

Final Project - Outline

The overall project is simple: create a video piece of your choosing that demonstrates all the things you've learned this semester. The subject matter, approach to filming and editing, and the presentation of the finished project is up to you, so long as it falls within the guidelines below.

This project makes up 20% of your final grade. It is intended as a culmination of everything you have learned in this class. Below is the exact criteria that will be used to grade your assignment and is here to help you know what is required.

- 15% Each part turned in on time at the beginning of class: proposal, footage shot and captured, final edited piece (5% each)
- 5% At least five and no longer than 8 minutes long, exported to .mov file (NO FinalCut project files will be accepted), and on server at start of class
- 10% Project shows consideration and time; you should expect to spend at least:
 - Proposal 1 hour
 - Shooting 3-5 hours
 - Editing 3-5 hours
- 20% Piece effectively addresses concerns outlined in the proposal; changes are certainly welcome but should be for the sake of the piece, not from running out of time
- 30% Demonstrates growth in terms of technical and conceptual use of video; has moved past use of the software and taken on new challenges
- 20% Overall quality of piece; choice of shots, editing feels right, use of transitions and effects as needed; images, sound, etc address subject matter
- 100% Total

PROJECT CALENDAR

- 03.31 Project assigned, begin shooting as time permits
- 04.07 PROPOSAL DUE
Group discussion of project ideas, individual meetings about final, begin shooting
- 04.14 CONTINUE SHOOTING
- 04.21 FOOTAGE SHOT AND CAPTURED DUE, IN-CLASS EDITING
Individual and group discussion of projects in progress, editing
- 04.28 FINISHED PROJECT DUE
Critique of final projects
- Exam period Finish crits as needed

Spring 2009
INTRO TO VIDEO/MULTIMEDIA I and II

Final Project - Proposal

Writing is a critical skill for all kinds of artists: getting a job, grants, artist statements, proposals, scripts, etc require you to be able to outline your artistic ideas clearly and with conviction. This is a hard skill to master and it is this reason that I require my students at all levels to write before and after projects (what they *want* to do and what they *have* done).

For next week, I would like you to write a short proposal that outlines the following things:

WHAT (at least four sentences)

Summarize the project, what it's about and why you want to do it.

WHY (at least four sentences)

What does this mean to you; are there symbols, characters, issues, etc that you want to explore? This is the meat of your artistic drive – your reason for making!

HOW (at least eight sentences)

What is your strategy for beginning this project; do you have ideas for how you will shoot, a specific mood, plan, etc that will guide this project; are there techniques you intend to use for shooting, editing, etc.

WHO (at least three with a short description)

Name at least three artists, film-makers, musicians, etc that you feel are influences on this project. You will be asked to talk about this in the critique (if it changes in the course of the project that's fine, but be ready to talk about that too). Write one sentence for each describing what you find intriguing and/or inspirational.

Please bring a *printed* copy to class next week. Electronic copies will *not* be accepted.

Grading Sheet

The final project makes up 20% of your final grade. This grade sheet is the same as the one I'll be using to grade your project.

15% Each portion of the project turned in on time at the beginning of class: proposal, footage shot and captured, final edited piece (5% each)

/ 5 Proposal
/ 5 Footage
/ 5 Editing/final

5% At least five and no longer than 8 minutes long, exported to .mov file (NO FinalCut project files will be accepted), and on server at start of class

/ 5

10% Project shows consideration and time.

/ 10

20% Piece effectively addresses concerns outlined in the proposal; changes are certainly welcome but should be for the sake of the piece, not from running out of time

/ 20

30% Demonstrates growth in terms of technical and conceptual use of video; has moved past use of the software and taken on new challenges

/ 30

20% Overall quality of piece; choice of shots, editing feels right, use of transitions and effects as needed; images, sound, etc address subject matter

/ 20