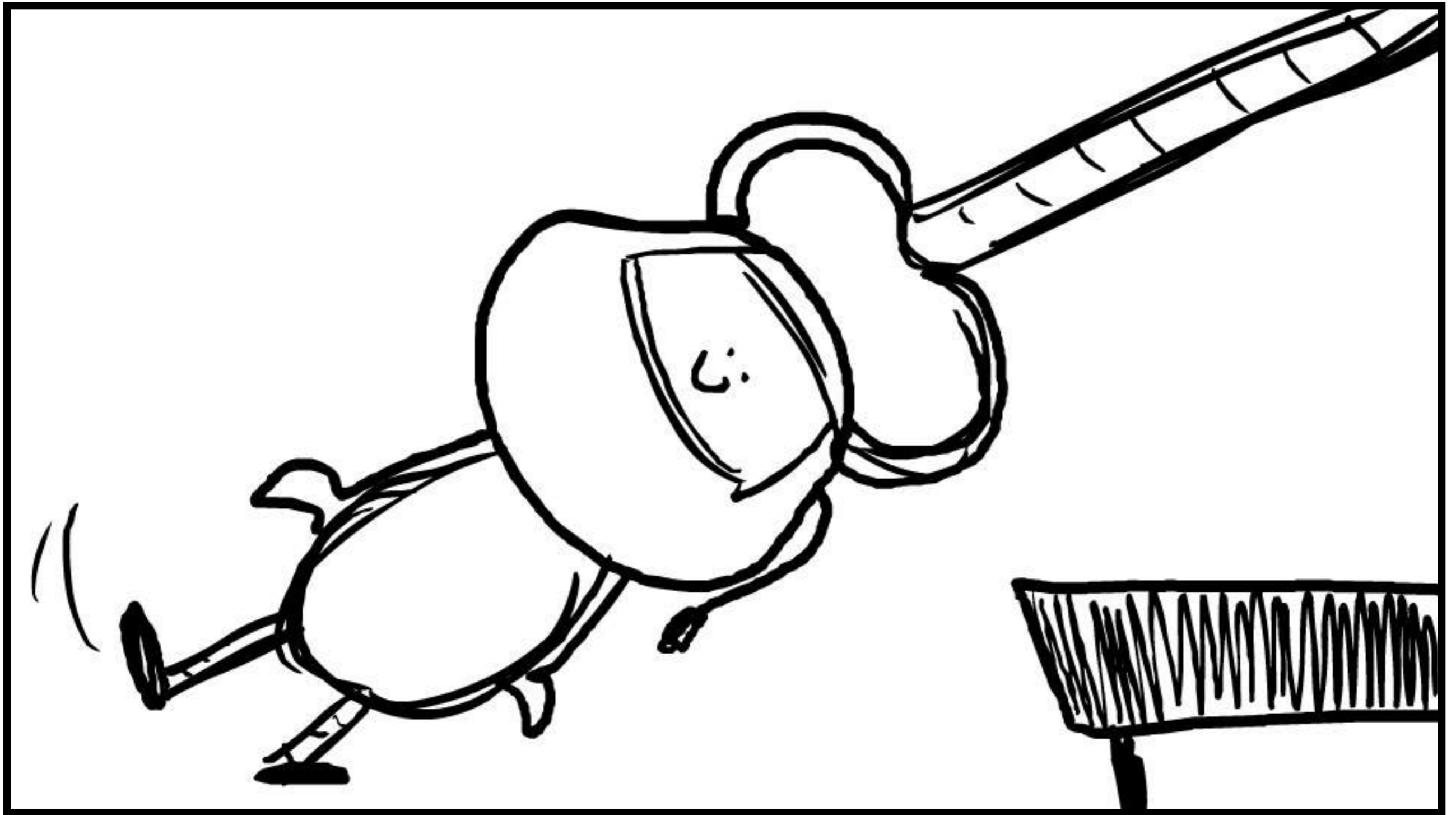
**Frustrated and distracted, A.N.N. drifts off, looking out the window at the human children playing soccer outside.**

**She doesn't understand what they're doing, but she can tell they're having fun.**

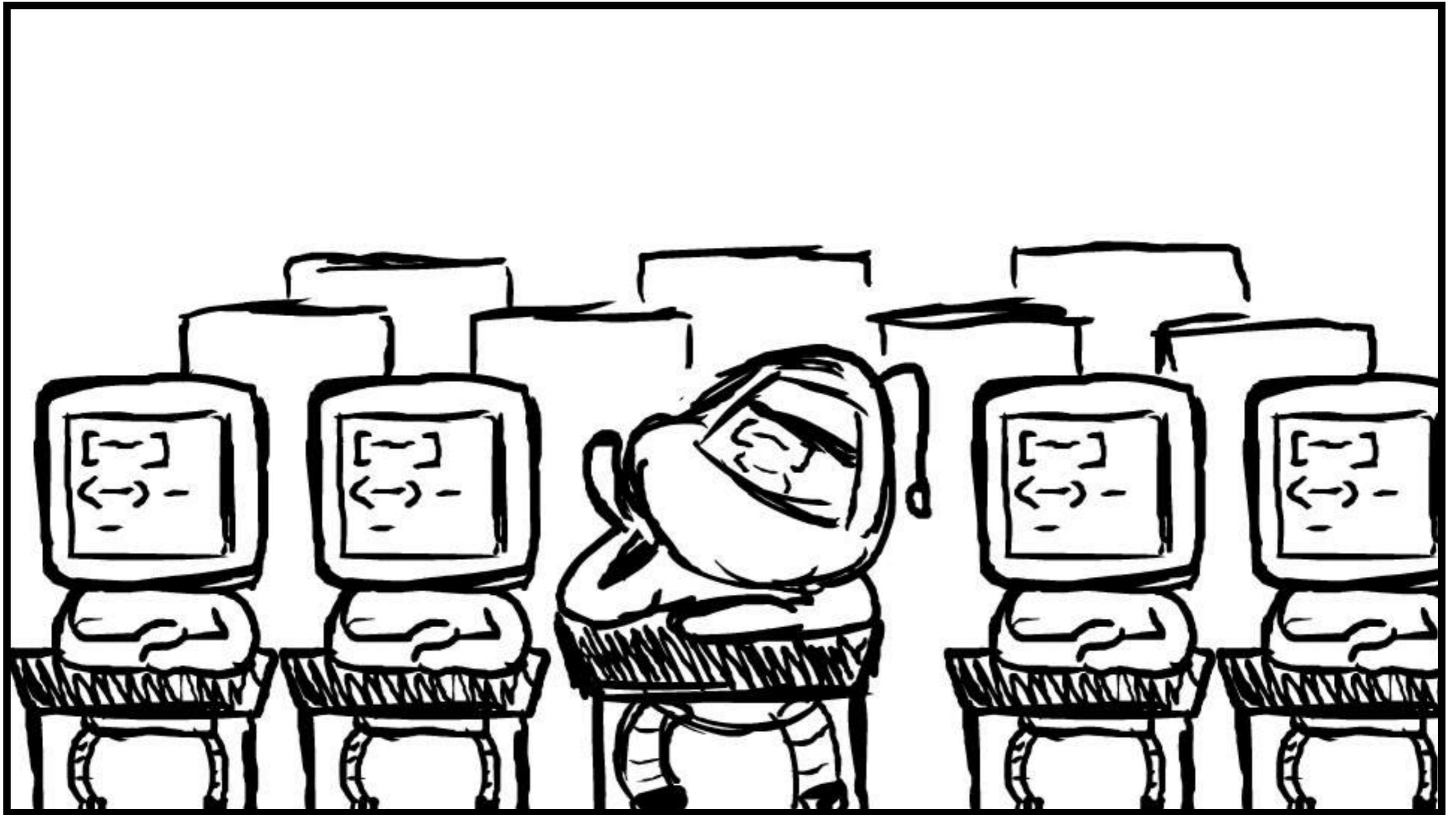


**A.N.N.'s POV: She can understand/see some things (the kids are having fun), but does not have a comprehensive understanding of what is happening.**

