TCOM 434
Summer 08 - Dailey

# Walkabout

25 points - DUE June 20th @ 12:45 PM
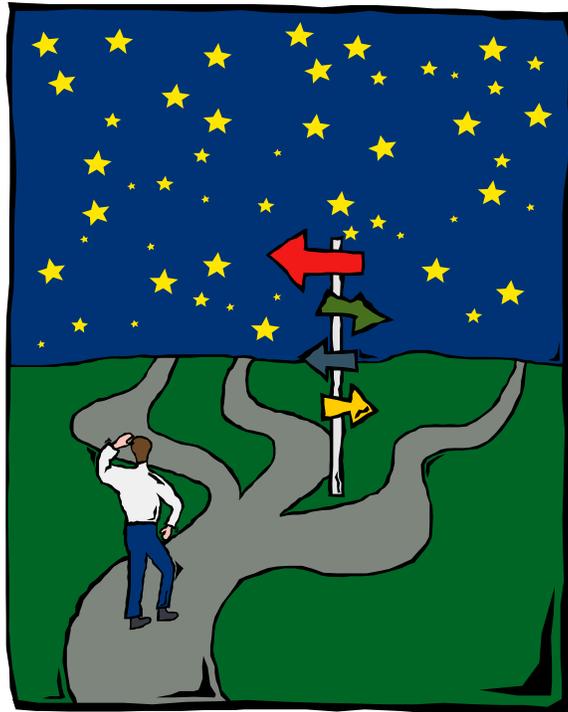
For your team's first project you are to shoot a **30 second** sequence that takes us to some location off of the BSU campus. The emphasis here is on good shot design and cuts-only editing.

The following criteria are required:

1. **You must use the inductive approach to editing.** This means building the "idea" of where you are from a series of medium to tight close-up shots - gradually building to a "payoff" wide angle cover shot.

2. **You need to have exactly 5 shots.** This point is <u>very important</u>. Plan each shot in advance so that you will not need to add or subtract shots at the last moment simply to make your quota. You should try several sequences in different locations to experiment with a variety of results

3. **Please restrain from doing any narration on this first production. Just use "nat" (or natural) sound.** We will wait until the next project to work more with audio.

A Perfect Day…

100 points - DUE June 27th @ 12:45 PM
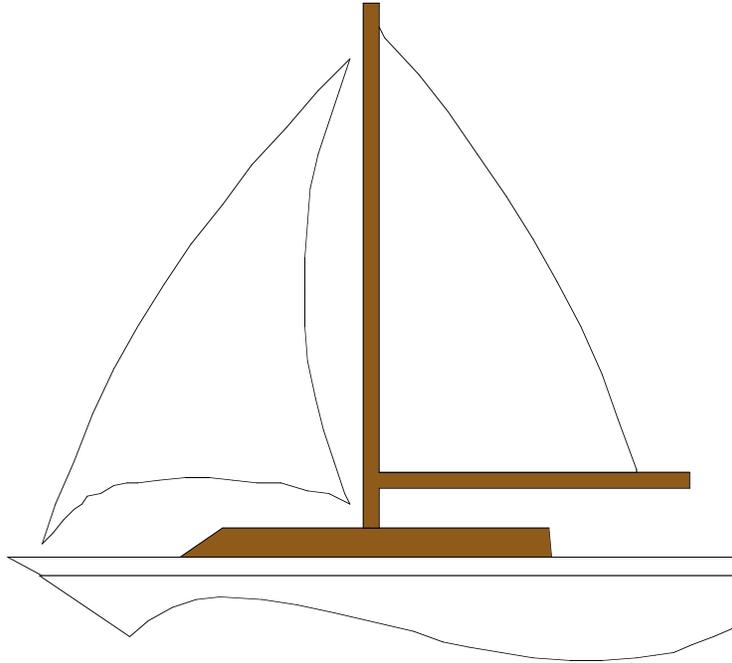
For your second project you are to shoot and edit a **1 to 2 minute** sequence that details your team's idea of "A Perfect Day" as portrayed by one group member **or** outside talent. The emphasis here is on storyline, flow, and continuity.

