



**Information Technology Department, College of Computer Studies
De La Salle University - Manila**

Instructional Design Document

As partial fulfillment for

**TEACHWR
Teachware Development**

Submitted by

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Submitted to

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FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

I. Introduction

The purpose of this project is to design and develop a working teachware for a chosen teacher in order to help in improving his preparations for the lesson/s and explanations in class so that students will be able to understand them better. This document contains the background information of the chosen teacher, the topic outline and learning objectives of the class, the teaching problems encountered and the instructional designs that the developers considered for the completion of the project.

II. Target Audience

A. Teacher Profile

Mr. Crispo M. Mojica has been teaching for almost four (4) year now, however his teaching background started when he pioneered the first TV Commercials Directing Workshop in the year 2008 when he started the International Institute for Film and Broadcast Arts (IIFBA). He has been teaching the course *Corporate and Indie Film* in De La Salle College of Saint Benilde for almost two (2) years now, but still does training workshops for IIFBA.

B. Teaching Style and Tools

The teacher starts most of his lesson by asking the students a question that is related to the topic. After he has gain inputs from the students, he then proceeds to the lesson. Since a class on filming requires a lot of hands-on work, he likes to provide visual examples of how a concept is done in the right way and in the wrong way in order for the students to fully understand how such concepts work. The teacher explains the concept first before he proceeds to an activity so that students would have an idea of how to done first, and just correct them when necessary. He is not very particular on how the end product of the activity would go or look like, as long as the students were able to apply the concepts that were taught. However if it is not executed properly, he teaches the concept again but this time in a different angle or perspective.

The teacher uses powerpoint presentations on most of his lectures. He also provide a variety of audiovisual examples to clearly explain and support the concepts he teaches. Also, he uses cameras and camera tools for demonstration purposes.

III. Topic Outline and Learning Objectives

The course Corporate and Indie Film that the teacher teaches is modular. This means that the class will not follow the regular class schedule with at most five sessions per week. A modular class will happen based on the day/s of the teacher's availability and is divided into modules, as long as the required number of hours of class is met. In the class of the chosen teacher, there are ten (10) sessions, and it is scheduled every Friday from eight (8) in the morning until five (5) in the afternoon.

The list of the 10-day topic outline and learning objectives for the course Corporate and Indie Film are seen below.

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

Day	Topic Outline	Learning Objectives
1	<ul style="list-style-type: none"> 1. In depth look at the job of directing commercials & what it takes to become a great director. 2. Four key skills <ul style="list-style-type: none"> a. Captain of the ship b. Actor's motivator c. Technique d. Treatment 	<ul style="list-style-type: none"> 1. Understand the four key skills of a directing 2. Characterize the fours skills of a director 3. Explain how each skill can help in the production of moving images
2	<ul style="list-style-type: none"> 1. Three systems of talent motivation <ul style="list-style-type: none"> a. Method b. Surface c. Impressionist 2. Chairing an actor's workshop 	<ul style="list-style-type: none"> 1. Differentiate the three systems of talent motivation 2. Interpret a system based on a given situation or traits of an actor.
3	<ul style="list-style-type: none"> 1. Birth of film and film techniques 2. Axis line / flow of action <ul style="list-style-type: none"> a. 180 Degree System b. Breaking the Rule 3. The moving camera - angling and lens use <ul style="list-style-type: none"> a. Shots: XLS, MLS, LS, MCU, CU, XCU b. Angles: Low, Eye Level, High, Worm's Eye, Canted, Bird's Eye c. Moving: Panning Left & Right, Crabbing Left & Right, Tracking In & Out, Zooming In & Out, Pedding Up & Down, Tilting Up & Down 4. Formats and relationship to depth of field <ul style="list-style-type: none"> a. Aperture b. Focal Length c. Focus Distance 	<ul style="list-style-type: none"> 1. Understand how films were made 2. Represent the concept of axis line or flow of action 3. Classify and Demonstrate the different camera shots and angles
4	<ul style="list-style-type: none"> 1. Shoot to edit 2. Shooting 30-second spots with efficient flow 3. Types and usage of film shots <ul style="list-style-type: none"> a. Full b. POV c. Solo d. Reverse e. Inserts 	<ul style="list-style-type: none"> 1. Demonstrate the uses of different film shots. 2. Understand the overall concept of shooting for edit.
5	<ul style="list-style-type: none"> 1. Special Effects 	<ul style="list-style-type: none"> 1. Identify the different characteristics

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<ul style="list-style-type: none">a. Compositeb. Wipec. Matte paintingd. Keye. DVEf. Rotoscopeg. 3D CG <p>2. How to export your imagination</p>	<ul style="list-style-type: none">of each special effects2. Predict which special effect is best for certain situations
6	<ul style="list-style-type: none">1. Creating and preparing a treatment2. "Mock up" concepts & boards for the class to develop/present/prepare and shoot	<ul style="list-style-type: none">1. Develop "mock up"s successfully.2. Conceptualize an output according to their respective concepts/boards
7	<ul style="list-style-type: none">1. Day of pre-prod2. "Reality show" like scenario where participants are asked to each present the treatment of the boards	
8	<ul style="list-style-type: none">1. Production Management2. Budgeting3. Staffing the shoot	
9	<ul style="list-style-type: none">1. Equipping the shoot2. Must have tools of a director3. Assistant director's role4. Working the shoot list and importance of shoot preparations	<ul style="list-style-type: none">1. Break down the elements of production management2. Produce and edit a tvc
10	<ul style="list-style-type: none">1. Shoot day2. Post production3. Agency and client interlock	

IV. Teaching Problem

Given the topic outline and learning objectives, the researchers have pointed out the teaching problems encountered below:

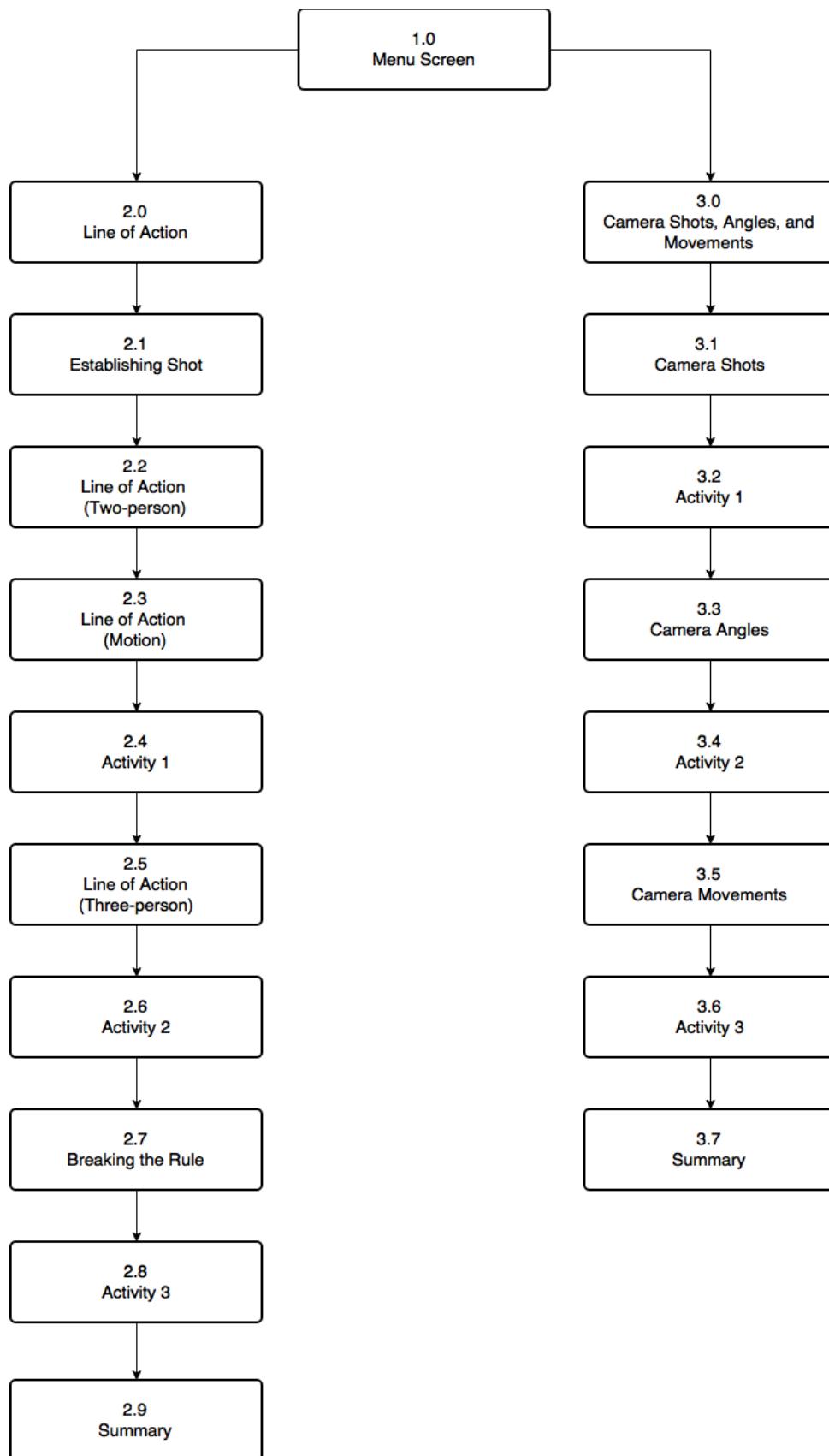
1. Difficulty in teaching the core concepts in filming because what makes topics complex or technical is that they can weave into each other. Teaching a particular concept might be easy but incorporating it and explaining how it works with another concept is where the difficulty comes in.
2. Topics are open-ended that students can have different interpretations and/or applications of them (aside from what the teacher has).

