

Today We Will...

- Introduce yourselves and the best TV show, series or movie you watched this summer
- Community Agreements
- First Film Project
- Shot Types/Camera Angles
- Roles on Set
- Brainstorming + Camera Training
- Pitching Ideas

- Questions?

Community Agreements

- The most important things to understand when working on a film are:
 - Collaboration
 - Compromise
 - Respect
 - Patience
 - Listening

- What are some agreements we can come to when in this class if we want to make sure that we complete our film projects. Take into consideration the above.
 - No insulting others and their ideas, culture
 - Inside voices
 - One mic
 - Don't invade others' personal space
 - Use common sense, to make good decisions
 - Pay attention to each other's ideas
 - Respect each others ideas

PART ONE: SHOT TYPES/SHOT SIZES

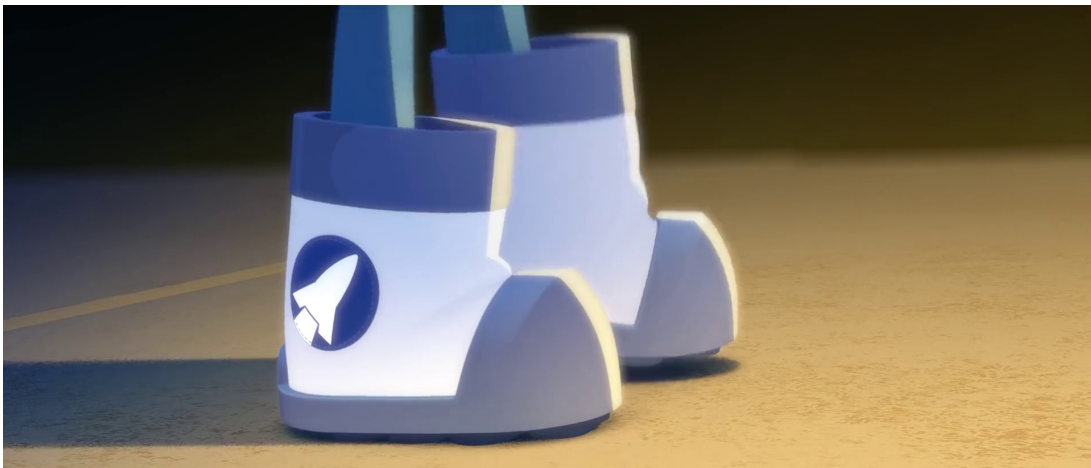
Shot Types/Shot Sizes: How close or how far the camera is from a subject

- You can either place the camera super close to your subject or far away
- Each shot size will fill your shot with different information and emotions



- **Extreme Close Up (ECU)**

- The camera is extremely close to the subject
- Shows extreme detail (eyes, nose, mouth, words in a book...)



- **Close Up (CU)**

- The camera is close to the subject (on a character, we usually see them from the shoulders to the top of their head)
- Shows detail
- Useful for showing facial expressions



- **Medium Shot (MED)**

- The camera is at a medium length from subject (on a character we usually see them from the waist to the top of their head)
- Standard shot
- Can have 2-3 characters



- **Wide Shot (WIDE)**

- The camera is far from the subject
- When used on a character, we usually see their entire body (from feet to the top of their head)
- Useful to show body language
- Useful to show the characters relation to the environment



- **Extreme Wide Shot (EWS)**

- The camera is super far from the subject
- Usually used to show the setting - where the film is taking place
- Establishing shot at the beginning of a film or a scene
- Great for showing the landscape



PART TWO: CAMERA ANGLES

Camera Angle: Where the camera is placed in relation to the subject

- Camera angles can be used to show your subject as powerful, vulnerable, or likable and it all depends on where your camera is placed. Low on the ground, high, looking down at your subject or at eye level



- **Eye Level**

- The camera is placed at eye level with the subject
- Most common shot
- Emotionally neutral



- **Low Angle**

- The camera is placed slightly low and looks up at the subject
- Useful to display power levels between characters
- When a low angle is used it makes the subject look larger and more powerful
- It gives the effect that someone is looking up at them



- **High Angle Shot**

- The camera is placed slightly high and looks down at the subject
- Useful to display power levels between characters
- When a high angle is used it makes the subject appear smaller and vulnerable
- It gives the effect that someone is looking down at them



