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# PRODUCTION AND POST PRODUCTION DAY 3

- TODAY AND TOMORROW WE'RE GOING TO WORK ON YOUR FILMING
- WE WILL CARRY ON WITH PLANNING YOUR 10 SHOT SHOOT
- FIRST OF ALL, LET'S LOOK AT THE ROLES IN PRODUCTION AND PROCESS OF FILMING

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- PRODUCER
  - PRODUCTION MANAGER / LINE PRODUCER
  - UNIT MANAGER
  - PRODUCTION COORDINATOR
  - DIRECTOR
  - 1<sup>ST</sup> ASSISTANT DIRECTOR
  - 2<sup>ND</sup> ASSISTANT DIRECTOR
  - 3<sup>RD</sup> ASSISTANT DIRECTOR / PRODUCTION ASSISTANT
  - SCRIPT SUPERVISOR
  - SUNT COORDINATOR
  - PRODUCTION DESIGNER
  - ART DIRECTOR
  - SET DESIGNER

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- PROPS MASTER
  - CONSTRUCTION
  - MAKE UP DESIGNER
  - HAIRDRESSER
  - COSTUME DESIGNER
  - DIRECTOR OF PHOTOGRAPHY
  - CAMERA OPERATOR
  - CAMERA ASSISTANT
  - CLAPPER LOADER
  - SOUND MIXER
  - BOOM OPERATOR
  - GRIP
  - GAFFER

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# POSTPRODUCTION

- FILM EDITOR
- COLORIST
- COMPOSITOR
- SOUND DESIGNER
- SOUND EDITOR
- COMPOSER
- FOLEY ARTIST
- MUSIC SUPERVISOR
- FINAL MIX

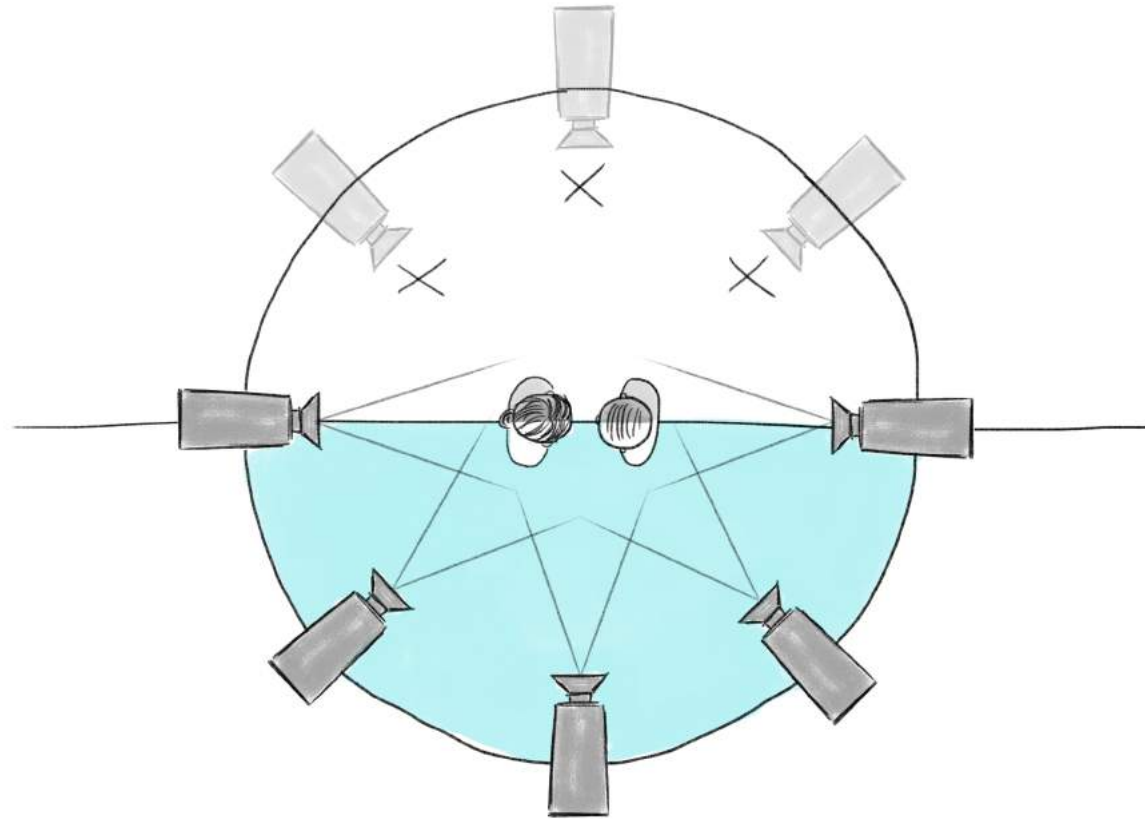
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# SIGNMEDIA SMART