V. Storyboard

The storyboard used for the teachware can be viewed below.

FILM 101

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VI. Script

The instructional design script, which contains the storyboard screen design, visuals, interactions, texts, and video/animations, used by the developers for the teachware are indicated below.

Storyboard	Visuals	Interactions	Text	Video/Animation
Storyboard 1.0		BUTTON Lesson1 Link = Goes to Storyboard 2.0 Lesson2 Link = Goes to Storyboard 3.0	TITLE "FILM 101"	
Storyboard 2.0		BUTTON NextButton Link = Goes to Storyboard 2.1 HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 2PersonButton Link = Goes to Storyboard 2.1 MovingButton Link = Goes to Storyboard 2.3 3PersonButton Link = Goes to Storyboard 2.5 BreakRuleButton Link = Goes to Storyboard 2.7 CloseButton Link = Closes the	TITLE "LINE OF ACTION" "THE 18-DEGREE RULE"	

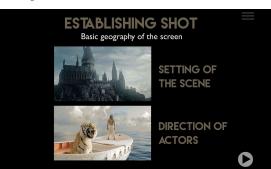
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By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

		main navigation		
Storyboard 2.1 		BUTTON NextButton Link = Goes to Storyboard 2.1.1 BackButton Link = Goes to Storyboard 2.0 HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 2PersonButton Link = Goes to Storyboard 2.1 MovingButton Link = Goes to Storyboard 2.3 3PersonButton Link = Goes to Storyboard 2.5 BreakRuleButton Link = Goes to Storyboard 2.7 CloseButton Link = Closes the main navigation	CONTENT “What do you think is an establishing shot?”	
Storyboard 2.1.1		BUTTON NextButton Link = Goes to Storyboard 2.1.2	TITLE “ESTABLISHING SHOT”	VIDEO Name = Establishing Shot Description = Clips of sample

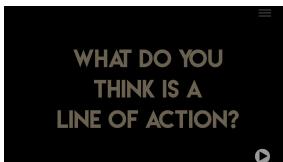
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By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>BackButton Link = Goes to Storyboard 2.1</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		establishing shots used in films
Storyboard 2.1.2 	PHOTOGRAPH Name = Establishing Shot 1 Description = Establishing shot from movie Harry Potter Name = Establishing Shot 2 Description =	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 2.1.3</p> <p>BackButton Link = Goes to Storyboard 2.1.1</p> <p>HamburgerButton Link = Opens the main navigation</p>	<p>TITLE "ESTABLISHING SHOT"</p> <p>CONTENT "Basic Geography of the screen" "Setting of the Scene" "Direction of Actors"</p>

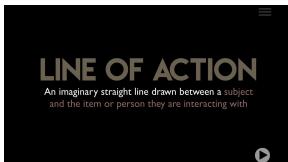
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	<p>Establishing shot from movie Life of Pi</p>	<p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.2		<p>BUTTON NextButton Link = Goes to Storyboard 2.2.1</p> <p>BackButton Link = Goes to Storyboard 2.1.2</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to</p>	<p>CONTENT “What do you think is a line of action?”</p>	

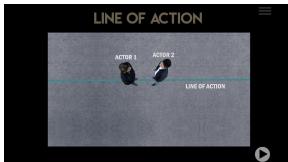
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		<p>Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.2.1 		<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 2.2.2</p> <p>BackButton Link = Goes to Storyboard 2.2</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p>	<p>TITLE "LINE OF ACTION"</p> <p>CONTENT "An imaginary straight line drawn between a subject and the item or person they are interacting with"</p>	

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		<p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.2.2 		<p>BUTTON NextButton Link = Goes to Storyboard 2.2.3</p> <p>BackButton Link = Goes to Storyboard 2.2.1</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>	<p>TITLE "LINE OF ACTION"</p>	<p>VIDEO Name = Line of Action 1 Description = Lesson about basic two-person line of action</p>
Storyboard 2.2.3 		<p>BUTTON NextButton Link = Goes to Storyboard 2.2.4</p> <p>BackButton</p>	<p>TITLE "LINE OF ACTION EXAMPLE" "LINE OF ACTION:"</p>	<p>VIDEO Name = Spiderman Clip Description = Line of action in The Amazing</p>

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By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

		<p>Link = Goes to Storyboard 2.2.2</p> <p>Example 1 Link = Video clip example 1</p> <p>Example 2 Link = Video clip example 2</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>	<p>SPIDERMAN CLIP" "LINE OF ACTION: STAR WARS CLIP"</p>	<p>Spiderman clip</p> <p>Name = Star Wars Clip</p> <p>Description = Line of action in Star Wars VI clip</p>
Storyboard 2.2.4 	<p>PHOTOGRAPH</p> <p>Name = Establishing Shot Spiderman</p> <p>Description = Establishing shot and line of action in The</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 2.2.5</p> <p>BackButton Link = Goes to Storyboard 2.2.3</p>	<p>TITLE</p> <p>"LINE OF ACTION: SPIDERMAN"</p> <p>CONTENT</p> <p>"Establishing Shot"</p>	<p>VIDEO</p> <p>Name = Wrong1</p> <p>Description = A clip from The Amazing Spiderman with wrong Line of Action</p>

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	<p>Amazing Spiderman</p> <p>Name = Line of Sight Spiderman 1</p> <p>Description = Line of Sight of a scene 1 in The Amazing Spiderman</p> <p>Name = Line of Sight Spiderman 2</p> <p>Description = Line of Action of scene 2 in The Amazing Spiderman</p> <p>Name = Wrong1</p> <p>Description = Wrong Line of Action in The Amazing Spiderman</p>	<p>Explain 1 Link = Establishing Shot The Amazing Spiderman photograph</p> <p>Explain 2 Link = Line of Sight scene 1 The Amazing Spiderman photograph</p> <p>Explain 3 Link = Line of Sight scene 2 The Amazing Spiderman photograph</p> <p>Explain 4 Link = Opens video of The Amazing Spiderman with wrong line of action</p> <p>Explain 5 Link = Wrong Line of Sight The Amazing Spiderman photograph</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p>	<p>"Line of Sight" "Line of Sight" "Wrong Line of Sight"</p>	
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		<p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.2.5 	<p>PHOTOGRAPH</p> <p>Name = Establishing Shot Star Wars</p> <p>Description = Establishing shot and line of action in Star Wars VI</p> <p>Name = Line of Sight Star Wars 1</p> <p>Description = Line of Sight of a scene 1 in Star Wars VI</p> <p>Name = Line of Sight Star Wars 2</p> <p>Description = Line of Action of scene 2 in Star Wars VI</p> <p>Name = Wrong2</p> <p>Description = Wrong Line of Action in Star Wars VI</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 2.3</p> <p>BackButton Link = Goes to Storyboard 2.2.3</p> <p>Explain 1 Link = Establishing Shot Star Wars photograph</p> <p>Explain 2 Link = Line of Sight scene 1 Star Wars photograph</p> <p>Explain 3 Link = Line of Sight scene 2 Star Wars photograph</p> <p>Explain 4 Link = Opens video with wrong Line of Action in Star Wars VI</p> <p>Explain 5 Link = Wrong Line of Sight in Star Wars VI photograph</p>	<p>TITLE "LINE OF ACTION: STAR WARS"</p> <p>CONTENT "Establishing Shot" "Line of Sight" "Line of Sight" "Wrong Line of Sight"</p>	<p>VIDEO Name = Wrong2 Description = A clip from Star Wars VI with wrong Line of Action</p>

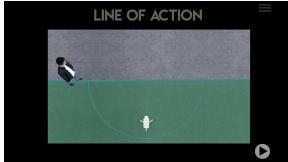
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		HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 2PersonButton Link = Goes to Storyboard 2.1 MovingButton Link = Goes to Storyboard 2.3 3PersonButton Link = Goes to Storyboard 2.5 BreakRuleButton Link = Goes to Storyboard 2.7 CloseButton Link = Closes the main navigation		
Storyboard 2.3 		BUTTON NextButton Link = Goes to Storyboard 2.3.1 BackButton Link = Goes to Storyboard 2.2.3 HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 2PersonButton Link = Goes to	TITLE “LINE OF ACTION” CONTENT “An imaginary straight line drawn along a path that a subject is moving on”	