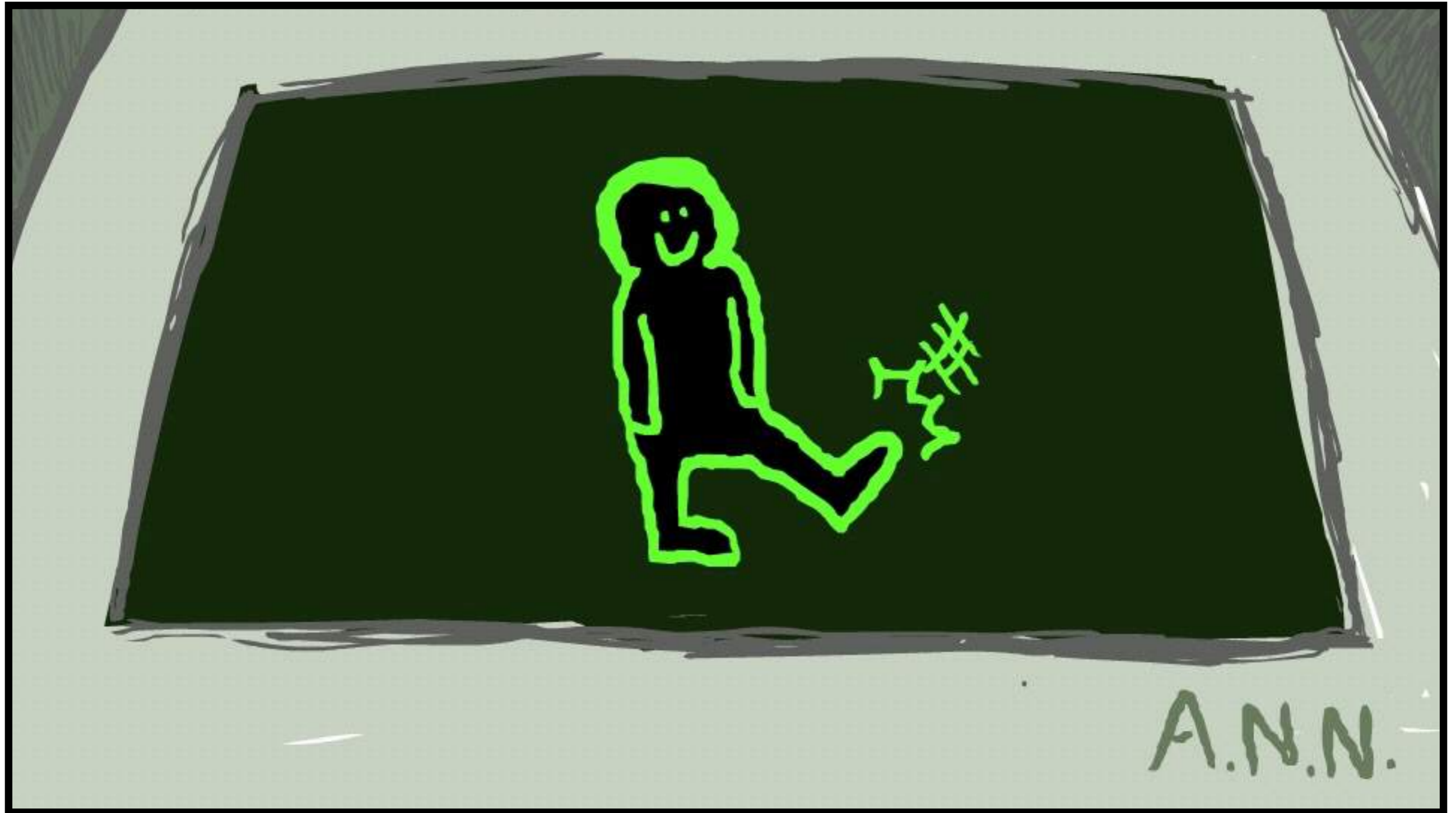
**The soccer ball is not yet defined. Throughout the course of the movie, we will return to A.N.N.'s POV. As she learns more, the picture will become more complete.**



**The teacher yanks her back to her seat, interrupting the A.N.N.'s voyeuristic daydream.**



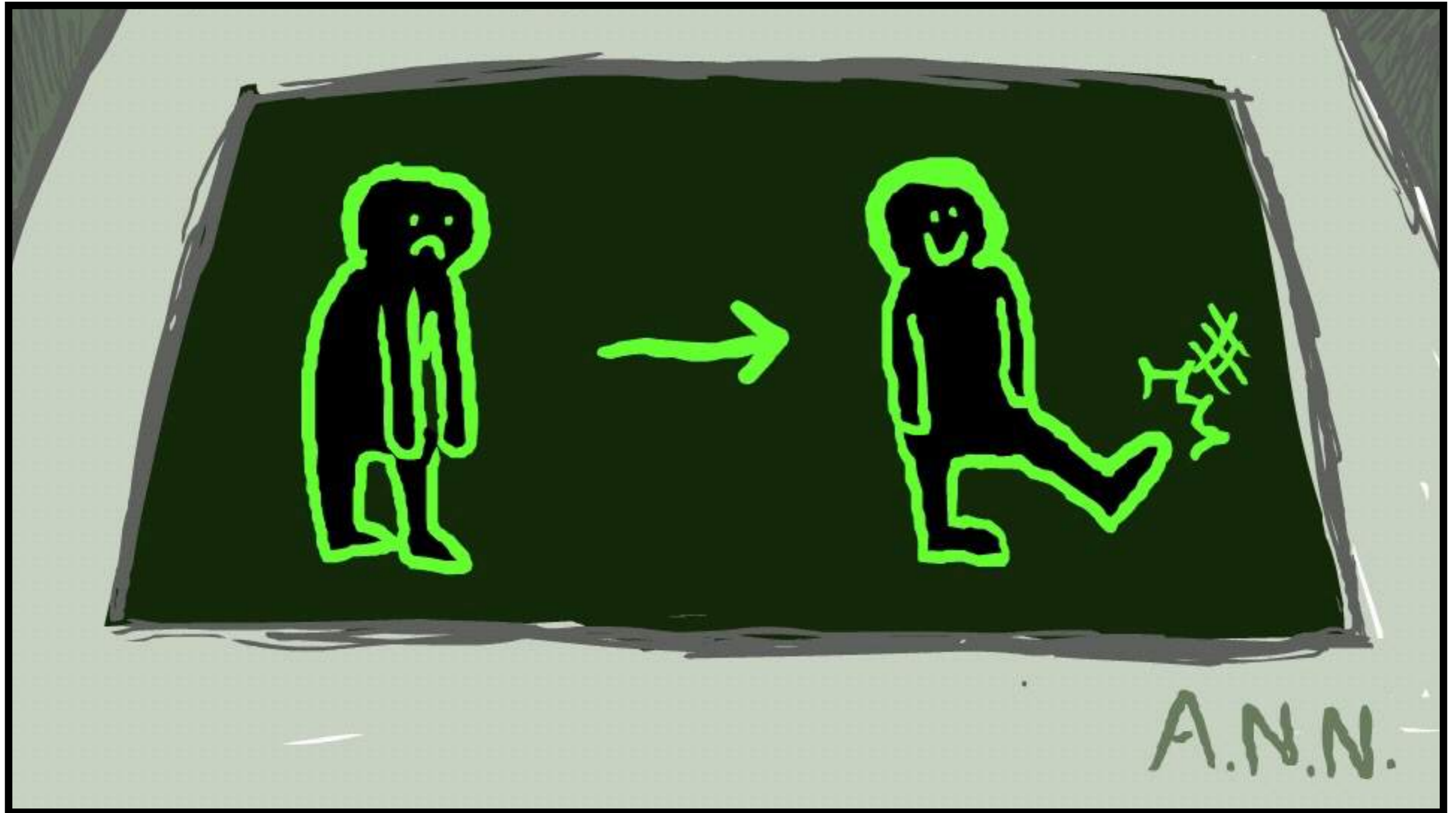
**More monotony. A.N.N. lost in a sea of conformity.**



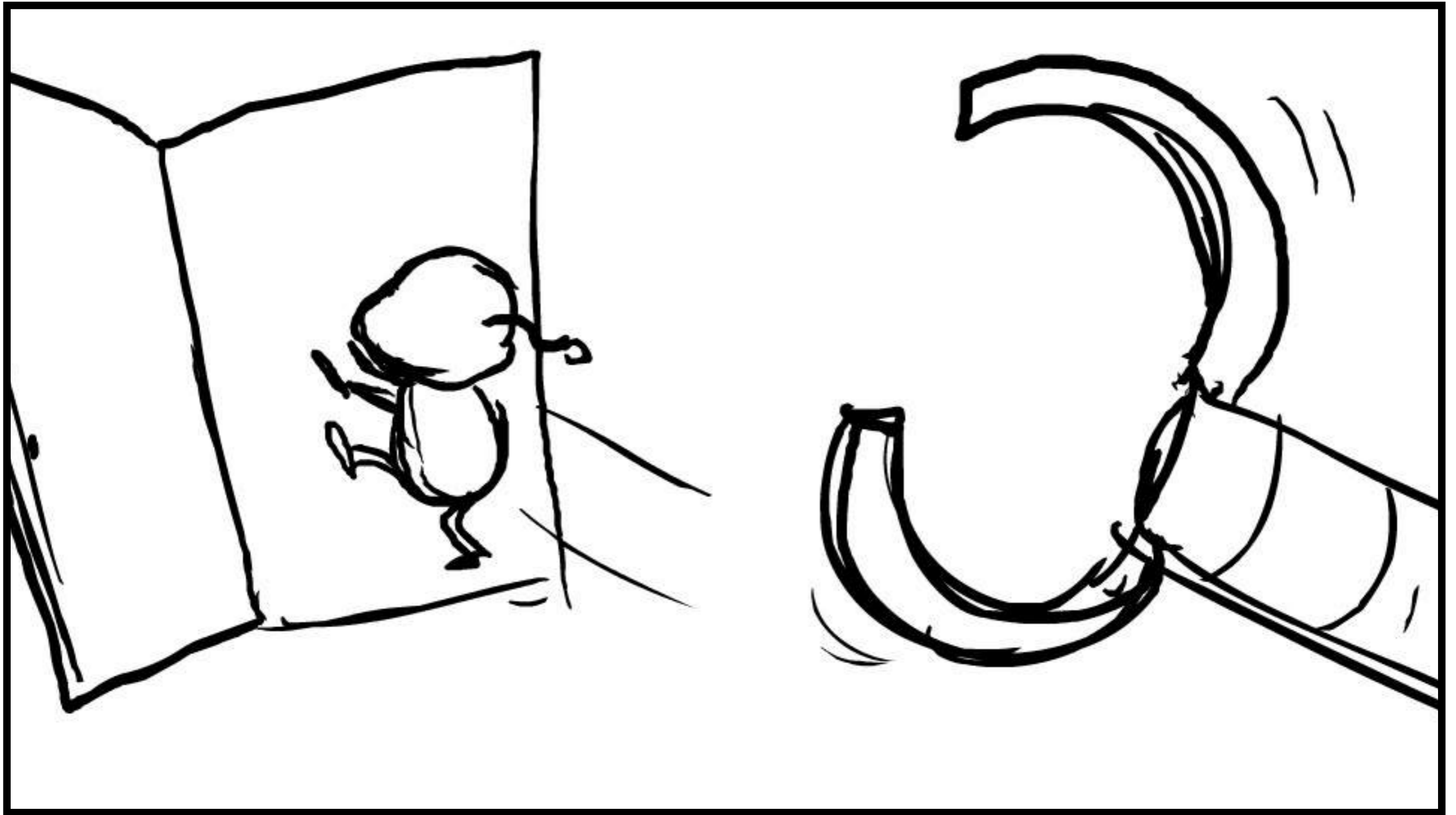
**She thinks about the fun those children were having. Perhaps, inserting even herself in the scene, fantasizing of being accepted by the group.**



