We have chosen the film "La legge è legge" (the law is law) made by Christian-Jaque in 1958. We have chosen this film because it includes important values such as "free movement" and "communication". This film tells the story of a man who's born on the border in a period in which the law didn't permit to cross it easily, that makes the protagonist neither an italian or a french. In our opinion this film was perfectly fitting for our idea that revolved around the Schengen Treaty. We adapted the film script-screenplay to our needs. In the scene we selected, the main character is banned from both Italy and France because he didn't have an ID. We modified the dialogue following the new story we created; we even used different techniques, settings and equipment compared to the original film. We used the shot and reverse shot and the scene came out to be 5-6 minutes long. We set the movie in Montoro, Narni (TR), using 2 days for the shooting (29/02/2020 and 04/03/2020) and 8 days for the editing. Our team was made of 7 people and we divided the roles between us so everybody was always working actively.

In the direction:

Directed by: Daniele Chiodi

Written by: Francesca Regis and Cristina Taddei

Audio engineer: Edoardo Lanari

Director of Photography: Lorenzo Polizzi

Graphic designer: Daniele Chiodi

Makeup artist: Cristina Taddei and Francesca Regis

In the production:

Producer: Alessandro Francia

Production designer: Edoardo Lanari and Francesca Regis and Alessandro Francia

Set decorator: Filippo Marivittori

The cast:

Ex Italian marshal: Lorenzo Polizzi

Ex French marshal: Alessandro Francia

French Police Officer: Francesca Regis

Italian Police Officer: Cristina Taddei

German tourist: Edoardo Lanari

Extra 1: Daniele Chiodi

Extra 2: Filippo Marivittori (absent on the set due to a health problem)

Postproduction team:

Edited by: Daniele Chiodi and Alessandro Francia

For the equipment we used five different sound resources (two smartphones and three microphones), and the lighting was all natural.