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		<p>Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.3.1		<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 2.3.2</p> <p>BackButton Link = Goes to Storyboard 2.3</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p>	<p>TITLE "LINE OF ACTION"</p>	<p>VIDEO</p> <p>Name = Line of Action 2</p> <p>Description = Lesson about basic moving line of action</p>

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		<p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.3.2 		<p>BUTTON NextButton Link = Goes to Storyboard 2.3.3</p> <p>BackButton Link = Goes to Storyboard 2.3.1</p> <p>Example 1 Link = Video clip example 1</p> <p>Example 2 Link = Video clip example 2</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to</p>	<p>TITLE "LINE OF ACTION EXAMPLES" "LINE OF ACTION: SPIDERMAN CLIP" "LINE OF ACTION: STAR WARS CLIP"</p>	<p>VIDEO Name = Spiderman Clip Description = Line of action in The Amazing Spiderman 2 clip</p> <p>Name = Star Wars Clip Description = Line of action in Star Wars V clip</p>

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		Storyboard 2.7 CloseButton Link = Closes the main navigation		
Storyboard 2.3.3 	<p>PHOTOGRAPH</p> <p>Name = Establishing Shot Spiderman</p> <p>Description = Establishing shot and line of action in The Amazing Spiderman 2</p> <p>Name = Line of Sight Spiderman 1</p> <p>Description = Line of Sight of a scene 1 in The Amazing Spiderman 2</p> <p>Name = Line of Action Spiderman 2</p> <p>Description = Line of Action of scene in The Amazing Spiderman 2</p> <p>Name = Line of Sight Spiderman 2</p> <p>Description = Line of Action of scene 2 in The Amazing Spiderman 2</p> <p>Name = Wrong3</p> <p>Description = Wrong Line of</p>	<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 2.3.4</p> <p>BackButton</p> <p>Link = Goes to Storyboard 2.3.2</p> <p>Explain 1</p> <p>Link = Establishing Shot The Amazing Spiderman 2 photograph</p> <p>Explain 2</p> <p>Link = Line of Sight scene 1 The Amazing Spiderman 2 photograph</p> <p>Explain 3</p> <p>Link = Line of Action The Amazing Spiderman 2 photograph</p> <p>Explain 4</p> <p>Link = Line of Sight scene 2 The Amazing Spiderman 2 photograph</p> <p>Explain 5</p> <p>Link = Opens video from The Amazing Spider 2 with wrong Line of Action</p> <p>Explain 6</p> <p>Link = Wrong Line of</p>	<p>TITLE</p> <p>"LINE OF ACTION: SPIDERMAN"</p> <p>CONTENT</p> <p>"Establishing Shot" "Line of Sight" "Line of Action" "Line of Sight" "Wrong Line of Action"</p>	<p>VIDEO</p> <p>Name = Wrong3</p> <p>Description = A clip from The Amazing Spiderman 2 with wrong Line of Action</p>

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	Action in The Amazing Spiderman 2	Action from The Amazing Spiderman 2 photograph HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 2PersonButton Link = Goes to Storyboard 2.1 MovingButton Link = Goes to Storyboard 2.3 3PersonButton Link = Goes to Storyboard 2.5 BreakRuleButton Link = Goes to Storyboard 2.7 CloseButton Link = Closes the main navigation		
Storyboard 2.3.4 	PHOTOGRAPH Name = Establishing Shot Star Wars Description = Establishing shot and line of action in Star Wars V Name = Line of Sight Star Wars 1 Description = Line of Sight of a	BUTTON NextButton Link = Goes to Storyboard 2.3.5 BackButton Link = Goes to Storyboard 2.3.3 Explain 1 Link = Establishing Shot Star Wars V photograph Explain 2	TITLE "LINE OF ACTION: STAR WARS" CONTENT "Establishing Shot" "Line of Sight" "Line of Action" "Line of Sight" "Wrong Line of Action"	VIDEO Name = Wrong4 Description = A clip from Star Wars V with wrong Line of Action

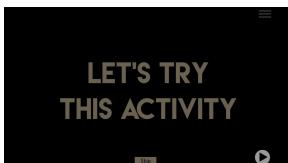
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By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>scene 1 in Star Wars V</p> <p>Name = Line of Action</p> <p>Star Wars 2</p> <p>Description = Line of Action of scene in Star Wars V</p> <p>Name = Line of Sight Star Wars 2</p> <p>Description = Line of Action of scene 2 in Star Wars V</p> <p>Name = Wrong4</p> <p>Description = Wrong Line of Action from Star Wars V</p>	<p>Link = Line of Sight scene 1 Star Wars V photograph</p> <p>Explain 3</p> <p>Link = Line of Action Star WarsV photograph</p> <p>Explain 4</p> <p>Link = Line of Sight scene 2 Star Wars V photograph</p> <p>Explain 5</p> <p>Link = Opens video from Star Wars V with wrong Line of Action</p> <p>Explain 6</p> <p>Link = Wrong Line of Action from Star Wars V photograph</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>2PersonButton</p> <p>Link = Goes to Storyboard 2.1</p> <p>MovingButton</p> <p>Link = Goes to Storyboard 2.3</p> <p>3PersonButton</p> <p>Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton</p>	
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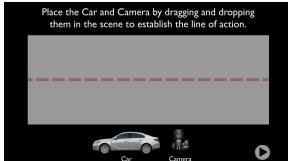
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		<p>Link = Goes to Storyboard 2.7</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>		
Storyboard 2.4 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 2.4.1</p> <p>BackButton</p> <p>Link = Goes to Storyboard 2.3.2</p> <p>SkipButton</p> <p>Link = Goes to Storyboard 2.5</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>2PersonButton</p> <p>Link = Goes to Storyboard 2.1</p> <p>MovingButton</p> <p>Link = Goes to Storyboard 2.3</p> <p>3PersonButton</p> <p>Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton</p> <p>Link = Goes to Storyboard 2.7</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>	<p>CONTENT</p> <p>"Let's try this activity"</p>	

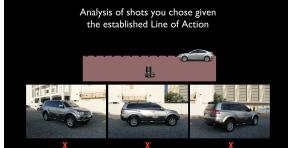
FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

Storyboard 2.4.1 	GRAPHIC Name = Scene Description = scene where students can establish the line of action	BUTTON NextButton Link = Goes to Storyboard 2.4.2 DRAG AND DROP Drag Object = carDragger Drag Target = scene Drag Object = cameraDragger Drag Target = scene	INSTRUCTION “Place the Car and the Camera by dragging and dropping them in the scene to establish the line of action.”	
Storyboard 2.4.2 	GRAPHIC Name = car Description = car placed in the scene Name = camera Description = camera placed in the scene Name = line of action Description = 180-degree line in the scene	BUTTON Scene1AButton Link = Goes to Storyboard 2.4.3 Scene1BButton Link = Goes to Storyboard 2.4.3	INSTRUCTION “Select the FIRST shot given the line of action established”	
Storyboard 2.4.3 	GRAPHIC Name = car Description = car placed in the scene Name = camera Description = camera placed in the scene Name = line of action Description =	BUTTON Scene2AButton Link = Goes to Storyboard 2.4.4 Scene2BButton Link = Goes to Storyboard 2.4.4	INSTRUCTION “Select the SECOND shot given the line of action established”	

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	180-degree line in the scene			
Storyboard 2.4.4 	GRAPHIC Name = car Description = car placed in the scene Name = camera Description = camera placed in the scene Name = line of action Description = 180-degree line in the scene	BUTTON Scene3AButton Link = Goes to Storyboard 2.4.5 Scene3BButton Link = Goes to Storyboard 2.4.5	INSTRUCTION “Select the THIRD shot given the line of action established”	
Storyboard 2.4.5 	GRAPHIC Name = car Description = car placed in the scene Name = camera Description = camera placed in the scene Name = line of action Description = 180-degree line in the scene Name = Scene 1 Description = scene 1 selected by students Name = Scene 2 Description = scene 2 selected by students	BUTTON NextButton Link = Goes to Storyboard 2.4.6	CONTENT “Analysis of shots you chose given the established Line of Action”	

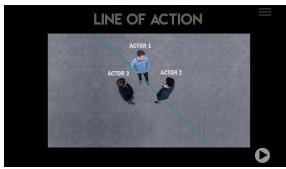
FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>Name = Scene 3 Description = scene 3 selected by students</p> <p>Name = X Description = marks the scene where student chose the wrong answer</p>			
Storyboard 2.4.6 	<p>GRAPHIC Name = car Description = car placed in the scene</p> <p>Name = camera Description = camera placed in the scene</p> <p>Name = line of action Description = 180-degree line in the scene</p> <p>Name = Scene 1 Description = correct scene 1</p> <p>Name = Scene 2 Description = correct scene 2</p> <p>Name = Scene 3 Description = correct scene 3</p>	<p>BUTTON NextButton Link = Goes to Storyboard 2.4.6</p> <p>BackButton Link = Goes to Storyboard 2.4.5</p>	<p>CONTENT “Analysis of shots you chose given the established Line of Action”</p>	
Storyboard 2.5		<p>BUTTON NextButton Link = Goes to Storyboard 2.5.1</p>	<p>CONTENT “What happens to the action line when the scene has</p>	

