# **Direction / Production**

#### **Leadership Choices**

You have to make a lot of choices when you make a film to get the the feel of the film right.

Watch the video on someday.co.nz called 'Same Script, Different Ways' in the 'resources' section.

Based on that video, describe what different choices were made for each version.

ELEMENT	ROM COM	HORROR
LOCATION:		
LIGHTING:		
SHOTS:		
PACING:		
PROPS:		
COSTUME:		
BLOCKING:		
PERFORMANCE:		
SOUND & MUSIC:		

*Use the Shot List Glossary* to see the names for different shots.

## **Direction / Production**

#### Leadership Choices

Now think the opening sequence of your own film idea. What choices would best suit the type of film you are wanting to make

ELEMENT	YOUR FILM'S OPENING
LOCATION:	
LIGHTING:	
SHOTS:	
PACING:	
PROPS:	
COSTUME:	
BLOCKING:	
PERFORMANCE:	
SOUND & MUSIC:	

#### What does it mean?

Pacing is how fast or slow the scene feels can be done by performance or editing.

Props are the physical items that the characters interact with or are important to the scene Blocking is where the actors are in relation to each other and the space and how they move throughout the scene.

Performances can vary from natural, heightened, dramatic and funny.

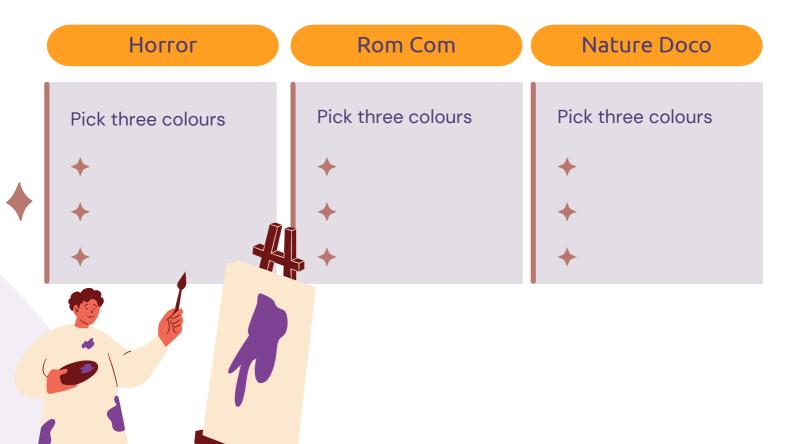
## **Production Design**

A production designer works to help create a look and feel that supports the film to convey its message as strongly as possible. Consider how authentic and respectful you want to be to the subject matter. Designing the feel of a film means thinking about everything that appears in a film including:

- Casting
- Locations or sets
- Art Department (props, etc)
- Wardrobe
- Makeup
- Colour palette

#### **Production Design Activity**

What colour palettes do you think would work for these genres? There are no wrong answers! You can write these in or colour in to see how the colours look together.



### **Production Design**

Pick 3 colours that would work well in your film.



How could you insert these colours into your film? Remember you can ask people to borrow things or lend their locations or skills!

