Final Project - Film Production

Produce a five to seven minute fictional story, music video, or a non-fiction documentary-style story. 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.

| Step | Due Date | <u>Points</u> | |
|---|-------------|---------------|--|
| 1. Treatment & Storyboard | | /50 | |
| Describe the characters and setting, provide a synopsis, and explain in detail the opening scene. Also include a storyboard for at least one scene of the movie and list the production values used in that scene. | | | |
| 2. Unedited/Partially Edited Film | | /20 | |
| This step is to ensure you are on track and following directions. It also allows you to gain feedback from your teacher to make needed changes. You may share or email your file, bring in on DVD or flash drive, or upload to YouTube. | | | |
| 3. Completed Film | | /100 | |
| All steps are complete and ready for viewing. | | | |
| Structure: | /50 poi | nts | |
| Follow this or a similar appropriate structure | | | |
| Beginning/Middle/End 1) A character gets involved in some situation that gives him/her an aim. | | | |
| 2) The character spends most of the before the end it becomes "make or it becomes more complicated. | 55 5 | | |
| 3) Then the story wraps itself up as the character sorts the problem out. | | | |

(Make your audience love your idea the way you do. They have to care about your characters!)

4) Roll credits.

| | Production Values | /50 |
|-----------|--|-----------------------------|
| Editing/S | hots & Cuts | |
| | e an establishing shot at least once and re-establis | shing shots or |
| | lude long shot, medium shot, close-up, and extrem | ne close-up - at least 1 of |
| | ow evidence of decision-making on inclusion and on an angement or sequencing. | omission and for |
| **Well-ex | xecuted Montage scene and/or crosscutting ma | ay garner bonus points! ** |
| Color | | |
| For | e color to create mood or enhance symbolism. r example, use red to show passion or guilt or love eed; black and white to show mundane life; warm o | . • |
| | lor can be used in costume, settings, or lighting. | |
| Lighting | | |
| will | e bright lighting to evoke feelings of happiness, dis I. Or, use dim lighting to foreshadow trouble, to sho mbolize lack of communication. | |
| Angle and | d Camera Movement | |
| and | oot from a low angle to show an object or person is d/or shoot from a high angle to show an object or person, tilt, tracking, boom, or zoom at least once. | |
| | Well-executed Subjective Point of View may gane main character, what he or she is looking at, | |
| Sound | | |
| | elude music, sound effects, and dialogue. ep sound levels consistent and appropriate. | |
| Costume | s and Make-up | |
| Ke | ep appropriate for subject matter. | |