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		<p>BackButton Link = Goes to Storyboard 2.3</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>	movement?"	
Storyboard 2.5.1 		<p>BUTTON NextButton Link = Goes to Storyboard 2.5.2</p> <p>BackButton Link = Goes to Storyboard 2.5</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to</p>	<p>TITLE "Line of Action"</p> <p>VIDEO Name = Line of Action 3 Description = Lesson about three-person line of action</p>	

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		<p>Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.5.2		<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 2.5.3</p> <p>BackButton Link = Goes to Storyboard 2.5.1</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p>	<p>TITLE "LINE OF ACTION: SAMPLE CLIP"</p>	<p>VIDEO Name = POTC Sample Clip Description = sample clip from Pirates of the Caribbean</p>

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		<p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.5.3 	<p>PHOTOGRAPH</p> <p>Name = Initial Shot Description = initial shot from POTC clip</p> <p>Name = Line of Sight 2 Description = line of sight for action line 2 from POTC clip</p> <p>Name = Line of Action 3 Description = line of action 3 from POTC clip</p> <p>Name = Line of Sight 3 Description = line of sight for action line 3 from POTC clip</p> <p>Name = Line of Sight 1 Description = line of sight for action line 1 from POTC clip</p>	<p>BUTTON NextButton Link = Goes to Storyboard 2.6</p> <p>BackButton Link = Goes to Storyboard 2.5.2</p> <p>Button1 Description = Previews the initial shot photograph</p> <p>Button2 Description = Previews the line of sight 1 photograph</p> <p>Button3 Description = Previews the line of sight 2 photograph</p> <p>Button4 Description = Previews the line of action 3 photograph</p> <p>Button5 Description = Previews the line of sight 3 photograph</p> <p>HamburgerButton</p>	<p>TITLE "LINE OF ACTION: PIRATES OF THE CARIBBEAN"</p> <p>CONTENT "Initial Shot + Action Lines 1 & 2" "Line of Sight of Action Line 1" "Line of Sight of Action Line 2" "Line of Action 3" "Line of Sight of Action Line 3"</p>	

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		<p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>2PersonButton</p> <p>Link = Goes to Storyboard 2.1</p> <p>MovingButton</p> <p>Link = Goes to Storyboard 2.3</p> <p>3PersonButton</p> <p>Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton</p> <p>Link = Goes to Storyboard 2.7</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>		
Storyboard 2.6 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 2.6.1</p> <p>BackButton</p> <p>Link = Goes to Storyboard 2.5.3</p> <p>SkipButton</p> <p>Link = Goes to Storyboard 2.7</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p>	<p>CONTENT</p> <p>"Let's try this activity"</p>	

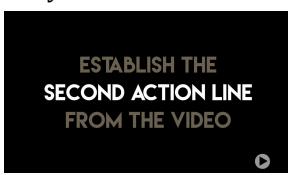
FILM 101

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		<p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.6.1 		BUTTON NextButton Link = Goes to Storyboard 2.6.2		VIDEO Name = Activity Video Description = A three-person video
Storyboard 2.6.3 		BUTTON NextButton Link = Goes to Storyboard 2.6.4	CONTENT "Establish the first action line from the video"	
Storyboard 2.6.4 	<p>GRAPHIC Name = Person 1 Description = first person in the scene</p> <p>Name = Person 2 Description = second person in the scene</p>	<p>BUTTON NextButton Link = Goes to Storyboard 2.6.5</p> <p>RotateButton Link = rotates the line of action in the scene</p> <p>DRAG AND DROP Drag Object =</p>	<p>INSTRUCTION "Rotate the Line of Action and place the initial view of the camera by dragging and dropping it in the scene."</p> <p>CONTENT "Rotate"</p>	

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	<p>Name = Person 3 Description = third person in the scene</p> <p>Name = Scene Description = scene to establish line of action</p>	<p>cameraDragger Drag Target = scene</p>		
Storyboard 2.6.5 		<p>BUTTON NextButton Link = Goes to Storyboard 2.6.6</p>	<p>CONTENT "Establish the second action line from the video"</p>	
Storyboard 2.6.6 	<p>GRAPHIC Name = Person 1 Description = first person in the scene</p> <p>Name = Person 2 Description = second person in the scene</p> <p>Name = Person 3 Description = third person in the scene</p> <p>Name = Scene Description = scene to establish line of action</p>	<p>BUTTON NextButton Link = Goes to Storyboard 2.6.7</p> <p>RotateButton Link = rotates the line of action in the scene</p> <p>DRAG AND DROP Drag Object = cameraDragger Drag Target = scene</p>	<p>INSTRUCTION "Rotate the Line of Action and place the initial view of the camera by dragging and dropping it in the scene"</p> <p>CONTENT "Rotate"</p>	
Storyboard 2.6.7	GRAPHIC Name = Person	BUTTON NextButton	TITLE "EVALUATION:	

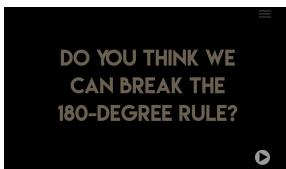
FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

 <p>ANALYSIS : LINE OF ACTION 1 Your Action Line is Correct Analysis of Shots</p>	<p>1 Description = first person in the scene</p> <p>Name = Person 2</p> <p>Description = second person in the scene</p> <p>Name = Person 3</p> <p>Description = third person in the scene</p> <p>Name = Scene</p> <p>Description = scene to establish line of action</p> <p>Name = Camera</p> <p>Description = camera set in the scene</p> <p>Name = Correct Shots</p> <p>Description = shots when the correct action line is established</p>	<p>Link = Goes to Storyboard 2.6.8</p>	<p>LINE OF ACTION 1”</p> <p>CONTENT “Your Action Line is Correct”</p>	
<p>Storyboard 2.6.8</p>  <p>ANALYSIS : LINE OF ACTION 2 Your Action Line Correct Action Line Your Shots Correct Shots</p>	<p>GRAPHIC</p> <p>Name = Person 1</p> <p>Description = first person in the scene</p> <p>Name = Person 2</p> <p>Description = second person</p>	<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 2.7</p> <p>BackButton</p> <p>Link = Goes to Storyboard 2.6.7</p>	<p>TITLE “EVALUATION: LINE OF ACTION 2”</p> <p>CONTENT “Your Action Line” “Correct Action Line” “Analysis of</p>	

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	<p>in the scene</p> <p>Name = Person 3</p> <p>Description = third person in the scene</p> <p>Name = Scene</p> <p>Description = scene to establish line of action</p> <p>Name = Camera</p> <p>Description = camera set in the scene</p> <p>Name = Correct Shots</p> <p>Description = shots when the correct action line is established</p> <p>Name = Wrong Shots</p> <p>Description = shots of the action line established by the student</p>		<p>Shots"</p> <p>"Correct Shots"</p>	
Storyboard 2.7		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 2.7.1</p> <p>BackButton</p> <p>Link = Goes to Storyboard 2.6</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p>	<p>CONTENT</p> <p>"Do you think we can break the 180-degree rule?"</p>	

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		<p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.7.1 		<p>BUTTON NextButton Link = Goes to Storyboard 2.7.2</p> <p>BackButton Link = Goes to Storyboard 2.7</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton</p>	<p>TITLE "BREAKING THE RULE"</p>	<p>VIDEO Name = Breaking the Rule Video Description = Lesson about breaking the 180-degree rule</p>

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		<p>Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.7.2 		<p>BUTTON NextButton Link = Goes to Storyboard 2.7.3</p> <p>BackButton Link = Goes to Storyboard 2.7.1</p> <p>Button1 Link = Video of The Amazing Spiderman 2 Sample Clip</p> <p>Button2 Link = Video of camera moving 1 in The Amazing Spiderman 2 clip</p> <p>Button3 Link = Video of camera moving 2 in The Amazing Spiderman 2 clip</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to</p>	<p>TITLE "CAMERA MOVING: SAMPLE CLIP"</p>	<p>VIDEO Name = Camera Moving Sample Clip Description = Clip from The Amazing Spiderman 2 movie</p> <p>Name = Moving Camera 1 Description = Scenes in the sample clip where there is camera movement</p> <p>Name = Moving Camera 2 Description = Scenes in the sample clip where there is camera movement</p>

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		<p>Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.7.3	 <p>PHOTOGRAPH</p> <p>Name = Line of Sight 1 Description = first line of sight in the scene</p> <p>Name = Neutral Shot Description = neutral shot of the scene</p> <p>Name = Line of Sight 2 Description = second line of sight in the scene after neutral shot</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 2.7.4</p> <p>BackButton Link = Goes to Storyboard 2.7.2</p> <p>Button1 Link = Views Line of Sight 1 photograph</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p>	<p>TITLE</p> <p>"NEUTRAL SHOT: SAMPLE CLIP"</p> <p>CONTENT</p> <p>"Line of Sight 1" "Neutral Shot" "Line of Sight 2"</p>	<p>VIDEO</p> <p>Name = Neutral Shot Sample Clip Description = Clip from The Amazing Spiderman 2 movie</p>

