

Creative Media Production

Subject level	BTEC National Extended Certificate
Resource site	www.wqe.ac.uk/tasteractivities
Teacher	David Watts
Estimated time required to complete activity	2 – 3 hours
Resources required	Microsoft Office PUBLISHER or POWERPOINT Camera (phone camera's are fine for this task) Props and costumes of your choice.

Assignment details

A large majority of the work done in BTEC Media is practical, developing your skills in film production such as camerawork and editing.

However there is much more to film production than just using a camera and then editing your footage afterwards into a specific order.

Before any film goes into production, months will be spent doing **pre-production**, this is the planning phase of your production which includes:

- Scouting locations
- Sourcing props and costumes
- Casting actors
- Writing screenplays
- Devising a storyboard
- Prepping a soundtrack
- Organising a budget
- Performing a risk assessment etc

A **storyboard** is an effective way of planning how you would shoot your film, and it also helps communicate your ideas to others before you begin filming. I have provided an example of a storyboard to illustrate its use below.

An important thing to remember when you storyboard is to **vary** your shots and be creative with the way in which you use the camera. Think about when you watch films or TV and notice how often the camera will change position, angle or shot type. When is a close up useful/effective? When is a long shot useful/effective? How do your shots link together? For example, a close up of someone's eyes followed by a mid shot looking out of a window will help the audience understand that someone has seen something outside of the window – the two shots - when connected - create meaning.

For this taster, I would like you to create a storyboard for the following scene/scenario:

A person is locked in a room and they begin to have hallucinations.

Take between 15-20 shots to communicate ideas about your character or the scenario they're in.

Think **creatively** about this:

What costumes are they wearing and what do they tell audiences about the character?

What props are in the scene and what do these communicate to audiences about the character and/or the situation the character is in?

What music would we hear over these shots and why?

How long would the shots last for and why?

The scenario is deliberately vague to allow room for creativity and for you to interpret it in your own way – for example, has the person been locked in? are they kidnapped? is this person having a dream/nightmare? Is this person hallucinating due to a substance they've taken? Is this character a recluse? Is there a zombie outbreak outside the room hence why the character has locked themselves in for safety? (importantly though - how would you communicate this? Does the character look at a newspaper that has a headline about the zombie outbreak? This would inform audiences of the situation).

The emphasis here is on being able to tell a story visually.

Digital Storyboarding



Shot Number: 33.
Shot Type: Medium Shot.
Shot Duration: 1 Second.
Soundtrack: Non Diegetic Suspenseful Music, Diegetic Beeping From the Bomb.
Description of Shot: Dave Danger and his Werebear make a run for the exit.

Edit Transition: Straight Cut



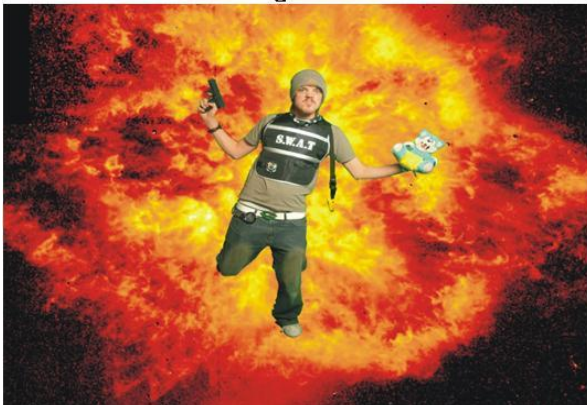
Shot Number: 34.
Shot Type: Medium Shot.
Shot Duration: 1 Second.
Soundtrack: Non Diegetic Suspenseful Music, Diegetic Beeping From the Bomb.
Description of Shot: Dave Danger and his Werebear continue making a run for the exit down the stairs.

Edit Transition: Straight Cut



Shot Number: 35.
Shot Type: Medium Shot.
Shot Duration: 2 Seconds.
Soundtrack: Diegetic Beeping From the Bomb.
Description of Shot: The man looks at the bomb that has landed in his hands and quickly realises what it is, he looks shocked!

Edit Transition: Straight Cut



Shot Number: 36.
Shot Type: Long Shot.
Shot Duration: 5 Seconds.
Soundtrack: Diegetic Explosion.
Description of Shot: The house blows up and Dave Danger and his Werebear are thrown into the air in slow motion from the force of the explosion, they survive.

FADE TO BLACK (The end)