

In Class Video Project - A little poison anyone?

- Class will be divided into two teams of 9 people.
 - Each group will have two sub-units:
 - A 6 person A-Unit group consisting of:
 - director
 - 2 camera operators
 - Boom operator
 - 2 Grips – in charge of set and lighting – also operate dolly
 - and a 3 person b-roll unit
 - director
 - camera operator
 - grip
- Each team will be responsible for bringing at least 3 camcorders to the film session (2 for the primary group and 1 for the b-roll group)

Each team will have 1hr 20min to film a short scene with the actors

While one team is working with the actors the other will be filming using a miniature set.

The provided scene and script should be seen as just starting points. I am not expecting you guys to create a shot-per-shot recreation (in fact that would be impossible in the studio environment provided). Your team will have to be creative with what locations and props are available around the studio to create your sets. Also lighting is a great way to alter and/or mask environments. Obviously we will not be able to create a realistic looking set but you should be able to through use of lighting and set/prop elements give a viewer enough clues that they would what sort of space they should be imagining.

Be sure to get a good variety of shot: close-ups, extreme close-ups, long, and middle shots. Also don't be afraid to try a scene out multiple times in different ways - with different camera angles or camera movements (it's always good to have more options in post production)

A-unit: this will be the primary unit which films with the actors

-**director:** makes sure everyone is working together and in sync quality control for actors and set. Is the person most responsible for giving the actors direction in regards to performance and placement.

-**Camera Operators :** You guys are the ones with the cameras. it's up to you to frame a nice shot and make sure everything is alright looking through the camera. don't be shy about telling an actor to move so that they fit in the shot better, or to have a light moved to provide a better shot.

-**Boom Operator:** You'll be manning the mic pole. Try to keep the mic out of the camera's way. try to follow the action with the mic pole and not make any noises (like bumping the pole) that'll mess up the sound recording.

-**Grips:** you guys are in charge of setting up the set and helping out the camera operators by either pushing the camera dolly, or adjusting lights, props, and set elements to help the camera people get a nice shot

B-Roll Unit: this is a secondary unit responsible for getting supplemental footage and sounds for the production.

This means going out and getting environmental and location shots (for example: getting a 20s shot of the front of a house that can be later used as a lead-in shot which sets up the interior scene - or a shot which examines a location w/out the actors). Your group can also gather Foley sounds to supplement the A-unit footage.

Your group will be allowed to drive off from the studio to gather shots. BE creative, there are a lot of flavor type shots that you can make to place in with the principle footage.