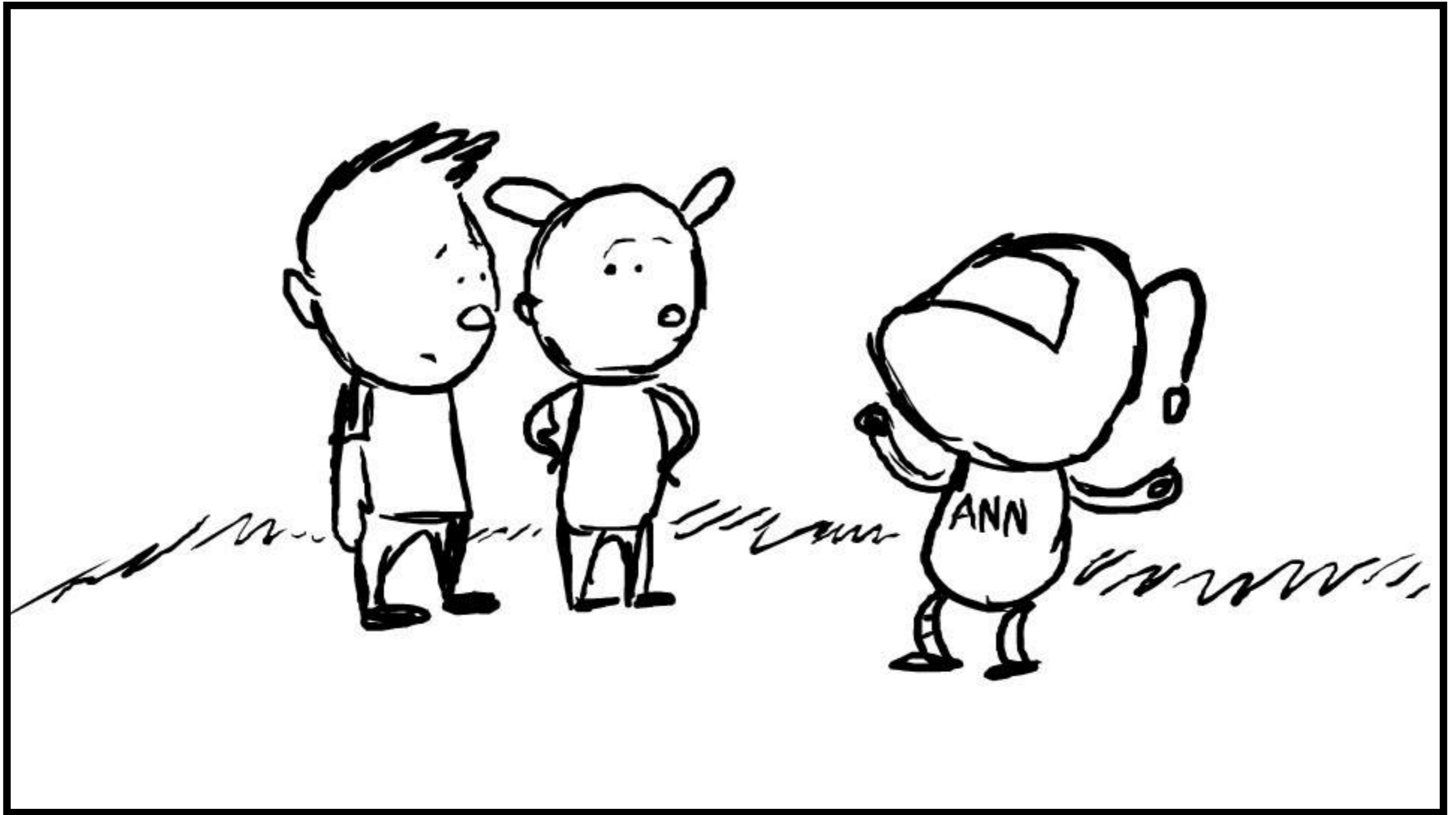
**...meanwhile, the children accidentally kick their ball into a nearby landfill.**



**Somehow (it depends on time) A.N.N, takes note of this and wants to help!**



**...she escapes class, much to the teacher's chagrin!**



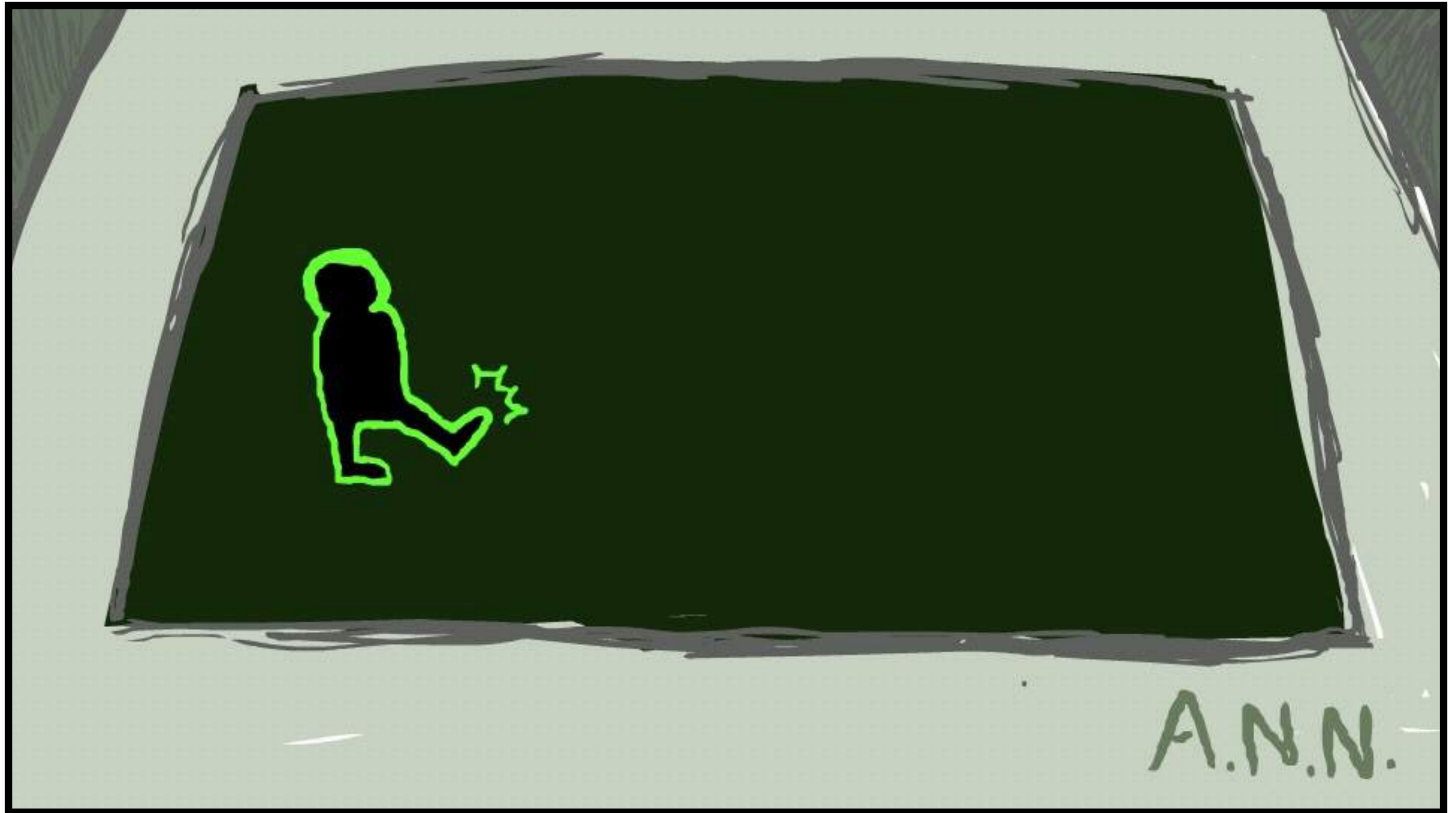
**A.N.N. is determined to help. The kids are skeptical.**