The following criteria are required:

1. **You must use continuity editing.** This means playing close attention to such factors as vectors, position, and action from shot to shot. Remember to use lighting as a "outer orientation" cue to time of day.
2. **You need to have exactly 15 shots.** This point is <u>very important</u>. Plan each shot in advance so that you will not need to add or subtract shots at the last moment simply to make your quota.
3. **Use a voice-over narration, with "nat" (or natural) sound as appropriate. Add music as needed to set the mood.**

The Chase
100 points - DUE July 3rd @ 12:45 PM

Shoot and edit a chase scene. The scene should include a title, credits, music, sound effects and some dialogue. The scene should have a length of about **2 minutes (w/o titles and credits)**. The scene should have a beginning, middle and an end. It should also incorporate the shooting techniques that were examined in lecture. These techniques include **zoom in/out, time jumps, eye-line matches, match on action, 180 Degree Rule, wide angle, normal and telephoto focal lengths, camera angles and height, camera movement (tilt, pan, and dolly), dynamic reaction shots and cutaways, compositional vectors (ex: graphic matches, directional indicators) as well as careful attention to lighting**.

Your procedure for planning and execution of this project will consist of:

1. **Pre-production**: the development of a shooting strategy including concept development/script, storyboarding/shot list, scheduling, specified locations. **These items must be put into a professional looking production book* to be submitted with your finished project**.

2. **Production**: principal photography. (Refer to the shooting techniques outlined above.)

3. **Post-production:** Your edit master taking into account Continuity Editing, pacing, and graphics between shots. **The completed scene must contain these items in this order: 10 seconds of color bars, 5 seconds of black, titles, your edited sequence and credits.**

4. ***Your team must put together a shot list and storyboard before going out to shoot**. Put together a Production Book consisting of: 1) your shot list, 2) your storyboard, and 3) a list of locations and dates (your shooting schedule).

Life: Unrehearsed
125 points - DUE July 18th @ 12:45 PM

For your team's final project you are to shoot and edit a **2 to 3 minute slice-of-life piece which gives us a peek into someone's world**. Think of this as a sort of "feature package" which one might see at the end of a newscast.

You are invited to use all of your creative imagination and all of the technical innovations you like to construct a montage using original footage (at least 80%) and "found footage." Music and other sound effects should be implemented in the same organic manner. Your piece should include techniques we have studied and incorporated in past projects plus tools specific to motion pictures such as flashbacks, parallel editing (cutting between two locations) and z-axis manipulation (stepped - zooming in) over time. Remember that video and film are time-based media. Specificity, you may rely on in techniques and special effects that manipulate time.

Duration of your piece should be **at most 3 minutes**. The longer your video, the more difficult it is for you as a storyteller to sustain audience interest. Feel free to edit the music or audio track down to less than 3 minutes or to simply fade out before the end of a selected song in order to conform to the visuals. Audio special effects and creative "mood lighting" will add to your grade.

Your story should have a definite beginning, middle and end. As in project #3, keep in mind the LS or establishing shot, MS, CU, Zoom In, Zoom Out, Time Jumps, and Eyeline Matches. Try to use all of these at least once. Put together a well planned shot list. Plan your shoot so that you can videotape a shot more than once in case you need to reshoot.

Remember that the first priority is to be safe and to handle the equipment safely. Hold yourself the highest possible standards. This will result in the most direct route to success in all you do. Keep in mind that gender and cultural literacy in your images adds to the sophistication of your work.

Take note of the following criteria:

1. **You are using the complexity style of editing for this project.**

2. **Sound is a big factor in the success of this project.** Be sure to set and confirm all of your audio recording levels carefully.

3. **As in the last project, create a "production book" for this project.**
   (Consisting of storyboards, shot list, locations, and schedule.)

4. **Most of all, HAVE FUN!**