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		<p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p> <p>Button2 Link = Views Neutral Shot photograph</p> <p>Button3 Link = Views Line of Sight 2 photograph</p>		
Storyboard 2.7.4 	<p>PHOTOGRAPH Name = Line of Sight 1 Description = first line of sight in the scene</p> <p>Name = Cutaway Shot Description = cutaway shot of the scene</p> <p>Name = Line of Sight 2 Description = second line of sight in the scene after cutaway shot</p>	<p>BUTTON NextButton Link = Goes to Storyboard 2.7.4</p> <p>BackButton Link = Goes to Storyboard 2.7.3</p> <p>Button1 Link = Views Line of Sight 1 photograph</p> <p>Button2 Link = Views Cutaway Shot photograph</p> <p>Button3 Link = Views Line of Sight 2 photograph</p> <p>HamburgerButton Link = Opens the</p>	<p>TITLE “NEUTRAL SHOT: SAMPLE CLIP”</p> <p>CONTENT “Line of Sight 1” “Cutaway Shot” “Line of Sight 2”</p>	<p>VIDEO Name = Cutaway Shot Sample Clip Description = Clip from Pirates of The Caribbean movie</p>

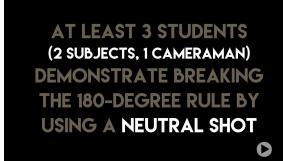
FILM 101

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		<p>main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.8		<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 2.8.1</p> <p>BackButton Link = Goes to Storyboard 2.7.4</p> <p>SkipButton Link = Goes to Storyboard 2.9</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p>	<p>TITLE</p> <p>"Let's try this activity"</p>	

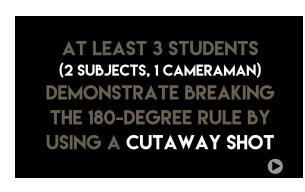
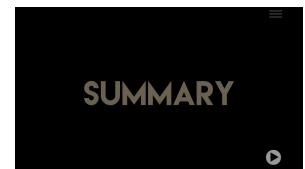
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		<p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 2.8.1		BUTTON NextButton Link = Goes to Storyboard 2.8.2	CONTENT “At least 3 students (2 Subjects, 1 Cameraman) demonstrate breaking the 180-degree rule by moving the camera”	
Storyboard 2.8.2		BUTTON NextButton Link = Goes to Storyboard 2.8.3	CONTENT “At least 3 students (2 Subjects, 1 Cameraman) demonstrate breaking the 180-degree rule by using a neutral shot”	
Storyboard 2.8.3		BUTTON NextButton Link = Goes to Storyboard 2.9	CONTENT “At least 3 students (2 Subjects, 1 Cameraman)”	

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By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

<p>AT LEAST 3 STUDENTS (2 SUBJECTS, 1 CAMERAMAN) DEMONSTRATE BREAKING THE 180-DEGREE RULE BY USING A CUTAWAY SHOT</p> 			<p>demonstrate breaking the 180-degree rule by using a cutaway shot"</p>	
<p>Storyboard 2.9</p> 		<p>BUTTON NextButton Link = Goes to Storyboard 2.9.1</p> <p>BackButton Link = Goes to Storyboard 2.8</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>	<p>TITLE "Summary"</p>	
<p>Storyboard 2.9.1</p>	<p>PHOTOGRAPH Name = LOA1 Description = diagram of</p>	<p>BUTTON NextButton Link = Goes to Storyboard 2.9.2</p>	<p>TITLE "Line of Action" "Right Shots" "Wrong Shots"</p>	

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>2-person line of action</p> <p>Name = LOA2 Description = diagram of moving line of action</p> <p>Name = LOA1Right Description = shots with correct line of action</p> <p>Name = LOA1Wrong Description = shots with wrong line of action</p> <p>Name = LOA2Right Description = shots with correct line of action</p> <p>Name = LOA2Wrong Description = shots with wrong line of action</p>	<p>BackButton Link = Goes to Storyboard 2.9</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>2PersonButton Link = Goes to Storyboard 2.1</p> <p>MovingButton Link = Goes to Storyboard 2.3</p> <p>3PersonButton Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton Link = Goes to Storyboard 2.7</p> <p>CloseButton Link = Closes the main navigation</p>		
<p>Storyboard 2.9.2</p> 	<p>PHOTOGRAPH</p> <p>Name = Breaking1 Description = shots when camera moving is done"</p> <p>Name = Breaking2</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 1.0</p> <p>BackButton Link = Goes to Storyboard 2.9.1</p> <p>HamburgerButton</p>	<p>TITLE</p> <p>"Breaking the Rule" "Camera Moving" "Neutral Shot" "Cutaway Shot"</p>	

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	<p>Description = shots when neutral is done"</p> <p>Name = Breaking3</p> <p>Description = shots when cutaway is done"</p>	<p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>2PersonButton</p> <p>Link = Goes to Storyboard 2.1</p> <p>MovingButton</p> <p>Link = Goes to Storyboard 2.3</p> <p>3PersonButton</p> <p>Link = Goes to Storyboard 2.5</p> <p>BreakRuleButton</p> <p>Link = Goes to Storyboard 2.7</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>		
Storyboard 3.0		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.1</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p>	<p>TITLE</p> <p>"Camera Shots, Angles, and Movements"</p>	

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		<p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 3.1		<p>BUTTON NextButton Link = Goes to Storyboard 3.1.1</p> <p>BackButton Link = Goes to Storyboard 3.0</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>TITLE "Camera Shots"</p> <p>CONTENT "The Different Types"</p>	
Storyboard 3.1.1	<p>PHOTOGRAPH Name = Shining1 Description = an example of a</p>	<p>BUTTON NextButton Link = Goes to Storyboard 3.1.2</p>	<p>CONTENT "Camra shot is the amount of space that is seen in one</p>	

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	camera shot	<p>BackButton Link = Goes to Storyboard 3.1</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p>	shot or frame. It is used to demonstrate different aspects of a film's setting, characters, and themes"	
Storyboard 3.1.2 		<p>BUTTON NextButton Link = Goes to Storyboard 3.1.3</p> <p>BackButton Link = Goes to Storyboard 3.1.1</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles</p>	CONTENT "What do you think are the different types of camera shots?"	

FILM 101

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		<p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p>		
Storyboard 3.1.3 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.1.4</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.1.2</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p>	<p>TITLE</p> <p>"Camera shots"</p> <p>CONTENT</p> <p>"Extreme wide shot</p> <p>Wide shot</p> <p>Full shot</p> <p>Midshot</p> <p>Medium Close Up</p> <p>Close Up</p> <p>Extreme Close Up"</p>	
Storyboard 3.1.4 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.1.5</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.1.3</p> <p>HamburgerButton</p> <p>Link = Opens the</p>	<p>TITLE</p> <p>"Types of camera shots"</p> <p>CONTENT</p> <p>"Extreme wide shot</p> <p>contains a large amount of landscape. It is often used at the beginning of a scene or a film to establish setting. This is also known as an establishing shot"</p>	<p>VIDEO</p> <p>Name = Extreme wide shot sample video</p> <p>Description = A sample of an extreme wide shot from the Amazing Spider-Man 2</p>

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

		<p>main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p>	<p>the beginning of a scene or a film to establish general location (setting). This is also known as an establishing shot"</p>	
Storyboard 3.1.5		<p>BUTTON NextButton Link = Goes to Storyboard 3.1.6</p> <p>BackButton Link = Goes to Storyboard 3.1.4</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p>	<p>TITLE "Types of camera shots"</p> <p>CONTENT "Wide shot contains landscape but gives the viewer a more specific idea of setting. It may show viewers the building where the action takes place."</p>	<p>VIDEO Name = Wide shot sample video Description = An example of a wide shot from Creed.</p>

FILM 101

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<p>Storyboard 3.1.6</p>	<p>BUTTON NextButton Link = Goes to Storyboard 3.1.7</p> <p>BackButton Link = Goes to Storyboard 3.1.5</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p>	<p>TITLE "Types of camera shots"</p> <p>CONTENT "Full shot contains a complete view of the characters. From this shot, viewers can take in the costumes of characters and may also help to demonstrate the relationships between characters"</p>	<p>VIDEO Name = Full shot sample video Description = An example of a full shot from 12 Years a Slave</p>
<p>Storyboard 3.1.7</p>	<p>BUTTON NextButton Link = Goes to Storyboard 3.1.8</p> <p>BackButton Link = Goes to Storyboard 3.1.6</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots</p>	<p>TITLE "Types of camera shots"</p> <p>CONTENT "Midshot contains the characters or a character from the waist up. From this shot, viewers can see the characters' faces as well as their interaction with other characters"</p>	<p>VIDEO Name = Midshot sample video Description = An example of a midshot video from Superbad.</p>