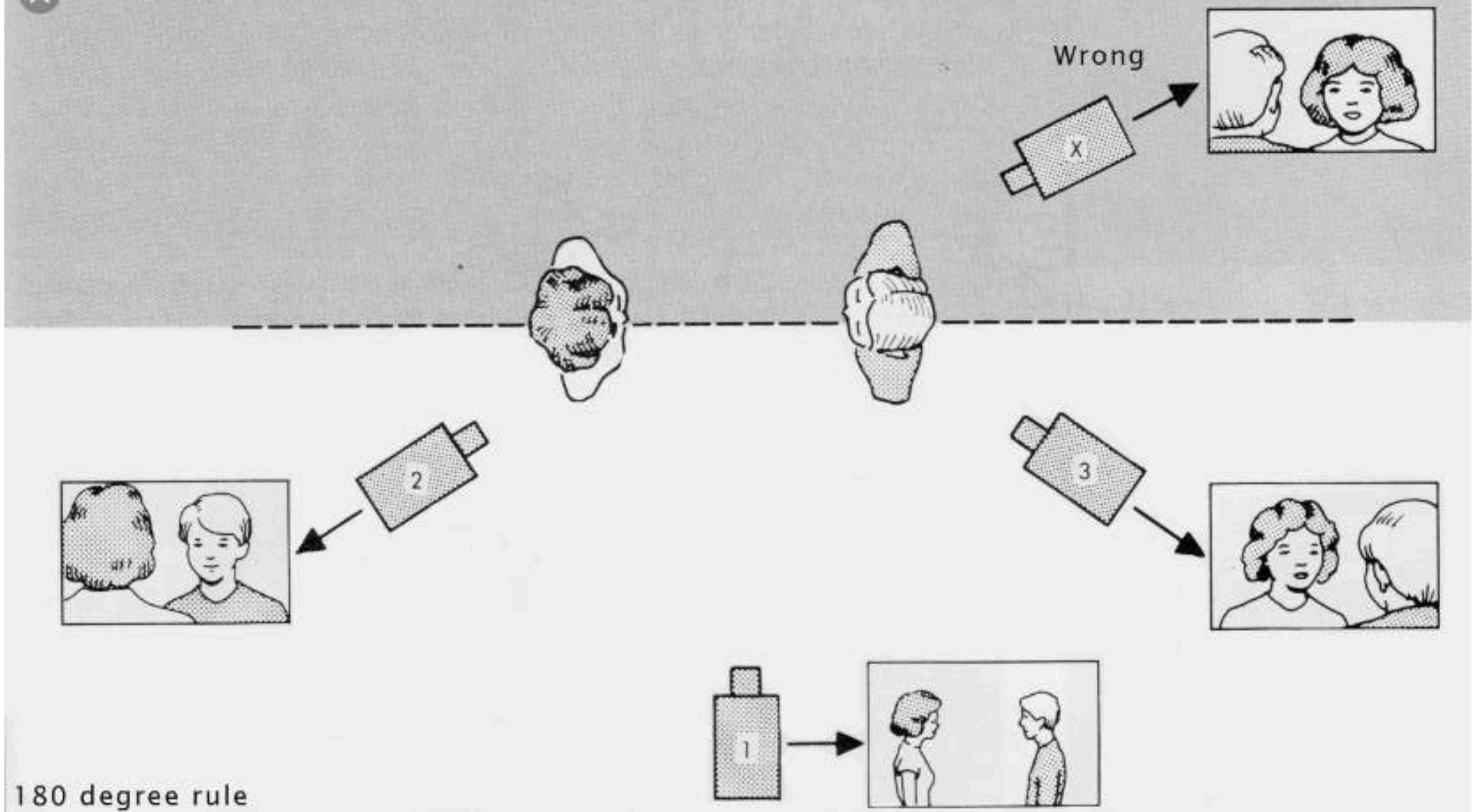
- [HTTP://WWW.SIGNMEDIASMART.COM/](http://www.signmediasmart.com/)



# 180 DEGREE RULE



A conversation scene and the axis of action



180 degree rule



## Framing Images – shot types



Extreme Close-Up (ECU)



Medium Long Shot (MLS)



Interviewee looks into space in the frame (and towards the interviewer)



Big Close-Up (BCU)



Long Shot (LS)



Moving subject walks into space



Close-Up (CU)



Very Long Shot (VLS)



High Angle Shot (looking down)



Medium Close-Up (MCU)



Two Shot (could be CUMCUMS)



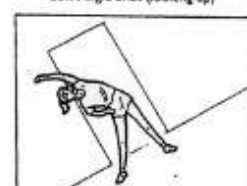
Low Angle Shot (looking up)



Medium Shot (MS)