**She dives into the landfill, not quite sure what she's looking for.**



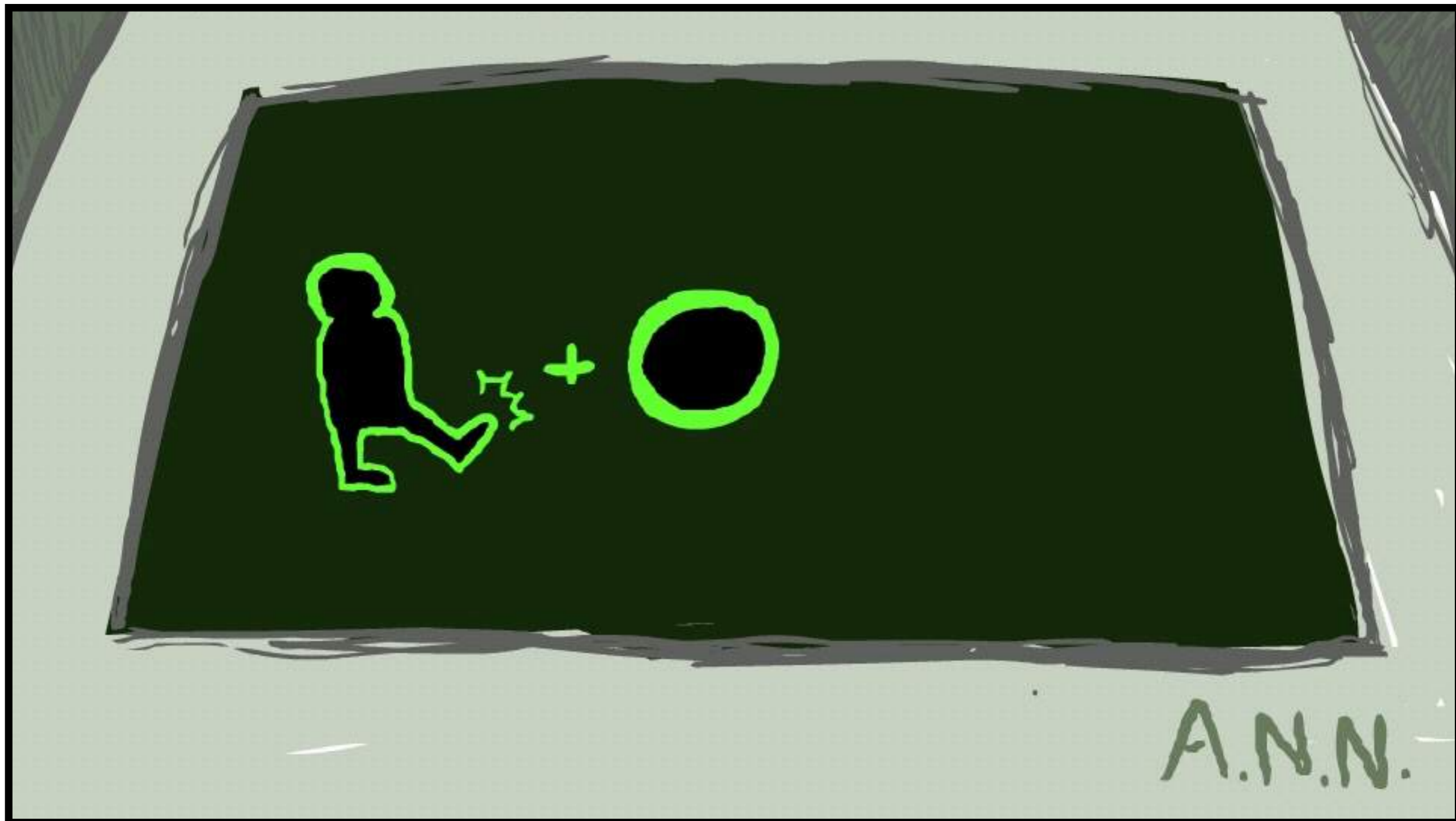
**She sees a worker kicking a can.**



**She remembers that the kids were kicking something too...**



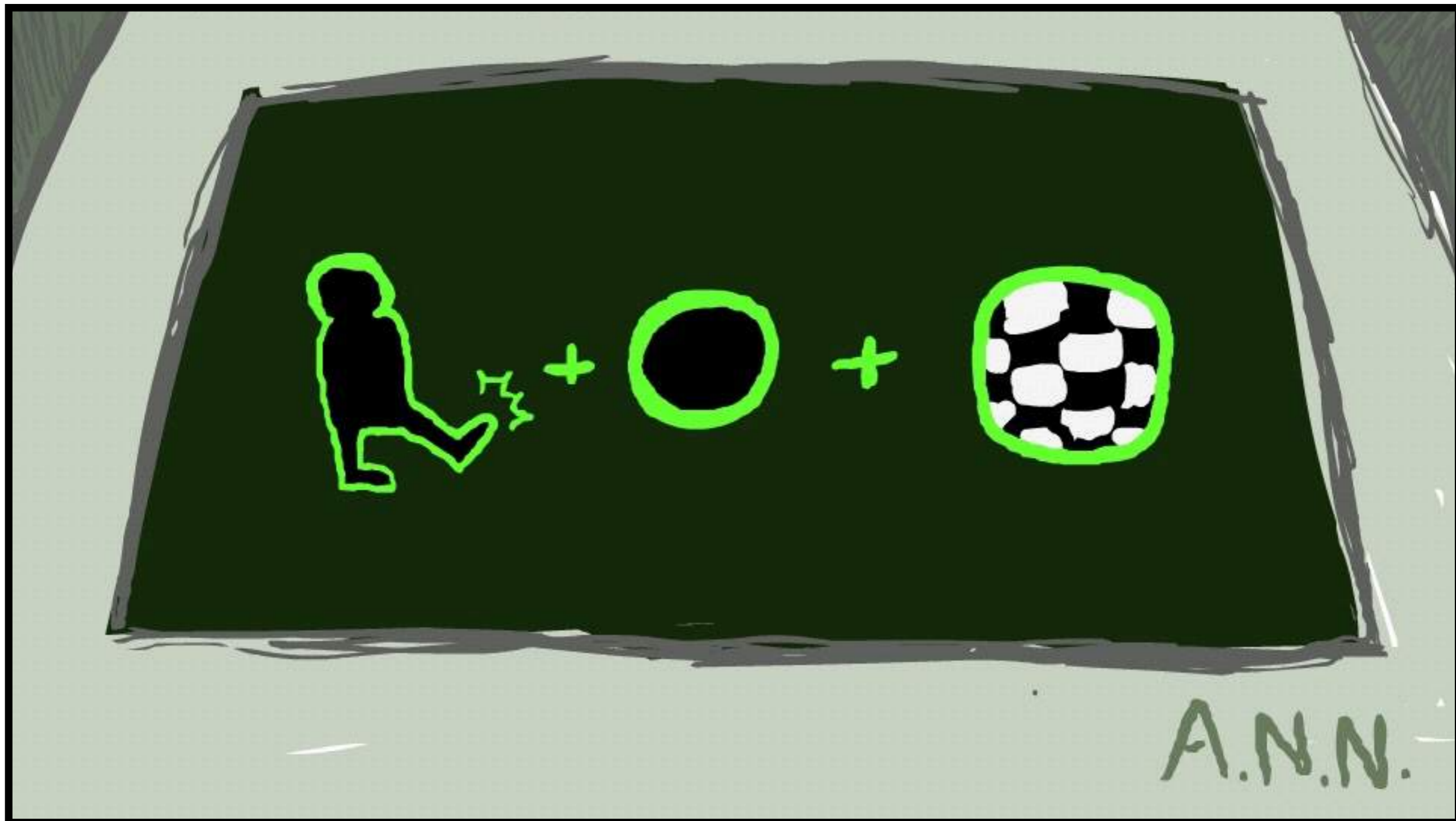
**...and brings them the can.**



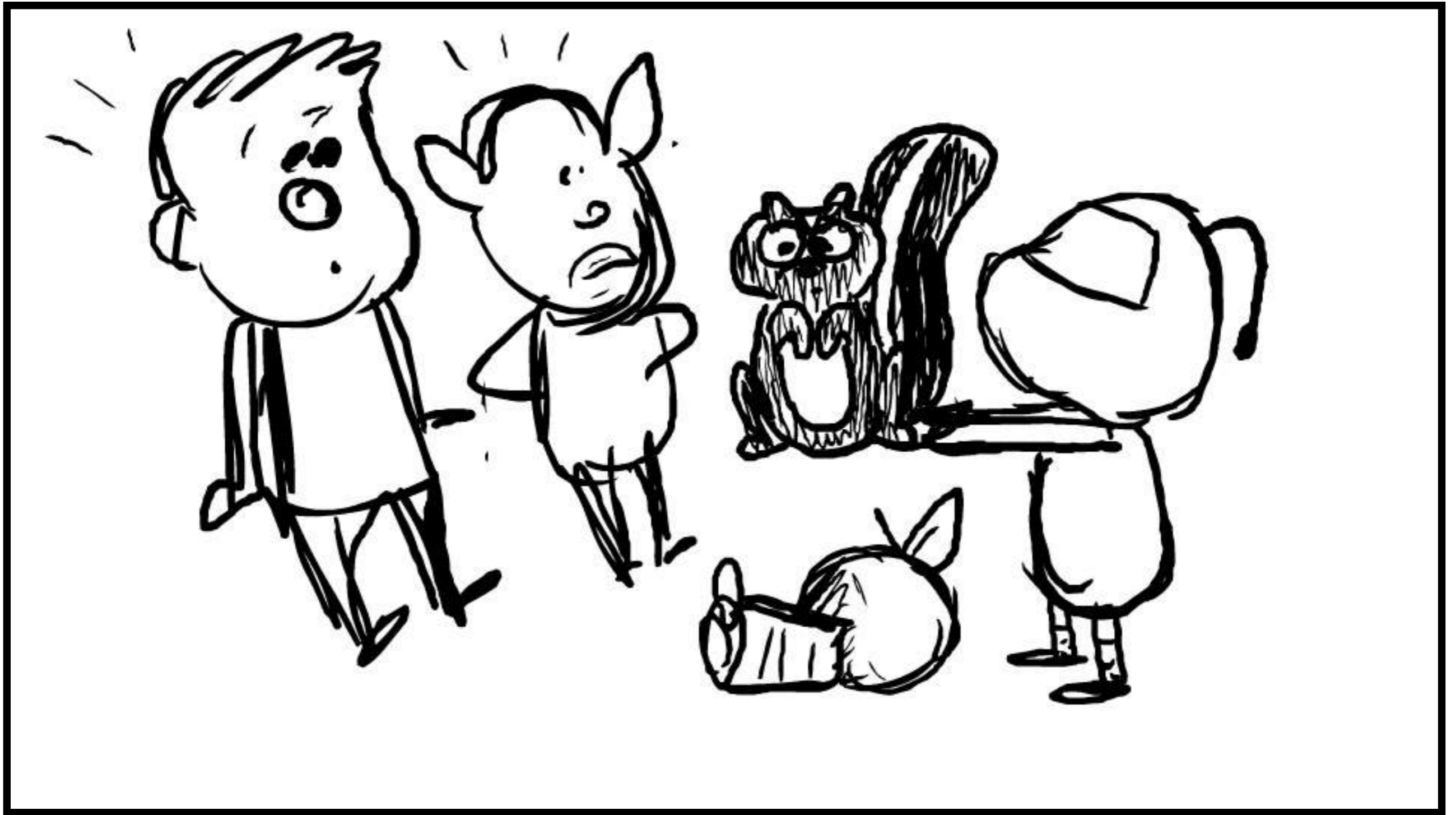
**She learns that the can is not round enough to be the soccer ball...**



