

CORE STUDIO: INTRO TIME-BASED MEDIA

BFA Design + Technology Program
CDT Department, Parsons The New School For Design
PUDT 1200.B (CRN# 2461)

Instructor: Michie Pagulayan
pagulayM@newschool.edu

SPRING 2009

FINAL PROJECT (Part II) (individual project – work alone)

Date: March 30, 2009

Final Project: DIGITAL SHORT (five minute film/video)

Objective: To create a digital short film from development through post-production

Assignment:

- Your time to shine – so, show your chops!
- Consider what you have learned through-out the semester: *story/character development, narrative form/structure, plot structures/manipulation of story time, mise-en-scene, cinematography (different types of shots and camera angles), motion graphics, editing and sound*
- Subject matter? Up to your own choosing – select a topic/subject that interests you the most and build a narrative around it.
- Do research on location/subject/topic etc.
- Write the script, create your storyboard based on your script, produce your storyboard, shoot, and edit your videos (*see page 3*)
- Add a title card with: title, your name (creator), date, genre then 2 seconds of black
- Your project will be judged on:
 - Overall concept and effective execution of story/ideas/concept
 - Narrative and character development
 - Effective experimentation in film editing techniques
 - Relation of subject matter to content (appropriate use of content)
 - Originality or creative thought in translating concept to screen
 - Success/clarity in communicating your story, ideas or concept
 - Composition through time
 - Strong visual and emotional impact
 - Interaction between visuals (animation) and sound
 - Able to put applied knowledge into practice skills and theories based on discussions, readings and observations
 - Appropriate selection or creation of visuals (animation & effects)
 - Craftsmanship is important, but design and concept will be emphasized (you will not be graded on computer skills alone)
- **Duration:** 5 minutes
- **Format/s:**
 - 1) 720x480 pixels, .mov (Quicktime movie file – include slate), and run at a rate of 29.97 fps (frames per second)
 - 2) 320x240 pixels, .mov (Quicktime streaming) or flash movie (.flv) for course site

***DUE DATES (SEE NEXT PAGE/BACK or refer to ‘schedule’ posted my.newschool.edu)**

***DUE DATES (critical deadlines):**

(*pls. refer to the schedule posted on my.newschool.edu > Lecture Notes > SCHEDULE):

- **April 13, 2009 (Monday)** – Concept/idea written as a *“film pitch / treatment”* (refer to hand-out for reference) – also present background research, references (news, movies, literature, art, etc...), location shots, etc. that will be helpful in envisioning your “film and treatment”
- **April 15, 2009 (Wednesday)** – Script due - present in class (see hand-out for reference) present production plan and timetable
- **April 20, 2009 (Monday)** – Storyboards/animatic and style frames
- **April 22, 2009 (Wednesday)** – Present any script changes, storyboards (or animatic) and shot list (based on breakdown from storyboards)
- **April 27, 2009 (Monday)** – work-in-progress (tests)
- **April 29, 2009 (Wednesday)** – FIELD TRIP
- **May 4, 2009 (Monday)** – work-in-progress (rough edits)
- **May 6, 2009 (Wednesday)** – One-on-one review of final drafts & Discussion on final presentation
- **May 11, 2009 (Monday)** – **FINAL CRITIQUE OF "TYPE & MOTION" PROJECT & "FINAL DIGITAL SHORT" PROJECT**
- **May 13, 2009 (Wednesday)** – Post-mortem
- **May 18, 2009 (Monday)** – ***DVD DUE.** Hand in ALL of your Core Studio: Time-Based Media projects compiled/burned in a DVD. Leave in my mailbox – CDT main office (10th floor) 2W 13th St., rm 1007

DEVELOPMENT

The four basic principals in every script are:

1. SETTING
2. CHARACTERS
3. DIALOGUE
4. ACTION

Elements to consider before working on a scene are (but are not limited to):

1. TIME OF DAY
2. CHARACTERS IN THE SCENE
3. ACTION OF THE SCENE
4. COSTUMING
5. SCENERY
6. PROPS

SHOOTING YOUR FILM

The Process:

The process of filmmaking breaks down into five basic stages:

1] Development

- The writing and revising of the film treatment
- The writing and revising of the script
- Putting a crew together
- Casting the actors
- Creating a production timeline

2] Pre-production

- Scouting locations
- Securing and testing the camera(s)
- Choosing and preparing lights and all other equipment
- Creating storyboards
- Costuming the film
- Selecting props
- Setting a shoot schedule

3] Production

- Shoot the film!

4] Post-production

- Transferring the footage to a computer for editing
- Editing the project
- Dubbing a music track
- Adding titles and end credits

5] Distribution

- Transferring the final version to a DVD and/or finding appropriate Web sites to host the film

(Source: IFC Film School)