

DEADLINE: _____

60 Second Silent Film

California Standards

- *Visual Arts 4.3 – Discuss in written form how society influences the interpretation and message of a film.*
- *Visual Arts 3.2 Identify contemporary artists worldwide who have achieved success and how their works influence today's culture of filmmaking.*
- *10.3 Technology – Understand the historic impact of the arts and technology on society.*
- *10.4 Technology – Compare and contrast the roles of creators, performers, and others involved in the production and presentation of the arts.*

Time: 4 days

Objectives

Students will

- watch an example of a 60 Second Silent Film with the prompt of (Noun – Verb – Noun)
- Discuss importance of cinematography and storytelling.
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KNOWLEDGE	SKILLS
Cinematography as a story teller	Advanced camera
Camera Angles	Advanced editing techniques, teamwork

Assignment

Create a 60 Second Silent Film that tells a story with a beginning, middle and end based on a prompt with a Noun-Verb-Noun. (Example – Someone Left This). You can choose to make a comedy or drama, as long as the story includes a conflict, resolution, and is creative. Because the movie will be short, the conflict should be rather simple and clear. No dialogue at all, only action to tell story.

You must complete the following:

1. Develop treatment form for a story with a plot and conflict that can be shot on campus.
2. Create a detailed storyboard with every shot planned out.
3. After finishing storyboard, begin filming.
4. Use a variety of camera angles.
5. Do filming in areas where other classes won't be disturbed.
6. Edit the project, keep it to exactly 60 seconds or a less. (Must be at least 55 seconds for an A.)
7. You may add music if you feel it will help your story. No words in the music.
8. Turn in project when completed.

Evaluation

You are expected to create a professional-quality video by using/achieving the following:

- Make story interesting and easy to follow.
- Making characters stand out.
- Using creative camera shots. Follow action through edits, not movement of camera.