

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

ASSIGNMENT III

Date: February 4, 2009

Homework Project: *In-camera editing project (group of 2 or 3 students)*

Purpose/Objective: *Jumpstart everything—begin the process of developing narratives, shooting, and editing while honing your skills in your tech lab class...*

Assignment:

1) **"In-camera" editing project (duration: 60-90 min):**

- *part I: (In-class work)* partner up with another classmate and collaborate on an "in-camera edited" short piece about any topic of your own choosing. Work on a production plan (log it in your journal) – figure out your "story or narrative" then create a shot list (sequence of shots), and a storyboard in class. You can continue to refine your story & board outside of class, but make sure you have a lot of time for production. Scan your storyboard – you will be asked to post on the blog later on (you will also present your storyboard & production plan in class next meeting). Use a topic or story different from your narrative short storyline.
- *part II: (homework)* Using a mini-dv, shoot your final storyboard/shot list (do your editing "in-camera" only), then bring DV tape with your footage to the next class for presentation – cued to the beginning.
- You should make creative use of your visual compositions and edits and include at least 3 or more of the different camera shots discussed in class or the following:
 - an establishing shot
 - a long shot
 - a medium shot
 - a close-up
 - a detail shot
 - an extreme close-up shot
 - a two-shot shot
 - a over the shoulder shot
 - point-of-view (POV) shot
 - a pan shot
 - a wide shot

2) **Reading:**

- *"The Shot: Cinematography" by David Bordwell & K. Thompson ("Film Art")*

*Due dates:

- **February 9, 2008 (Monday)** – *work to be presented in class*