

## Final Project- Film Production

Produce a five to seven minute fictional story, music video, or a non-fiction documentary-style story. Convey a positive message! Apply the production values learned in class. Remember to have a beginning, middle, and an end. Please adhere to the rules: no drugs, alcohol, or extreme violence. Steps are due on the due dates. No skipping of steps. You must complete steps in their order.

---

Due Dates	Step	Pts. Earned/Pts. Possible
November 18/19	Present idea in writing and gain approval	_____/20
November 24/25	Final project ideas with 15 visual frames, production values, in their sequence	_____/50
December 10/11	Final production due	_____/100

---

### Structure

Beginning/Middle/End

- 1) A character gets involved in some situation which gives him/her an aim.
  - 2) The character spends most of the movie struggling to achieve this aim; just before the end it becomes “make or break time” and he/she either works it out or it becomes more complicated.
  - 3) Then the story wraps itself up as the character sorts the problem out.
  - 4) Roll credits.
- (Make your audience love your idea the way you do. They have to care about your characters!)

---

Checklist—what you must include in your film

### Editing/Shots & Cuts

- \_\_\_\_\_ Establishing shot and re-establishing shots for each scene
- \_\_\_\_\_ Long shot, medium shot, close up shot, extreme close up  
\*\*\*\*\* montage scene and/or cross-cutting garner plus points!\*\*\*\*\*
- \_\_\_\_\_ evidence of decision-making on inclusion and omission and arrangement/sequencing

### Color

- \_\_\_\_\_ Use to color to create mood and to reinforce your message, e.g. red to show power or passion or guilt or love, green to show nature or greed, black and white to show mundane life, warm colors to show enchantment. Color can be used in costume, settings, or lighting.

### Lighting

- \_\_\_\_\_ Use bright lighting to evoke feelings of happiness, discovery, innocence, or good will; use dim lighting to foreshadow trouble, to show something hidden, or lack of communication.

### Angle/Camera Movement

- \_\_\_\_\_ Shoot from a low angle to show object/person powerful or significant or shoot from a high angle to show object/person fragile or weak.
- \_\_\_\_\_ Use pan, tilt, tracking, boom, or zoom at least once.

\_\_\_\_\_ **Subjective Point of View** (show the main character, what he or she is looking at, and his or her reaction)

\_\_\_\_\_ **Sound** (music, sound effects, dialogue)

\_\_\_\_\_ **Costumes and Make-up** (appropriate to subject matter)