

Digi Film -TV -VIDEO

MIDTERM EVALS#1: Screenings-Readings-Writing-Participation-FILMS

- ▶ *Camera Movement Game Changers:* _____/10
 - ▶ *6 Basic Camera Moves (Cineflix) CAINE-STOOP:* _____/20
 - ▶ *SLOMO Front-Back-Side Doc Analysis:* _____/20
 - ▶ *LIGHT AND MAGIC: Effects Revolution Screenings:* _____/20
 - ▶ *The Impact/Influence of Robert Redford:* _____/20
 - ▶ *THE CUTTING EDGE →The ART of Movie Editing:* _____/20
 - ▶ *Portrait of a Metal Worker & O-GMa screening Analysis:* _____/20
 - ▶ *Whale Ghosts-Zigmund Glass-Metal and Music Analysis + 4 NEWS:* _____/20
 - ▶ *The POWER of Film + TOUCHSTONE + Movies that Made US:* _____/20
 - ▶ *In Class Verbal Participation:* _____/100
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- ▶ *Screening/Rough CutART HOP:* _____/30
 - ▶ *FILM#1: ART HOP FINAL CUT:* _____/100
 - ▶ *FILM#2: TREATMENT:* _____/50

TOTAL: _____/450pts

FILM#1 ARTHOP ARTIST PROFILE Criteria

- Camerawork: Focus, Framing, and Shot Variations -
- Story Development and Progression -
- A-roll Interview footage -
- Use of B-ROLL footage and interesting cut-aways -
- Titles and titling -
- Montage/Edited Sequence(s) -
- Audio Quality-Mixes: Interviews, Nat Sound, Music, other-
- Engagement-Entertainment Value-