

MFS 320  
Final Film Project

**Due dates:**

Complete pre-production documents by November 2

Complete shoot by November 22 (Tuesday before Thanksgiving)

Complete rough cut by December 5

**Group 1**

Director - Val  
Assistant Director/Producer - Miyaz  
Assistant Director/Producer - Patty  
Cinematographer - Andrew  
Art Director/Gaffer/Grip - Jimmy  
Sound Recordist/Boom Op - Trent

**Group 2**

Director - Gia  
Assistant Director/Producer - Caroline  
Cinematographer - Hunter  
Assistant Director/ Camera - George Jones  
Art Director/Gaffer/Grip - Abram  
Sound Recordist/Boom Op - George Terry  
Sound Assistant - Kerry

**Crew Positions**

Director

- Develops shot list with Cinematographer
- Develops call sheets with Producer
- Casts actors and secures locations
- Breaks down scenes
- Directs actors
- Takes the lead on editing the project, with input from other crew

Assistant Director/Producer

- Organizes and schedules shoot
- Helps Director cast actors and secure locations
- Develops call sheets with Director
- Makes equipment reservation, with input from rest of crew
- Troubleshoots on set

Cinematographer

- Prepares shot lists with Director
- Operates camera & determines framing on set
- Supervises lighting plan
- Sets up lighting with Grip
- Dumps footage and backs it up to two locations each day

### Camera Assistant

- Manages & maintains camera, lenses & camera support
- Sets up camera (all settings, lens changes, support adjustments)
- Fills out camera report while shooting
- Labels the slate and slates each take
- Sets up follow focus
- Performs all focus racks & maintains focus in all shots

### Gaffer/Grip/Art

- Works with Director to select props, wardrobe and set decoration
- Acquires, manages & maintains all props, wardrobe and set decoration
- Manages & maintains all lights, stands & light modifiers
- Transports and sets up all lighting equipment
- Confers with Cinematographer on lighting design
- Ensures power is sufficient & safe
- Performs any required light gags
- When slider is in use, pushes the slider

### Sound Recordist/Boom Op

- Manages and maintains all audio equipment
- Chooses microphones and operates boom pole
- Sets up sound recorder
- Ensures proper recording levels/quality
- Monitors audio on set using headphones

## **Expectations**

Behave professionally. That means:

- Communicate clearly, cordially, and in a timely manner
- Don't procrastinate or do shoddy work on tasks that will negatively hinder another group member's work
- Be where you say you'll be when you say you'll be there
- Take initiative when opportunities arise
- Eliminate distractions on set (phones, computers, TV, games, etc.)

### **Projects should demonstrate:**

- Nuanced, dynamic storytelling, that is psychologically and emotionally coherent
- Narrative should be dramatically effective and properly paced
- Pre-production documents should be imaginative, ambitious, detailed, and feasible
- Strong compositions that adhere to the compositional principles discussed in class and work to convey the necessary information and emotional complexity of the narrative situation
- Ambition and originality in coverage, without losing track of functionality
- Thoughtful and deliberate lens choices that are suited to shot scale and subject matter
- Smooth camera movements motivated by actor movement and/or the emotional tone
- Correct exposure, frame rate, shutter angle, color temperature, and picture profile

- Motivated lighting design that introduces appropriate illumination levels, contrast, depth, and general visual interest
- Art direction that suits the narrative and eschews unwanted distracting elements
- Clear sound recorded at correct levels with little to no handling noise or other artifacts
- Seamless, rhythmically sensitive editing that preserves the emotional tone and complexity of the script

**Projects should not feature:**

- Canted shots, excess/insufficient headroom, lack of lead/look space
- Unimaginative, dull footage that only meets minimum requirements
- Out-of-focus shots or parts of shots
- Significant over- or underexposure
- Excessively noisy images
- Jerky/halting/bumpy camera movements (unless handheld)
- Set-ups that violate the 180-degree rule
- Significant continuity errors (incl. equipment in shots)
- Unmotivated lighting/lighting that does not match the motivating source
- Inappropriate art direction (distracting/disruptive logos, colors, décor, clothing)
- Audio that repeatedly varies from proper level and/or has handling noise or other artifacts
- Sloppy editing that feels rushed or slow and/or features audio dropouts, stray frames, etc.