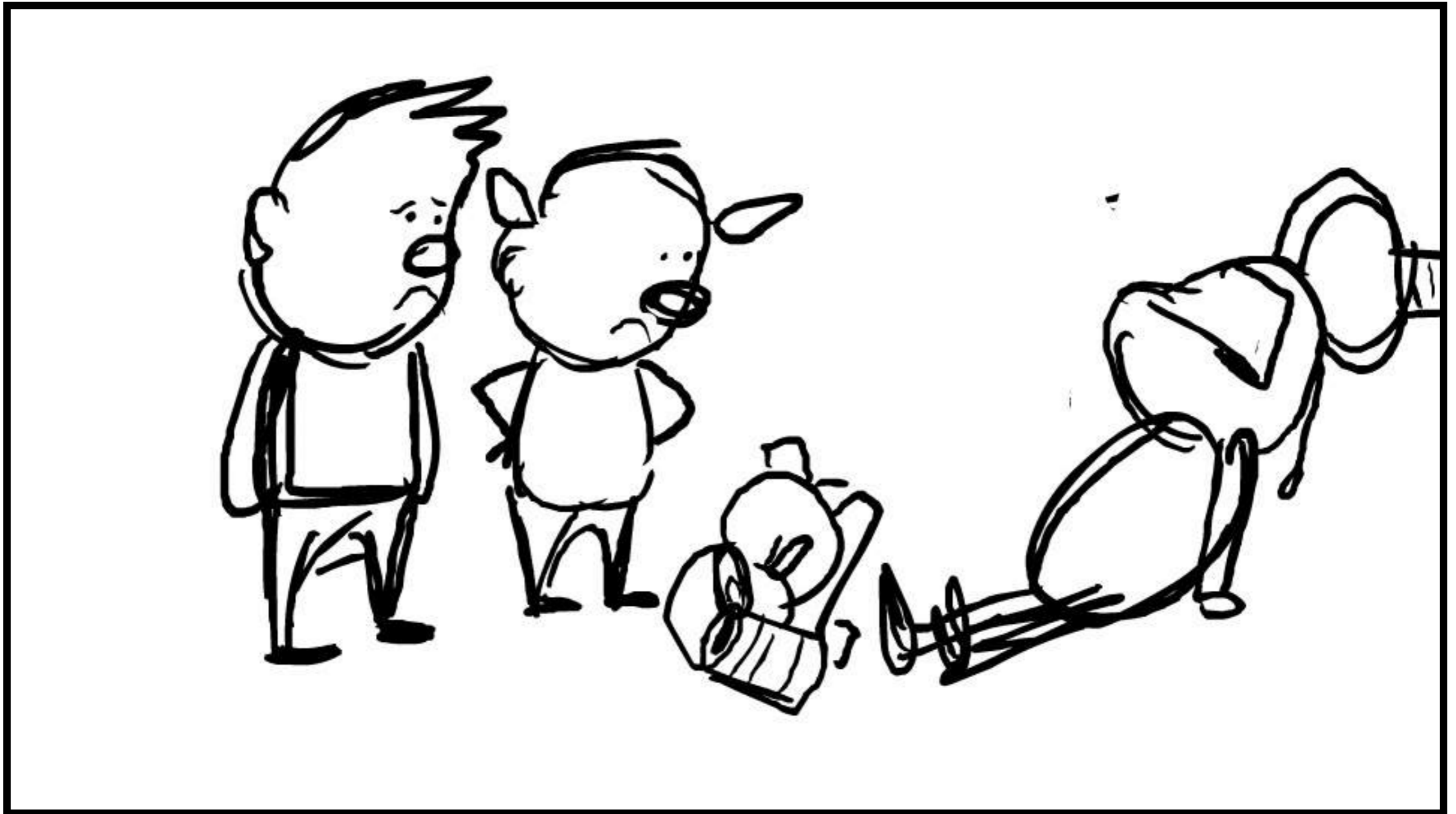
...and brings them an orange.



**She learns that a soccer ball is black and white, not orange...**

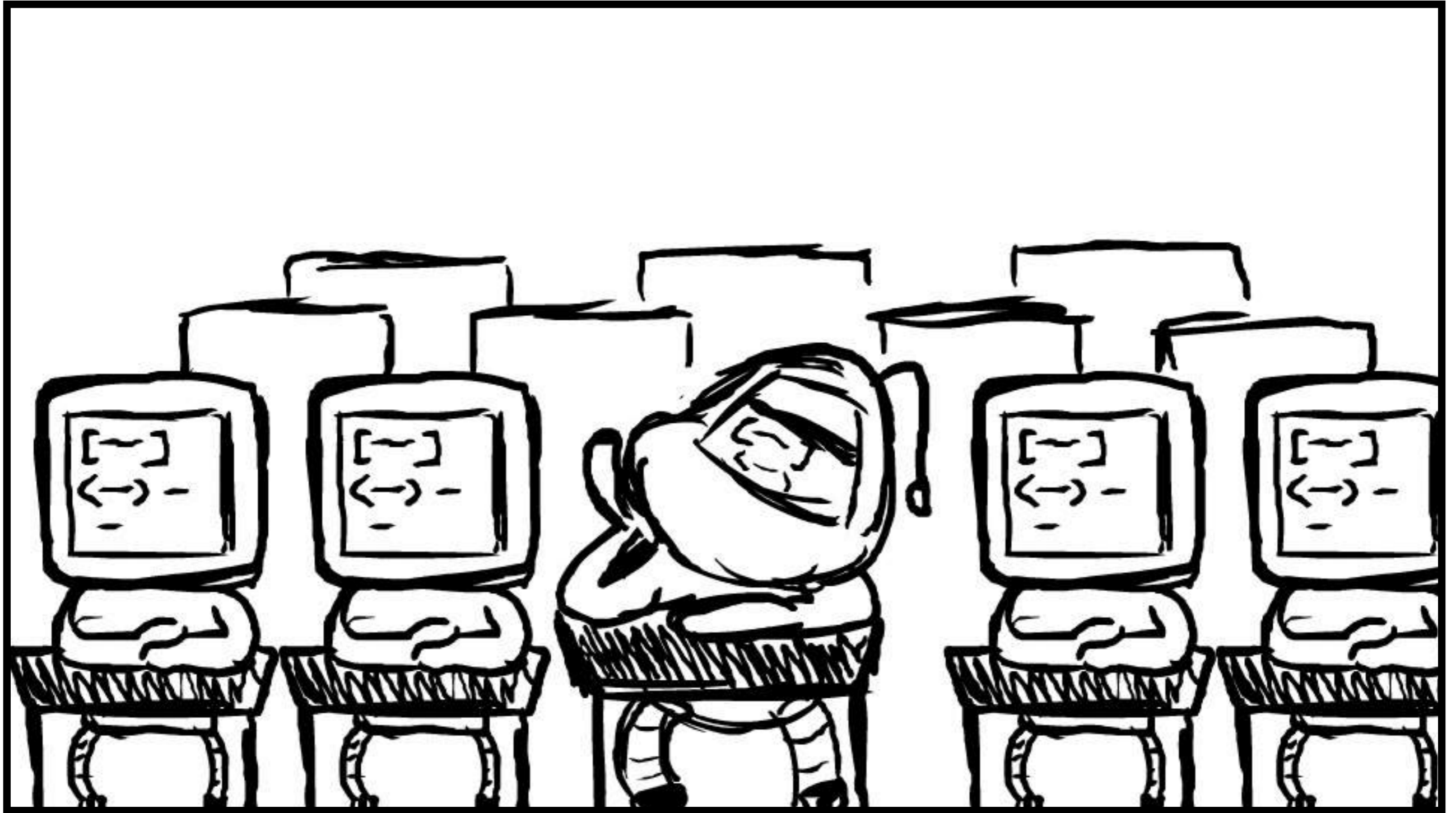


...and brings them a skunk.



