

### Artifact Three: Film (25%) [250 points]

#### Deadlines:

- Story (25 pts): Monday, 3 November  
[half-page description of working ideas; typed]
- Script/Treatment (50 pts): Monday, 10 November  
[complete prose description of scenes; dialogue written]
- Picture Lock (visuals complete) [50 pts]: Wed, 19 November  
[film has been shot, captured to HDD, and edited with software]
- Foley sound tracks complete (25 pts): Friday, 21 November  
[sound has been completed and added to edited visuals]
- Edited product (100 pts): Monday, 24 November

#### Purposes and Learning Outcomes:

- Critical and creative thinking;
- Project management;
- Group management (collaboration and conflict);
- To consider audience;
- Software and hardware technical management;
- To consider all the modalities in WOVEN communication;
- “Ground-up” process building.

#### Description:

In a group of four, create a short film (5-10 minutes) that entertains some notion, idea, or topic covered during the course (broadly speaking is fine) and follows one of the story orientation prompts below. Visuals must be compelling: you must vary your camera shots and angles appropriately to the content being filmed. Additionally, you must include foley tracks (post-production sound) to your films: you do not need to edit sound for the entirety of your film, but you must include some significant foley integration.

#### Story Orientation ideas:

1. Road Trip (traveling, end destination; goal is built into narrative; *Apocalypse Now* [*Heart of Darkness*], *Stalker*, *The Trip*):

Three interesting people venture to a place rumored to grant one's deepest subconscious wish. When they arrive, they decide not to enter the place. Characters must overcome two obstacles or trials that hinder them (could be a character, something physical, or something imaginary, *Dora the Explorer*, *Indiana Jones*, *Star Wars*). In order to overcome these obstacles, the characters must use words or negotiation. If the obstacle is physical, they must use their minds in order to overcome.

2. Object-finding narrative (object finding progresses the narrative; *The Skeleton Key*, *The Others*, *What Lies Beneath*):

In this narrative, common to detective stories and spectral horror, characters hunt and locate objects (like a key, a box, a person's memory of an event) in order to give them access to the next piece of the puzzle and the next moment in the story. Choose a collection of five objects that might be found in sequence and that do two things for the story: 1) progress the narrative, and 2) reveal some piece of the character's personality.

3. Human relationships (characters in conflict throughout the piece; conflict is resolved in some manner; *Before Sunrise*, *Eternal Sunshine of the Spotless Mind*):

In this paradigm, two characters are in some kind of conflict (emotional, intellectual, not physical). By the close of the film, they agree in some manner to continue the relationship. Relationship is not necessarily romantic and not necessarily hetero-normative, i.e. gender/sexuality identity dynamics are encouraged. Relationship could be otherwise: boss-employee, etc. For this prompt, these characters must have activity and business in the shots, i.e. they can't simply talk to each other. Consider obstacles or obstructions they might have to conquer together.

**Foley Options** (use sound studio in Multimedia Studio):

- footsteps
- other contact sounds
- a character picking up a glass
- pouring liquid
- a character working a lock or door

**Don'ts:**

- anything illegally performed to obtain footage
- drugs/alcohol
- violence
- mystics