

## **Film Making/Scriptwriting Standards**

### **Standard 1: Planning**

The student will plan the sequence of the movie.

- 1.1 Outline the scenes via outlines and brainstorm possible scenarios
- 1.2 Write a script (screen play) and understand the processes of this writing versus other writings.
- 1.3 Create a storyboard showing various shots and scenes.

### **Standard 2: Film and Capture**

Compose pictures, digital film that is smooth, effective and can be put together for a movie.

- 2.1 Cinematography: Discipline of making lighting and camera choices using motion or technical devices.
- 2.2 Visual Effects: Utilize iMovie video effects to render graphic processing and show real time effects.
- 2.3 Capture clips from tapes and photos to be imported and utilized for effects.
- 2.4 Teaching the actors to move in designed ways appropriate to the scripts and needs of the director.
- 2.5 Camera basics: Pan, tilt, zoom, lighting, sound.
- 2.6 Videography: Composition of framing, rule of thirds, balance, and angles of shots and sequences.

### **Standard 3: Editing**

Delete, trim, split, splice and rearrange clips as desired.

- 3.1 Direct Trimming: Shortening a clip for precision editing.
- 3.2 Rippling: Inserting or trimming a clip and allowing all other clips to accommodate the change. (Eliminating timeline gaps)
- 3.3 Overwriting: Extending a trimmed clip to overwrite other underlying clips.
- 3.4 Audio trimming: Using audio waveforms in the timeline and scrubbing the audio so that the clips and audio will be in proximity with one another.

**3.5 Enhancing:** Adding the finishing touches. Adding transitions and special effects, creating titles and scrolling credits, adding music and sound effects from audio CDs or MP3s, adding narration to the video

#### **Standard 4: Publishing**

Exporting movies for viewing

**4.1** Play back via computer, DVD, export to various other QuickTime files for email, web or CD-Rom.

**4.2** Showing movie for future references to the world.

**4.3** Learn the craft of post production software.

#### **Standard 5: History and Examples**

Understand the history of cinema in a condensed and concise format.

**5.1** Research and use cultural, historical, and symbolic clues to develop an understanding of cinema as an art form.

**5.2** Compare how similar themes are treated in cinema use of different genres and styles from various cultural and historical periods; illustrate and justify choices with classroom performances and discuss how cinema can reveal concepts.

**5.3** Become acquainted with world and foreign cinema and understand the greatest and best filmmakers.

**5.4** Analyze and explain personal preference and constructing meanings from various film.

**5.5** Understanding the context by recognizing the role of film.

#### **Standard 6: Critique**

Students construct social meanings from informal and formal productions from a variety of cultures, historical periods, and relate these to current personal, national, and international issues.

**6.1** Students articulate and justify aesthetic criteria for dramatic film and events that compare perceived artistic intent with final aesthetic achievement.

**6.2** Analyze and critique the whole and the parts of the performances, taking into account the context, constructively suggesting alternative artistic choices.

**6.3** Understand social, cultural, ethnic, and artistic choices of the director.