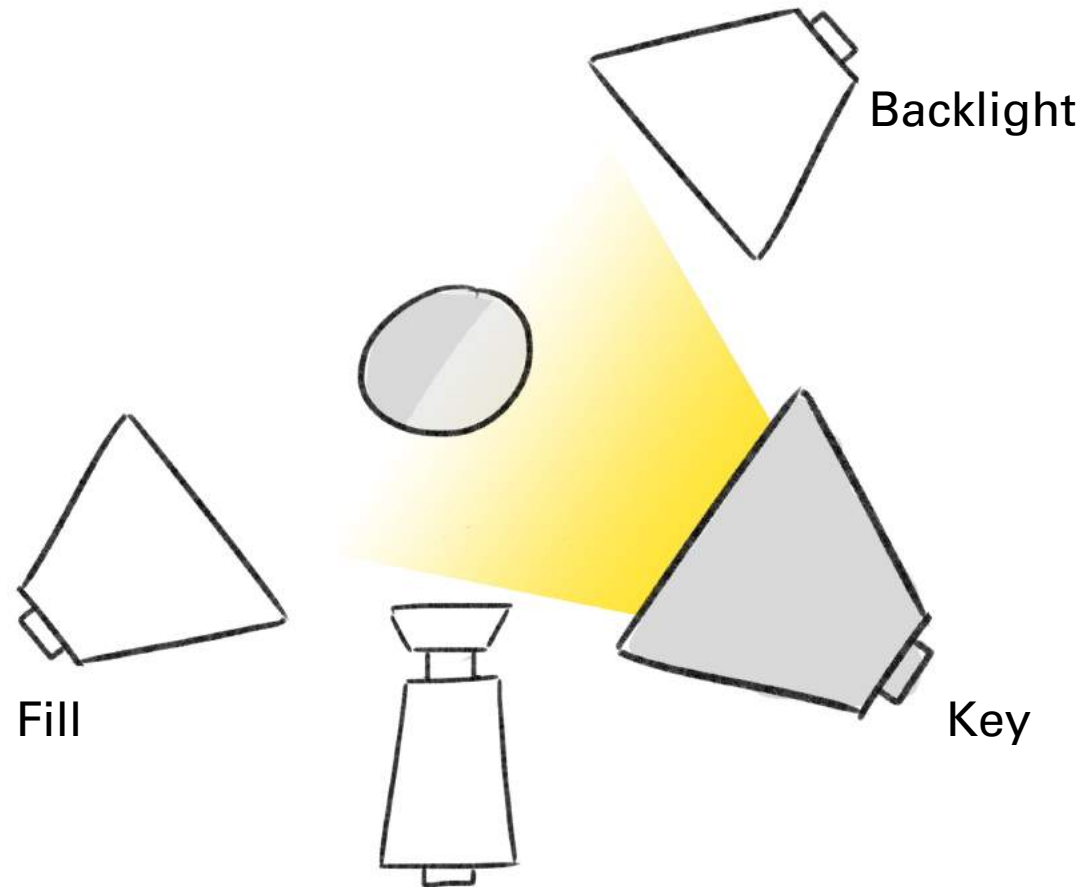
'Over the shoulder shot'



Tilted Frame

<b>Shot List</b>					
<b>Scene No.</b>	<b>Shot No.</b>	<b>Shot Size</b>	<b>Duration</b>	<b>Location</b>	<b>Subject and Action</b>
1	1	Still Shot	5-10secs	Dark Room	Still shot of the person on their knees and showing the straitjacket.
2	2	Close Up	1-5 secs		Close up of just the straitjacket and slight movement.
3	3	Tilt Shot	1-5 secs	Abandoned room	Shot goes back towards the knees then back up showing the state of person
4	4	Tracking shot	5-10 secs	Abandoned Room	Shot tracking as he gets up and walks, face not yet seen. Face is covered from darkness of the room or not shown. Showing shoulders downwards.
5	5	Medium shot	5-10 secs	Abandoned room	Tracking/Medium shot of the room and the state the room is and minimum amount of light coming into the room.
6	6	Medium shot/Pan/Long Shot	10-15 secs	Abandoned room	Medium shot of straitjacket comes into view again and as the movement of the boy becomes uncontrollable and the camera moves to a pan and long shot of the boys back as we he's whole body shaking on the floor.
7	7	Short Takes/Flash backs	1-3Secs	School	Short Takes/Flashbacks of the school name and school location of where his past was.
8	8	Short takes/Point of view	1/10 Secs	School	Point of view shots of the people pushing him around/ on the floor being spat on and one last bit as a blade is cut across his face as he see's the boys run away Point of view Shot.

## Three-point Lighting



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# 10 SHOTS.

- MAKE SURE YOU HAVE A STORY THAT CAN BE MADE IN 10 SHOTS. WHO IS DOING WHAT?
- JUST TO LET YOU KNOW, THAT IN PRE-PRODUCTION WE ALWAYS HAVE TO DO RISK ASSESSMENTS FOR INSURANCE BUT ALSO TO ENSURE THE PRODUCTION WILL BE SAFE FOR ALL ON SET. IF THERE ARE STUNTS, THEN THERE WILL BE ADDITIONAL RISK ASSESSMENTS.
- ARE YOU ALL OK WITH THE EQUIPMENT?

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# 10 SHOTS

- WHAT FORMAT ARE YOU SAVING THE PROJECT ON RE
- HOW ARE YOU GOING TO EDIT IT?
- YOU NEED TO THINK ABOUT THIS. YOUR WORKFLOW...