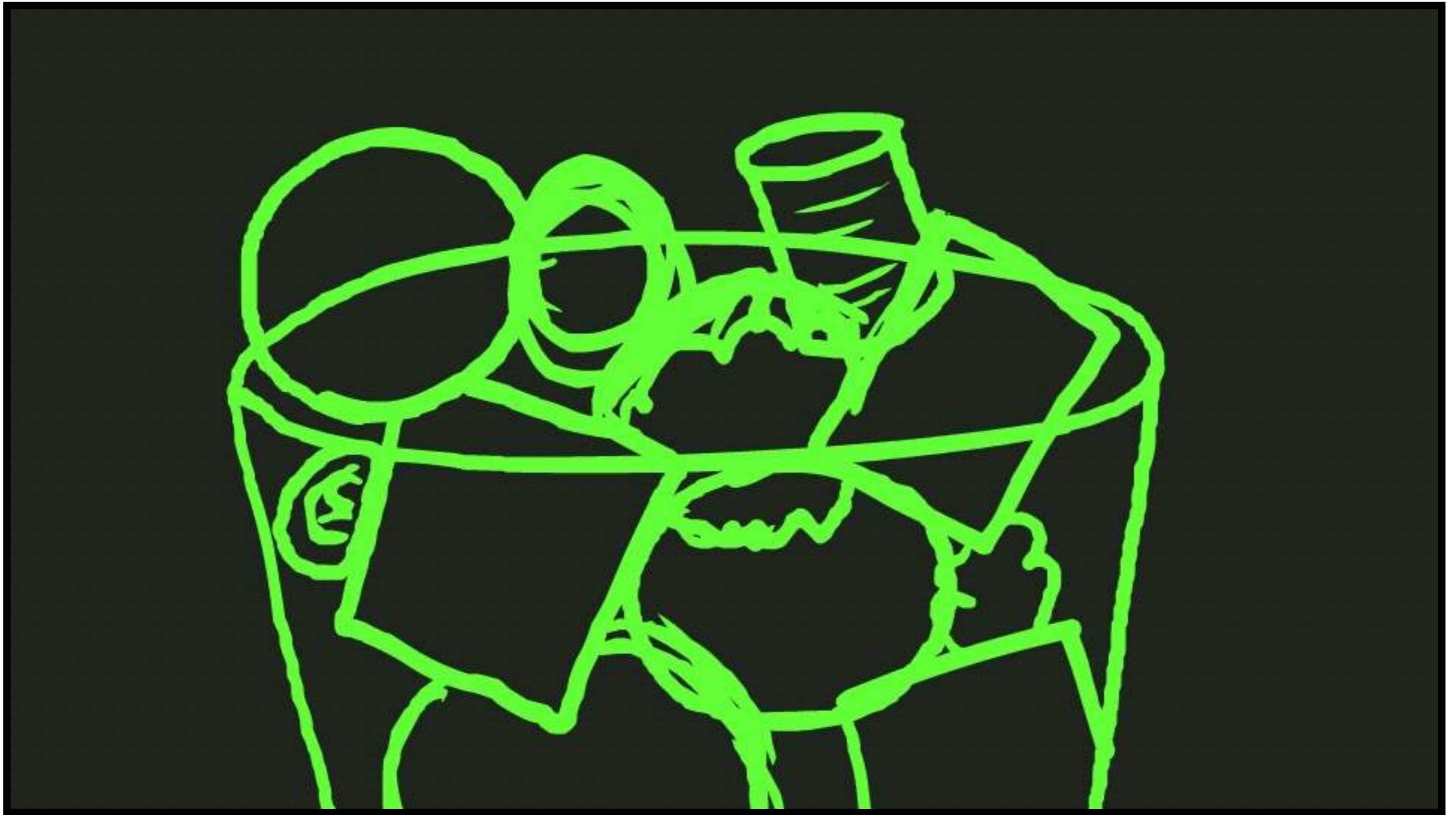
**After a few more rounds of guessing (time dependent), A.N.N. is making marked progress — she's getting closer.**

