



THE DOOR



The Challenge

This project requires you and your team to work within a few constraints to create a story that develops visual literacy cues. The focus of this project will be to build on the editing and storytelling skills learned in the first project and to add lighting and small effects to the film product.

In this project, a person is about to open a door. The person hears a sound and becomes mildly concerned. The person finds the door locked and searches for his or her keys. The person hears the sound again and becomes visibly apprehensive. As the filmmaker, your goal is to build tension

and growing panic, using any visual element or device that you can think of.

The film closes with the person finally opening the door and getting to the other side safely. Here, you want to communicate to the audience the character's feeling of relief and safety.



REQUIREMENTS & TIMELINE

✓ Screenplay 10/14/11

- ◆ The screenplay must be in proper screenplay format using the template in Pages. Remember to use your correct abbreviations found on p. 24 of the Hamlett text.

✓ Shotlist 10/14/11

- ◆ Shot list should be created using the format found on p. 106 of the Patmore text.

✓ Work Log 10/28/11

- ◆ Keep track of your role within the group and the duties you performed. This will makeup your participation grade.

✓ Critique Day 10/24/11

- ◆ Final cut is due for turn-in half-way through your period.

✓ Final Film Project 10/28/11

- ◆ Final cut of the film project is due.

PARAMETERS & LIMITATIONS

- ✓ Neither the character nor the audience ever sees the source of the sound.

- ✓ The film can have only one actor.

- ✓ The film may not exceed 90 seconds.

- ✓ The entire film must take place within 5 feet of either side of the door.

Grading Rubric

Your final project will be graded using the following rubric. The final rubric will be multiplied by two and recorded out of 230 points in the gradebook.

CRITERIA	POINTS
Camera Use & Direction Rule of thirds is in evidence 180 Degree rule is in evidence Variety of angles, positions and movements are employed aesthetically Fine use of camera/ animation features	15 points
Shots Shots are well organized The purpose and/or message of the project is clearly discernible	15 points
Story Information or message is creative and clearly told Information or message clearly achieves its intent Information or message has values and is compelling Information is organized and presented in a creative manner	20 points
Editing Edits are smooth Edits demonstrate a strong command of edit tools Edits creative and enhance the production	20 points
Lighting Set lighting was appropriate to set the mood Consistently adjusted lighting for indoor and outdoor use	15 points