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

		<p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p>	characters”	
Storyboard 3.1.8 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.1.9</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.1.7</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p>	<p>TITLE “Types of camera shots”</p> <p>CONTENT “Medium close up frames a subject’s head and cuts off around mid-chest. This shot also shows the facial expression of the subject”</p>	<p>VIDEO Name = Medium close up sample video</p> <p>Description = An example of a medium close up video from The Nice Guys.</p>
Storyboard 3.1.9 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.1.10</p> <p>BackButton</p> <p>Link = Goes to</p>	<p>TITLE “Types of camera shots”</p> <p>CONTENT “Close up contains just a</p>	<p>VIDEO Name = Close up sample video</p> <p>Description = An example of a close up from Trainspotting.</p>

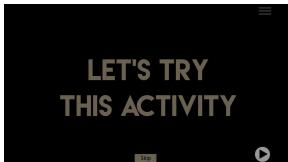
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		<p>Storyboard 3.1.8</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p>	<p>specific feature of the subject. This enables viewers to understand either the actor's emotions or the action being done"</p>	
Storyboard 3.1.10		<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 3.2</p> <p>BackButton Link = Goes to Storyboard 3.1.9</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p>	<p>TITLE "Types of camera shots"</p> <p>CONTENT "Extreme close up contains one part of a character's face or other object. This type of shot creates an intense mood and provides interaction between the audience and the viewer"</p>	<p>VIDEO Name = Extreme close up sample video</p> <p>Description = An example of an extreme close up from The Green Mile.</p>

FILM 101

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		Movements Link = Goes to Storyboard 3.5		
Storyboard 3.2 		BUTTON NextButton Link = Goes to Storyboard 3.2.1 BackButton Link = Goes to Storyboard 3.1 SkipButton Link = Goes to Storyboard 3.3 HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 Shots Link = Goes to Storyboard 3.1 Angles Link = Goes to Storyboard 3.3 Movements Link = Goes to Storyboard 3.5 CloseButton Link = Closes the main navigation	TITLE "Let's try this activity"	
Storyboard 3.2.1 		BUTTON NextButton Link = Goes to Storyboard 3.2.2	INSTRUCTION "On a piece of paper, list down the camera shots you see in the	

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			clip"	
Storyboard 3.2.2 		BUTTON NextButton Link = Goes to Storyboard 3.2.3	TITLE "Now You See Me Clip" CONTENT "Extreme Wide Shot" "Wide Shot" "Full Shot" "Midshot" "Medium Close Up" "Close Up" "Extreme Close Up"	VIDEO Name = NYSMClip Description = a clip from the movie Now You See Me
Storyboard 3.2.3 		BUTTON NextButton Link = Goes to Storyboard 3.2.4 Clip1Button Link = clip 1 answer and description appears Clip2Button Link = clip 2 answer and description appears	TITLE "Camera Shots Analysis: Now You See Me Clip" CONTENT "Midshot" "character is seen from the waist up" "Close Up" "a specific feature of the subject is seen"	
Storyboard 3.2.4 		BUTTON NextButton Link = Goes to Storyboard 3.2.5 Clip3Button Link = clip 3 answer and description appears Clip4Button Link = clip 4 answer and description	TITLE "Camera Shots Analysis: Now You See Me Clip" CONTENT "Medium Close Up" "contains character's face clearly" "Close Up"	

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By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

		appears	"more specific idea of the setting"	
Storyboard 3.2.5 		<p>BUTTON NextButton Link = Goes to Storyboard 3.3</p> <p>Clip5Button Link = clip 5 answer and description appears</p> <p>Clip6Button Link = clip 6 answer and description appears</p>	<p>TITLE "Camera Shots Analysis: Now You See Me Clip"</p> <p>CONTENT "Extreme Close Up" "contains a part of the character's face" "Close Up" "a specific feature of the subject is seen"</p>	
Storyboard 3.3 		<p>BUTTON NextButton Link = Goes to Storyboard 3.3.1</p> <p>BackButton Link = Goes to Storyboard 3.2</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p>	<p>TITLE "Camera Angles"</p> <p>CONTENT "The Different Types"</p>	

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		<p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 3.3.1 	<p>PHOTOGRAPH Name = Camera Angle Sample Pic Description = Shows an example of a camera angle</p>	<p>BUTTON NextButton Link = Goes to Storyboard 3.3.2</p> <p>BackButton Link = Goes to Storyboard 3.3</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>CONTENT “Camera angle is used to position the viewer so that they can understand the relationships between the characters.”</p>	
Storyboard 3.3.2 		<p>BUTTON NextButton Link = Goes to Storyboard 3.3.3</p> <p>BackButton</p>	<p>TITLE “What do you think are the different camera angles?”</p>	

FILM 101

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		<p>Link = Goes to Storyboard 3.3.1</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>		
Storyboard 3.3.3		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.3.4</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.3.2</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p>	<p>TITLE "Camera angles"</p> <p>CONTENT "High level Low level Eye level Bird's eye view Worm's eye view Canted"</p>	

FILM 101

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		<p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 3.3.4	 <p>HIGH LEVEL looks down upon a subject. A character shot with a high angle will look vulnerable or small. These angles are often used to demonstrate to the audience a perspective of a particular character.</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 3.5</p> <p>BackButton Link = Goes to Storyboard 3.3</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>TITLE “Types of camera angles”</p> <p>CONTENT “High level looks down upon a subject. A character shot with a high angle will look vulnerable or small. These angles are often used to demonstrate to the audience a perspective of a particular character”</p>	<p>VIDEO Name = High level sample Description = A high level angle from the movie 12 Years A Slave</p>
Storyboard 3.3.5		BUTTON	TITLE	VIDEO

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>NextButton Link = Goes to Storyboard 3.3.6</p> <p>BackButton Link = Goes to Storyboard 3.3.4</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>"Types of camera angles"</p> <p>CONTENT "Low level looks up at a character. This is the opposite of a high angle and makes a character look more powerful. This can make the audience feel vulnerable and small by looking up at a character"</p>	<p>Name = Low level sample Description = A low level angle from the movie Citizen Kane</p>
<p>Storyboard 3.3.6</p> 	<p>BUTTON NextButton Link = Goes to Storyboard 3.3.7</p> <p>BackButton Link = Goes to Storyboard 3.3.5</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to</p>	<p>TITLE "Types of camera angles"</p> <p>CONTENT "Eye level puts the audience on an equal footing with the character/s. This is the most commonly used angle in</p>	<p>VIDEO Name = Eye level sample Description = An eye level angle from the movie Die Hard</p>

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

		<p>Storyboard 1.0 Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>most films as it allows the viewers to feel comfortable with the characters."</p>	
Storyboard 3.3.7 		<p>BUTTON NextButton Link = Goes to Storyboard 3.3.8</p> <p>BackButton Link = Goes to Storyboard 3.3.6</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p>	<p>TITLE "Types of camera angles"</p> <p>CONTENT "Bird's eye view a view from above as though you were a bird looking down on someone or something."</p>	<p>VIDEO Name = Bird's eye view sample Description = A bird's eye view from the movie The Twilight Saga: Breaking Dawn Part 2</p>

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		<p>CloseButton Link = Closes the main navigation</p>		
Storyboard 3.3.8 		<p>BUTTON NextButton Link = Goes to Storyboard 3.3.8</p> <p>BackButton Link = Goes to Storyboard 3.3.6</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>TITLE "Types of camera angles"</p> <p>CONTENT "Worm's eye view a view from below as though you were a worm looking up at the world around you."</p>	<p>VIDEO Name = Worm's eye view sample Description = A worm's eye view from the movie Ant-Man</p>
Storyboard 3.3.9 			<p>TITLE "Types of Camera Angles"</p> <p>CONTENT "Canted also known as the Dutch tilt, this is where</p>	<p>VIDEO Name = Canted sample Description = An example of canted angle from the movie Project Almanac</p>

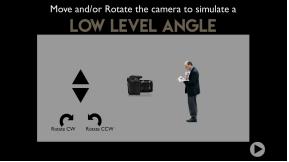
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			the camera is purposely tiled to one side so the horizon is on an angle"	
Storyboard 3.4 		BUTTON NextButton Link = Goes to Storyboard 3.4.1 BackButton Link = Goes to Storyboard 3.3 SkipButton Link = Goes to Storyboard 3.5 HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 Shots Link = Goes to Storyboard 3.1 Angles Link = Goes to Storyboard 3.3 Movements Link = Goes to Storyboard 3.5 CloseButton Link = Closes the main navigation	TITLE "Let's try this activity"	
Storyboard 3.4.1	PHOTOGRAPH Name = Camera Description = camera on the	BUTTON NextButton Link = Goes to Storyboard 3.4.2	INSTRUCTION "Move and/or Rotate the camera to	