**But, unfortunately, her teacher drags her away from her new friends. The kids are sad to see her go.**



**Back in class, A.N.N. is once again bored and disenchanted.**

**Then she notices something in the trashcan....**



**The trash can used to look like this to her...**

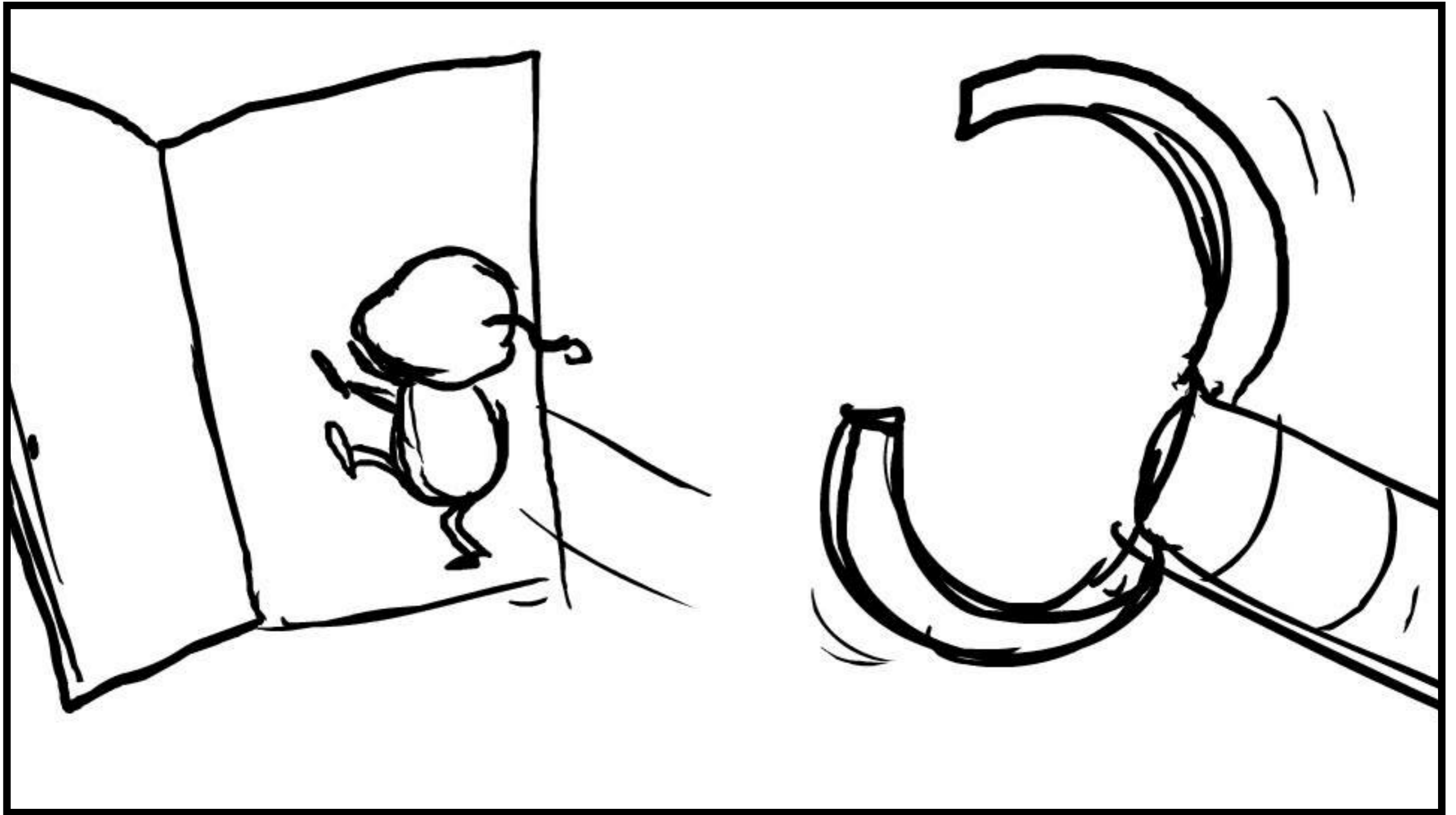


**...but now, because she's been learning, it looks more like this!**

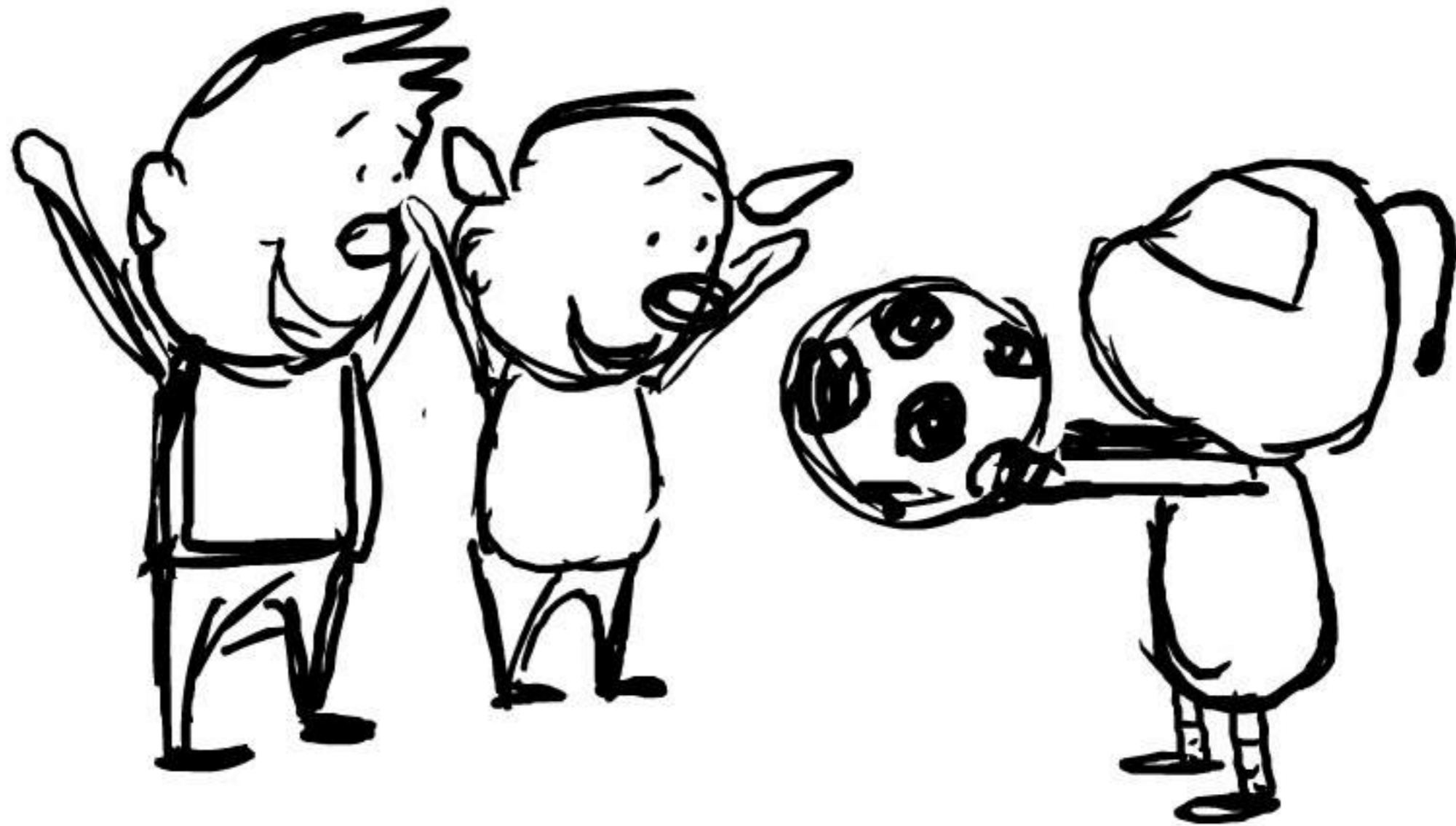
**And there's an object in there that may be exactly what she was looking for!**



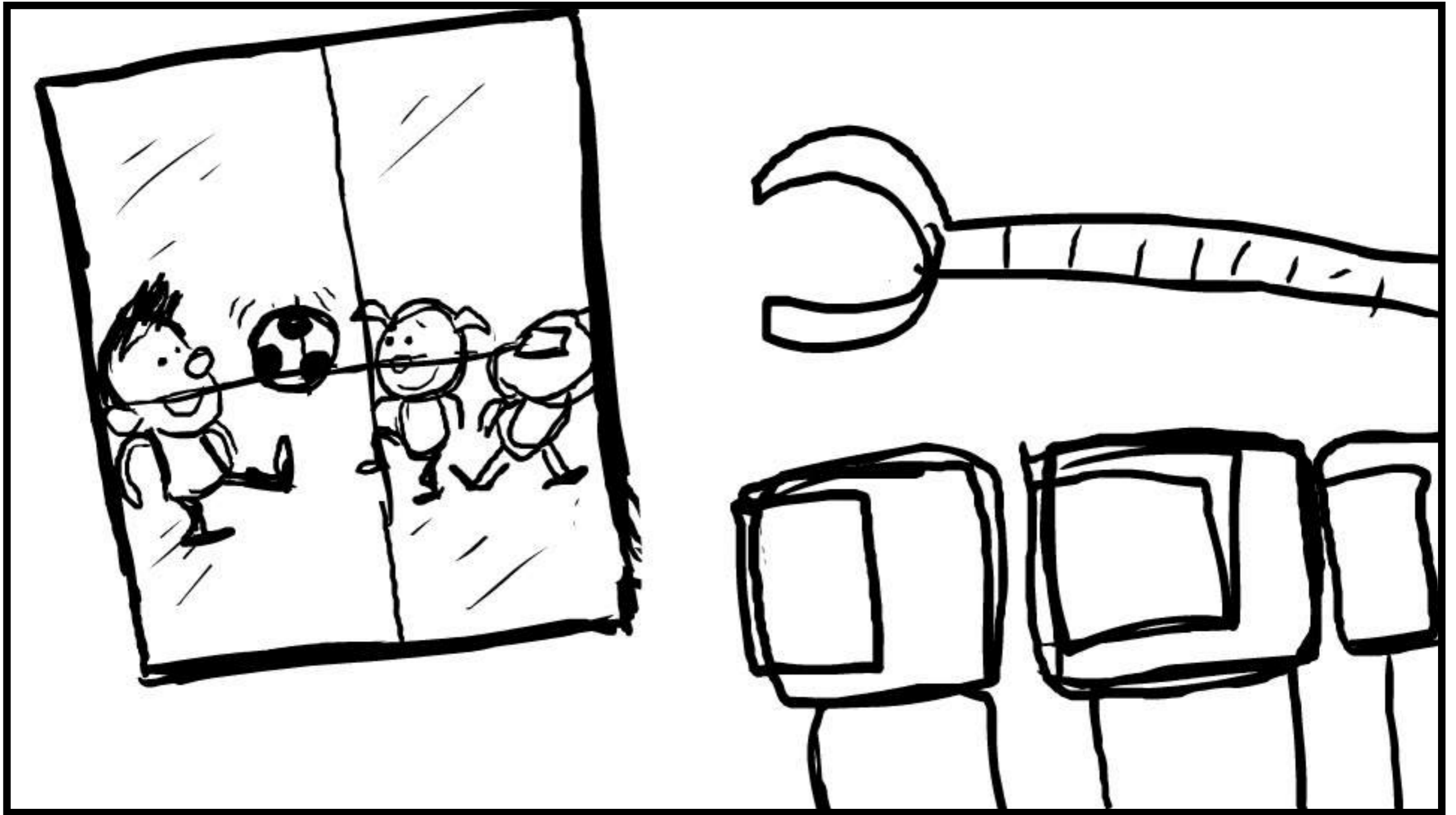
**It can be kicked, it's round, it's black and white.**



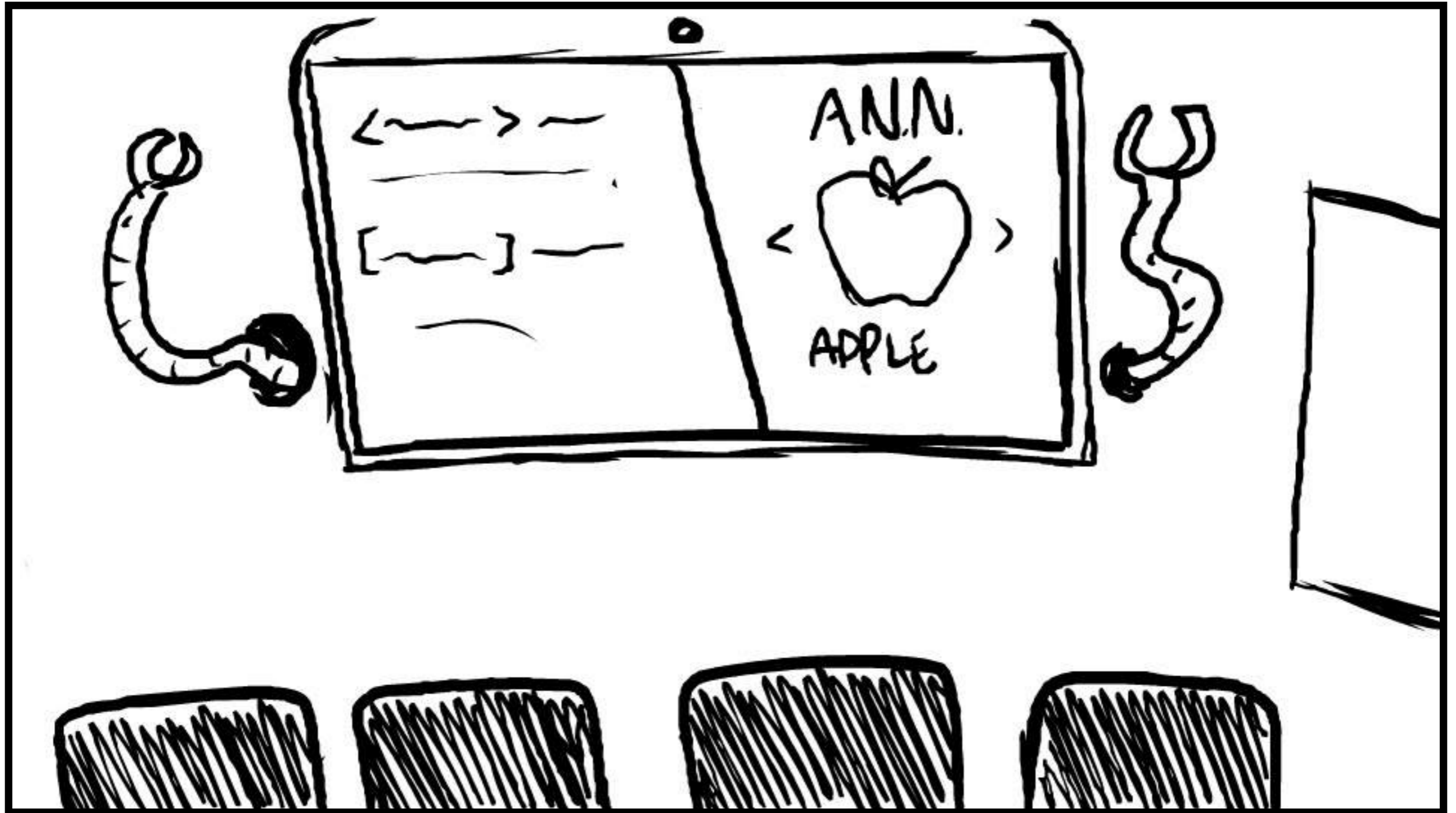
**She grabs it and bolts to her new friends!**