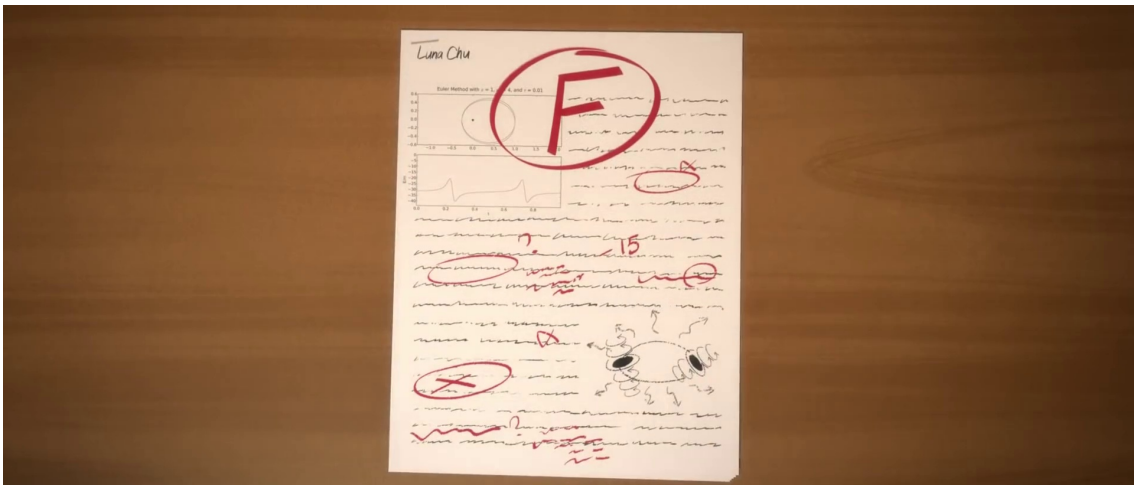
- Ground Level

- The camera is placed on the ground
- Useful for shooting shoes and people walking - without revealing their face
- Drawing attention to what is happening on the ground



- **Bird's Eye View**

- The camera is placed super high and usually looks down at the scene straight on
- Useful for showing the overview of a board game, a map, a playing field, lay out of a building or a table



PART TWO: ROLES ON SET

Producers: *Ms. Daliza*

- Ensures the movie is made correctly and that everything goes smoothly
- Kind of like a project manager
- Creates initial budget
- Makes sure we have equipment and shooting locations

Director:

- Responsible for bringing the story to life
- Works with actors and provides constructive feedback
- Blocks actors
- Writing shot lists (works with Director of Photography)
- In charge of the film's overall look, mood and feel
- Is someone who can work well with anyone and all levels of creative talent

Assistant Director (AD):

- In charge of day to day management
- Manages shooting schedule, making sure we start and end the shoot on time
- Must be assertive and focused on finishing the movie
- Keeps crew on track

Director of Photography (DP or Cinematographer):

- Works with the director to create the look, feel and mood of the film
- Makes lighting decisions
- Provides input on camera angles, lens choice and camera movement (works with director on this + shot lists)
- Directs Assistant Camera on what is needed in terms of camera movements, moving and setting up lights

Assistant Camera (AC):

- Helps the DP with framing the shot
- Helps DP in setting up camera, tripod, lighting, formatting card, focus pulling
- Building camera and breaking down

Production Designer/Art Director:

- Works with production designer, set designer and others in the art department
- Realizing the creative vision
- Make sure the director's vision is executed
- Makes sure to get all the props we might need on set

Sound Mixer/Boom Operator:

- In charge of operating the boom mic
- Must be someone can hold their arms over their head for an extended period of time
- Mics the actors
- Makes sure the zoom is recording and that all mics are connected
- Makes sure we are getting clear audio without feedback, very minimal to noise

Hair + Make Up/Costume Designer:

- Works with the director to create a color palette for costumes
- Makes sure to note down the costumes needed for each scene
- Takes photos of talent for continuity
- Makes sure to obtain all costumes and hair and make up supplies we might need
- Coordinates with talent, director and others on set to collect wardrobe and accessories

Talent:

- Makes sure to be on set when needed for filming
- Listens and takes direction from the director
- Rehearses lines and blocking provided by director

On a sheet of paper:

- Write your name
- List your **TOP 3** choices for roles on set
- Some roles may overlap
- If you do not get the role you wanted, during our second project roles will be switched around

PART THREE: BRAINSTORM + CAMERA TRAINING

1. Each of you will pick out a piece of paper with a prompt on it (don't show it to anyone)
2. We will break off into smaller groups to begin brainstorming ideas
3. Within your groups, you will share the prompt that you picked out
4. Together you will choose one of the prompts to develop a story around
5. Once everyone has decided on the prompt they will develop, I will take one group at a time to do a camera training

- 1 - A character finds themselves alone in a dark room
- 2 - A character finds themselves in an uncomfortable situation
- 3 - A character relives a disturbing situation

PART THREE: BRAINSTORM

1. Choose a prompt to develop
 2. Brainstorm what type of character would be involved in a situation like this
 1. Use the worksheet to fill out the details
 3. Create a working title for your story
 4. Choose 3 elements that reflect the theme/mood/character/story
 1. This can be absolutely anything (a color, an object, a song, a sound, a feeling)
 2. Use these elements to SELL your story
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- **At the end of class each group will pitch their prompt and character**
 - **As a class, we will all vote on the story we would like to further develop into a film**

PART FOUR: PITCHING

1. Tell us the prompt you selected
2. What is your working title?
3. Tell us about your character and how they fit into this prompt
4. Share with us the 3 elements that best describe what you have in mind for this story

On a sheet of paper:

- List your top 3 choices for the film you'd like to further develop
- DO NOT write your name on the sheet of paper

Fall 2022 - Filmmaking

ART FIVE: INFLUENCES

Think back to a movie or TV series that you've watched

Are there any specific scenes that stand out to you?

1. Using your phone, search on YouTube for the scene you are thinking about
2. Watch it and identify (to yourself) what it is about the scene that you like
 1. It could be color, camera work, sound, dialogue, acting, pace...
3. Share the YouTube link with me, we will be watching the scene you picked out next week