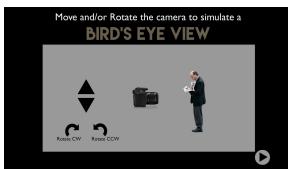
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	<p>scene</p> <p>Name = Person Description = subject in the scene</p> <p>Name = Scene Description = the scene for the activity</p>	<p>UpButton Link = Moves the camera up</p> <p>DownButton Link = Moves the camera down</p> <p>CWButton Link = Rotates the camera 30-degrees clockwise</p> <p>CCWButton Link = Rotates the camera 30-degrees counter clockwise</p>	<p>establish a Low Level Angle"</p> <p>CONTENT "Rotate CW" "Rotate CCW"</p>	
<p>Storyboard 3.4.2</p> 	<p>PHOTOGRAPH</p> <p>Name = Camera1 Description = camera positioned and angled by the student</p> <p>Name = Camera 2 Description = bird's eye view camera position and angle</p> <p>Name = Scene1 Description = scene on the left</p> <p>Name = Scene2 Description = scene on the right</p> <p>Name = Person1 Description = person on left</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 3.4.3</p>	<p>TITLE "Analysis of Shot" "Low Level Angle"</p> <p>CONTENT "Your Shot" "Low Level Angle Shot" "Camera position and angle correct"</p>	

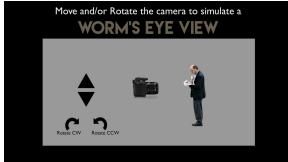
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	<p>scene</p> <p>Name = Person2 Description = person on right scene</p>			
Storyboard 3.4.3 	<p>PHOTOGRAPH</p> <p>Name = Camera Description = camera on the scene</p> <p>Name = Person Description = subject in the scene</p> <p>Name = Scene Description = the scene for the activity</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 3.4.4</p> <p>UpButton Link = Moves the camera up</p> <p>DownButton Link = Moves the camera down</p> <p>CWButton Link = Rotates the camera 30-degrees clockwise</p> <p>CCWButton Link = Rotates the camera 30-degrees counter clockwise</p>	<p>INSTRUCTION "Move and/or Rotate the camera to establish a Bird's Eye View"</p> <p>CONTENT "Rotate CW" "Rotate CCW"</p>	
Storyboard 3.4.4 	<p>PHOTOGRAPH</p> <p>Name = Camera1 Description = camera positioned and angled by the student</p> <p>Name = Camera 2 Description = bird's eye view camera position and angle</p> <p>Name = Scene1</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 3.4.5</p>	<p>TITLE "Analysis of Shot" "Bird's Eye View"</p> <p>CONTENT "Your Shot" "Bird's Eye View Shot" "Camera too low and wrong camera angle"</p>	

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>Description = scene on the left</p> <p>Name = Scene2</p> <p>Description = scene on the right</p> <p>Name = Person1</p> <p>Description = person on left scene</p> <p>Name = Person2</p> <p>Description = person on right scene</p>			
Storyboard 3.4.5 	<p>PHOTOGRAPH</p> <p>Name = Camera</p> <p>Description = camera on the scene</p> <p>Name = Person</p> <p>Description = subject in the scene</p> <p>Name = Scene</p> <p>Description = the scene for the activity</p>	<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.4.6</p> <p>UpButton</p> <p>Link = Moves the camera up</p> <p>DownButton</p> <p>Link = Moves the camera down</p> <p>CWButton</p> <p>Link = Rotates the camera 30-degrees clockwise</p> <p>CCWButton</p> <p>Link = Rotates the camera 30-degrees counter clockwise</p>	<p>INSTRUCTION</p> <p>"Move and/or Rotate the camera to establish a Worm's Eye View"</p> <p>CONTENT</p> <p>"Rotate CW"</p> <p>"Rotate CCW"</p>	
Storyboard 3.4.6 	<p>PHOTOGRAPH</p> <p>Name = Camera1</p> <p>Description = camera positioned and</p>	<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.5</p>	<p>TITLE</p> <p>"Analysis of Shot"</p> <p>"Worm's Eye View"</p>	

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>angled by the student</p> <p>Name = Camera 2</p> <p>Description = worm's eye view camera position and angle</p> <p>Name = Scene1</p> <p>Description = scene on the left</p> <p>Name = Scene2</p> <p>Description = scene on the right</p> <p>Name = Person1</p> <p>Description = person on left scene</p> <p>Name = Person2</p> <p>Description = person on right scene</p>		<p>CONTENT</p> <p>"Your Shot"</p> <p>"Worm's Eye View Shot"</p> <p>"Correct position but wrong camera angle"</p>	
Storyboard 3.5 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.5.1</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.4</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p>	<p>TITLE</p> <p>"Camera Movements"</p> <p>CONTENT</p> <p>"The Different Types"</p>	

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		<p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 3.5.1 		<p>BUTTON NextButton Link = Goes to Storyboard 3.5.2</p> <p>BackButton Link = Goes to Storyboard 3.5</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the</p>	<p>CONTENT “Camera movement is a shift in view, frame, or perspective caused by a movement of the camera”</p>	

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

		main navigation		
Storyboard 3.5.2		<p>BUTTON NextButton Link = Goes to Storyboard 3.5.3</p> <p>BackButton Link = Goes to Storyboard 3.5.1</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>CONTENT “What do you think are the different types of camera movements?”</p>	
Storyboard 3.5.3		<p>BUTTON NextButton Link = Goes to Storyboard 3.5.4</p> <p>BackButton Link = Goes to Storyboard 3.5.2</p> <p>HamburgerButton Link = Opens the main navigation</p>	<p>TITLE “Camera movements”</p> <p>CONTENT “Panning Crabbing Zooming Dolly Tilting Pedding”</p>	

FILM 101

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		<p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 3.5.4		<p>BUTTON NextButton Link = Goes to Storyboard 3.5.5</p> <p>BackButton Link = Goes to Storyboard 3.5.3</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements</p>	<p>TITLE "Types of camera movements"</p> <p>CONTENT "Panning is a horizontal camera movement in which the camera shifts left and right while it stays in one spot. It is most commonly used to follow the movement in a scene."</p>	<p>VIDEO Name = Panning sample Description = A panning shot from the movie Pixels</p>

FILM 101

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		<p>Link = Goes to Storyboard 3.5</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>		
Storyboard 3.5.5 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.5.6</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.5.4</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>	<p>TITLE</p> <p>“Types of camera movements”</p> <p>CONTENT</p> <p>“Crabbing is moving the camera physically to the left or to the right along its x-axis. It is usually used to follow a character.”</p>	<p>VIDEO</p> <p>Name = Crabbing sample</p> <p>Description = A crabbing shot from the movie Pulp Fiction</p>
Storyboard 3.5.6 		<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.5.7</p> <p>BackButton</p> <p>Link = Goes to</p>	<p>TITLE</p> <p>“Types of camera movements”</p> <p>CONTENT</p> <p>“Zooming</p>	<p>VIDEO</p> <p>Name = Zooming sample</p> <p>Description = A zooming shot from the movie The Grand Budapest</p>

FILM 101

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		<p>Storyboard 3.5.5</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>is technically not a camera move but it is alternating the focal length of the lens to give the illusion of moving closer to or further away from the action..”</p>	Hotel
Storyboard 3.5.7	 <p>DOLLY is when the camera physically moves closer (dolly in) or further (dolly out) from the subject. The effect is that the subject appears stationary while the background size changes.</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 3.5.8</p> <p>BackButton Link = Goes to Storyboard 3.5.6</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p>	<p>TITLE “Types of camera movements”</p> <p>CONTENT “Dolly is when the camera physically moves closer (dolly in) or further (dolly out) from the subject. The effect is that the subject appears stationary while the background size changes.”</p>	<p>VIDEO Name = Dolly sample Description = A dolly shot from the movie The Grand Budapest Hotel</p>

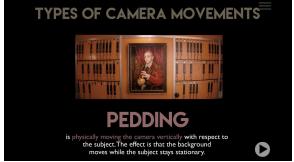
FILM 101

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		<p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	size changes."	
Storyboard 3.5.8		<p>BUTTON NextButton Link = Goes to Storyboard 3.5.9</p> <p>BackButton Link = Goes to Storyboard 3.5.7</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>TITLE "Types of camera movements"</p> <p>CONTENT "Tilting is a vertical camera movement in which the camera points up or down from a stationary location"</p>	<p>VIDEO Name = Tilting sample Description = A tilting shot from the movie The Amazing Spiderman 2</p>
Storyboard 3.5.9		BUTTON NextButton	<p>TITLE "Types of</p>	<p>VIDEO Name = Pedding</p>

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>Link = Goes to Storyboard 3.6</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.5.8</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>	<p>camera movements”</p> <p>CONTENT</p> <p>“Pedding is physically moving the camera vertically with respect to the subject. The effect is that the background moves while the subject stays stationary.”</p>	<p>sample</p> <p>Description = A pedding shot from the movie The Grand Budapest Hotel</p>
<p>Storyboard 3.6</p> 	<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.6.1</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.5</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p>	<p>TITLE</p> <p>“Let’s try this activity”</p>	