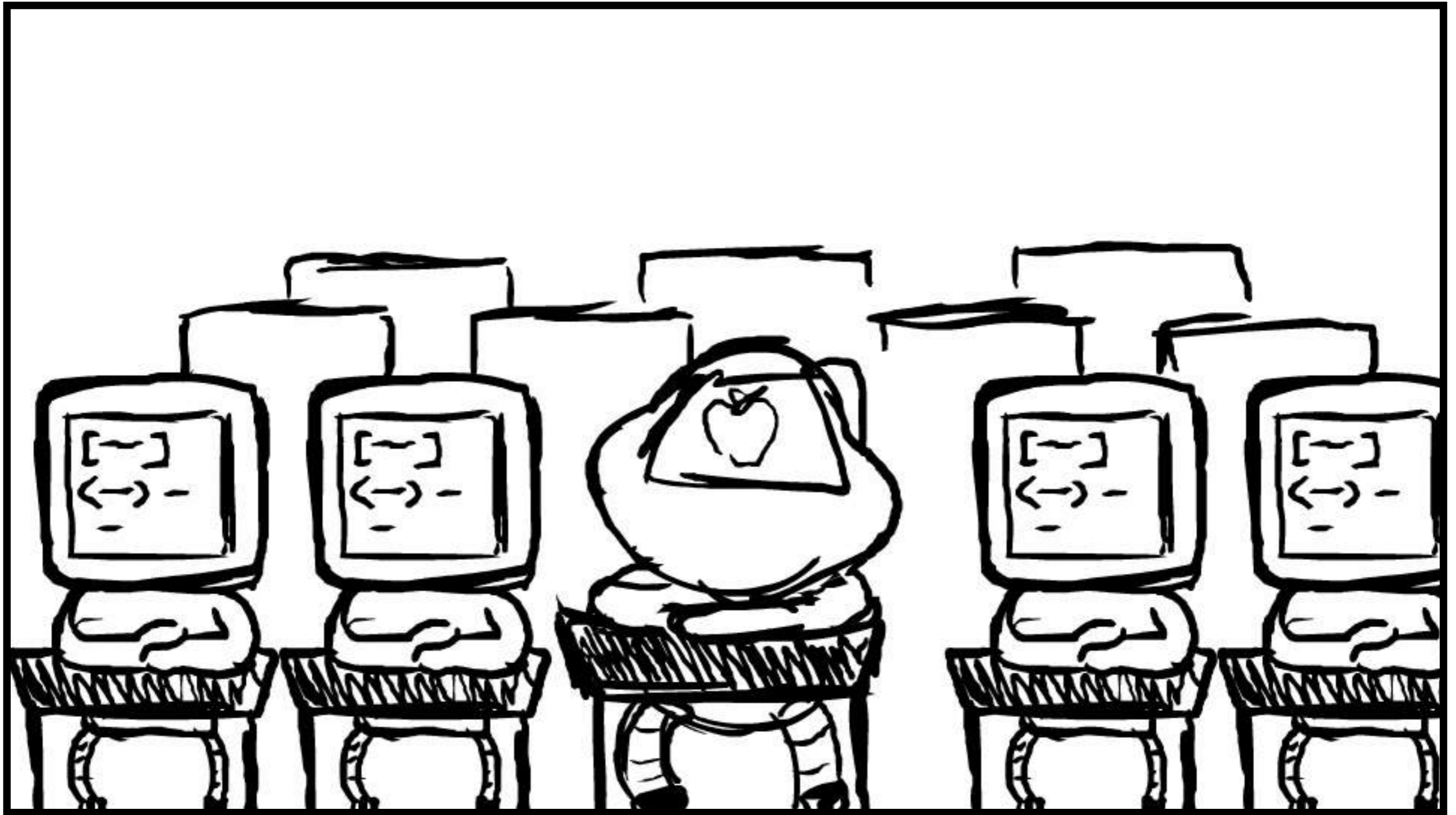
**Success! Through trial and error and A LOT of repetition, she was able to find them a soccer ball.**



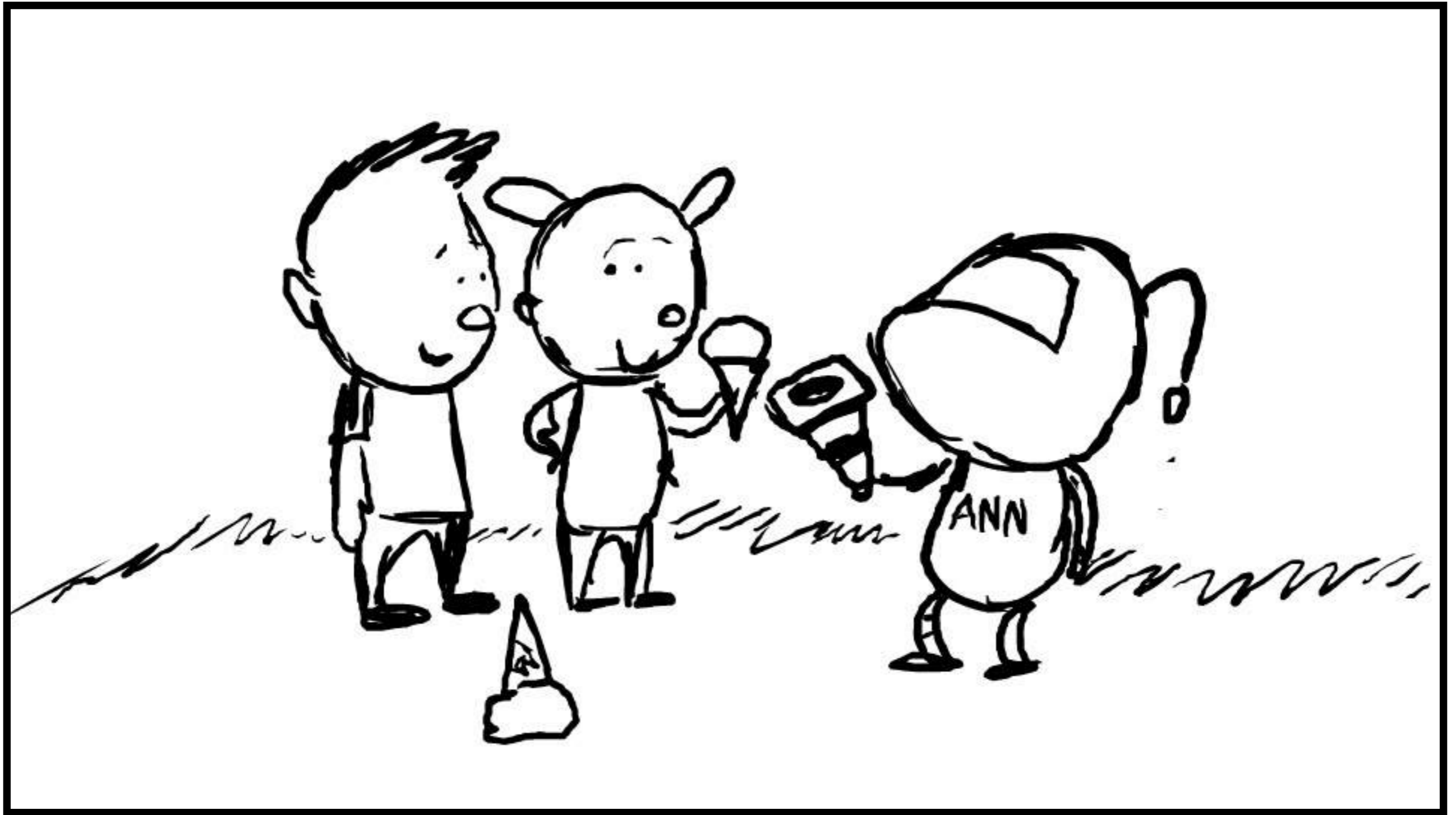
**The kids are happy and play soccer with A.N.N. The other students and the teacher watch A.N.N.'s success and happiness.**



**Time dependent: The teacher now teaches the other students the calculations they enjoy, but also teaches A.N.N. in her own special way - showing her objects so she can collect data and upgrade herself.**



**Time dependent: A.N.N. is challenged and engaged in class.**



**We end, perhaps after the credits, with a scene showing that although A.N.N. has a strong desire to help people, she still has a lot to learn.**

**Perhaps one of the kids drops his ice cream and she brings him a traffic cone.**