FILM 101

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		<p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 3.6.1 	PHOTOGRAPH Name = Sample1 Description = a tilting shot	<p>BUTTON NextButton Link = Goes to Storyboard 3.6.2</p> <p>TiltingButton Link = Makes the Tilting and Pedding buttons disappear, and <i>This is a tilting shot</i> appear.</p> <p>PeddingButton Link = Makes the Tilting and Pedding buttons disappear, and <i>This is a tilting shot</i> appear.</p>	<p>INSTRUCTION “What camera movement was used here?”</p> <p>CONTENT “This is a tilting shot”</p>	
Storyboard 3.6.2 	PHOTOGRAPH Name = Sample1 Description = a tilting shot Name = Pedding Description = a pedding shot	<p>BUTTON NextButton Link = Goes to Storyboard 3.6.3</p>	<p>TITLE “Camera Movement Analysis”</p> <p>CONTENT “Tilting Shot” “Pedding Shot”</p>	
Storyboard 3.6.3	PHOTOGRAPH	BUTTON	INSTRUCTION	

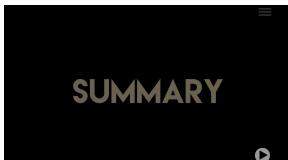
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	<p>Name = Sample2 Description = a crabbing shot</p>	<p>NextButton Link = Goes to Storyboard 3.6.4</p> <p>PanningButton Link = Makes the Panning and Crabbing buttons disappear, and <i>This is a crabbing shot</i> appear.</p> <p>CrabbingButton Link = Makes the Panning and Crabbing buttons disappear, and <i>This is a crabbing shot</i> appear.</p>	<p>"What camera movement was used here?"</p> <p>CONTENT "This is a crabbing shot"</p>	
<p>Storyboard 3.6.4</p> 	<p>PHOTOGRAPH Name = Panning Description = a panning shot</p> <p>Name = Sample2 Description = a crabbing shot</p>	<p>BUTTON NextButton Link = Goes to Storyboard 3.6.5</p>	<p>TITLE "Camera Movement Analysis"</p> <p>CONTENT "Panning Shot" "Crabbing Shot"</p>	
<p>Storyboard 3.6.5</p> 	<p>PHOTOGRAPH Name = Sample3 Description = a dolly shot</p>	<p>BUTTON NextButton Link = Goes to Storyboard 3.6.6</p> <p>ZoomingButton Link = Makes the Zooming and Dolly buttons disappear, and <i>This is a dolly shot</i> appear.</p> <p>DollyButton Link = Makes the Zooming and Dolly buttons disappear, and <i>This is a dolly</i></p>	<p>INSTRUCTION "What camera movement was used here?"</p> <p>CONTENT "This is a dolly shot"</p>	

FILM 101

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		<i>shot appear.</i>		
Storyboard 3.6.6 	PHOTOGRAPH Name = Zooming Description = a zooming shot Name = Sample3 Description = a dolly shot	BUTTON NextButton Link = Goes to Storyboard 3.7 CONTENT "Zooming Shot" "Dolly Shot"	TITLE "Camera Movement Analysis" CONTENT "Zooming Shot" "Dolly Shot"	
Storyboard 3.7 		BUTTON NextButton Link = Goes to Storyboard 3.7.1 BackButton Link = Goes to Storyboard 3.6 HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 Shots Link = Goes to Storyboard 3.1 Angles Link = Goes to Storyboard 3.3 Movements Link = Goes to Storyboard 3.5 CloseButton Link = Closes the main navigation	TITLE "Summary"	
Storyboard 3.7.1	PHOTOGRAPH	BUTTON	TITLE	

FILM 101

By: Alyzza Delgado, Kian Mojica, Patrick Naui, Lara Severino

	<p>Name = Shot1 Description = extreme wide shot</p> <p>Name = Shot2 Description = wide shot</p> <p>Name = Shot3 Description = full shot</p> <p>Name = Shot4 Description = midshot</p>	<p>NextButton Link = Goes to Storyboard 3.7.2</p> <p>BackButton Link = Goes to Storyboard 3.7</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>“Camera Shots”</p> <p>CONTENT</p> <p>“Extreme Wide Shot”</p> <p>“Wide Shot”</p> <p>“Full Shot”</p> <p>“Midshot”</p>	
<p>Storyboard 3.7.2</p> 	<p>PHOTOGRAPH</p> <p>Name = Shot5 Description = medium close up shot</p> <p>Name = Shot6 Description = close up shot</p> <p>Name = Shot7 Description = Extreme close up shot</p>	<p>BUTTON</p> <p>NextButton Link = Goes to Storyboard 3.7.3</p> <p>BackButton Link = Goes to Storyboard 3.7.1</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to</p>	<p>TITLE</p> <p>“Camera Shots”</p> <p>CONTENT</p> <p>“Medium Close Up”</p> <p>“Close Up”</p> <p>“Extreme Close Up”</p>	

FILM 101

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		<p>Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>		
Storyboard 3.7.3 	<p>PHOTOGRAPH</p> <p>Name = Angle1</p> <p>Description = shot of high level angle</p> <p>Name = Angle2</p> <p>Description = shot of eye level angle</p> <p>Name = Angle3</p> <p>Description = shot of low level angle</p>	<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.7.4</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.7.2</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p>	<p>TITLE</p> <p>“Camera Angles”</p> <p>CONTENT</p> <p>“High Level”</p> <p>“Eye Level”</p> <p>“Low Level”</p>	

FILM 101

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		CloseButton Link = Closes the main navigation		
Storyboard 3.7.4 	PHOTOGRAPH Name = Angle4 Description = shot of bird's eye view Name = Angle5 Description = shot of canted angle Name = Angle6 Description = shot of worm's eye view	BUTTON NextButton Link = Goes to Storyboard 3.7.5 BackButton Link = Goes to Storyboard 3.7.3 HamburgerButton Link = Opens the main navigation HomeButton Link = Goes to Storyboard 1.0 Shots Link = Goes to Storyboard 3.1 Angles Link = Goes to Storyboard 3.3 Movements Link = Goes to Storyboard 3.5 CloseButton Link = Closes the main navigation	TITLE "Camera Angles" CONTENT "Bird's Eye View" "Canted" "Worm's Eye View"	
Storyboard 3.7.5 	PHOTOGRAPH Name = Panning Description = left to rights shots of panning Name = Crabbing Description = left to right shots of	BUTTON NextButton Link = Goes to Storyboard 3.7.6 BackButton Link = Goes to Storyboard 3.7.4 HamburgerButton	TITLE "Camera Movements" CONTENT "Panning Left to Right" "Crabbing Left to Right"	

FILM 101

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	crabbing	<p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p> <p>Movements</p> <p>Link = Goes to Storyboard 3.5</p> <p>CloseButton</p> <p>Link = Closes the main navigation</p>		
Storyboard 3.7.6 	<p>PHOTOGRAPH</p> <p>Name = Zooming</p> <p>Description = out to in shots of zooming</p> <p>Name = Dolly</p> <p>Description = out to in shots of dolly</p>	<p>BUTTON</p> <p>NextButton</p> <p>Link = Goes to Storyboard 3.7.7</p> <p>BackButton</p> <p>Link = Goes to Storyboard 3.7.5</p> <p>HamburgerButton</p> <p>Link = Opens the main navigation</p> <p>HomeButton</p> <p>Link = Goes to Storyboard 1.0</p> <p>Shots</p> <p>Link = Goes to Storyboard 3.1</p> <p>Angles</p> <p>Link = Goes to Storyboard 3.3</p>	<p>TITLE</p> <p>“Camera Movements”</p> <p>CONTENT</p> <p>“Zooming Out to In”</p> <p>“Dolly Out to In”</p>	

FILM 101

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		<p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>		
Storyboard 3.7.7 	<p>PHOTOGRAPH</p> <p>Name = Tilting Description = up to down shots of tilting</p> <p>Name = Pedding Description = up to down shots of pedding</p>	<p>BUTTON NextButton Link = Goes to Storyboard 1.0</p> <p>BackButton Link = Goes to Storyboard 3.7.6</p> <p>HamburgerButton Link = Opens the main navigation</p> <p>HomeButton Link = Goes to Storyboard 1.0</p> <p>Shots Link = Goes to Storyboard 3.1</p> <p>Angles Link = Goes to Storyboard 3.3</p> <p>Movements Link = Goes to Storyboard 3.5</p> <p>CloseButton Link = Closes the main navigation</p>	<p>TITLE “Camera Movements”</p> <p>CONTENT “Tilting Up to Down” “Pedding Up to Down”</p>	

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VII. Teacher Recommendations

The developers presented the teachware with the complete lesson on Line of Action to Mr. Mojica last March 19, 2017. According to him, the teachware was very good and would really help him in teaching the lesson to his students. The flow of the lesson was almost the same as to how he does it in the classroom, and the same goes for the content. He commended the examples we put in the teachware, and suggested that aside from the examples already presented, we also provide examples of how the scenes would look like if the rule of the Line of Action was not executed properly. Mr. Mojica also appreciated the activities we incorporated in the lesson, and also proposed that we provide more in the next lessons so that the teachware would not only help him, but also the students so they can understand the lesson better. Overall, he was impressed with how the teachware turned out and is looking forward to using it in the future.