**Assignment #9**

**Remake** with new limitations

Limitations:

1. Remake your Assignment #7 Open Project with these limitations. Each student has a different set of limitations agreed upon by the class after watching your #7 Open Project. These limitations will almost always require you reshoot some or all of your piece.

Your new limitations to REMAKE your #7 Open Project are:

**Jared**

1. Recut
2. No music
3. Stage "on the fly" narration by a relative taking the footage.
4. 3 minutes-3 games-3 chapters.
5. Generally reduce the length of shots, so they are faster at end.
6. Give us an ending.

**James**

1. Sound all the way through (natural sound not necessarily sync to camera).
2. Reshoot everything (fictional).
3. Eliminate stills: use scenes (cuts inside scenes only) and transition between scenes.
4. Interpose animal sounds, gradually increasing how often until, just before the end it is all animal sounds with several layers that are mixed and overlapped.
5. End on a facial emotion visually and also in the audio.

**Onyii**

1. Reshoot
2. Different location for each shot.
4. Interpose animal sounds, gradually increasing how often until, just before the end it is all animal sounds with several layers that are mixed and overlapped.
5. End on a facial emotion visually and also in the audio.

**Matt N**

1. Shoot in daylight
2. Super slow shutter over normal shutter speed footage.
3. Add sounds that give us a sense of place.
4. Separate eye at opening and end into different scenes.
5. No dissolves.

**Nicole**

1. 3 minutes
2. Rhythm defines edit pattern which repeats (1 chaos, 2...., 3...., 4....,5 melo, 6 still.
3. Always use new images (no repeated footage).
4. Still (last shot) gets simpler and simpler.
5. Natural sounds.

**Jonathan**

1. Eliminate dissolves with cutaways
2. Broaden scope into "character study" as opposed to history
3. Shoot and use an interviewer.
4. Extend up to 5 minutes.

**Chris**

1. Reshoot and use real time video only (no animation).
2. No music (except short highlights)
3. Extend to 3 minutes.

**Steve**

1. "Looks into box" need to be less scared and more full of joy.
2. Watch continuity problems.
3. Use breaks in continuity to propel us forward in time.
4. Reshoot the ending in Spring
5. Move from cold (visually/color temp.) footage to warm (visually/color temp.) footage at end

**Bryan**

1. Up to 5 yous in one shot.
2. At least once you have to pass in front of yourself.
3. Eliminate all flash frames and errors.

**Aaron**

1. Never repeat the same shot or exact camera angle.
2. At least 30 shots (setups).
3. At least 2:30 min. long.
4. Find better cut points in the music’s rhythm
5. Eliminate voice over

**Matt C.**

1. Add a melody to rhythm
2. Superimpositions should enter more gradually.
3. Link superimpositions to melody.
4. 3 minutes long
5. Break/change in rhythm and then change back to original rhythms.

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2) Export or recapture your finished project as a quicktime movie (720x480, 29.97fps/DV-NTSC/16bit, 48khz, stereo) and save it in the "#9 Remake folder f04" on the #4 computer.

3) Burn and turn in a DVDr of your #9 Remake in a jewel case. Label your dvdr with a sharpie with "Your Name, #9, Remake, Sp. '05" (do not use a label --write on the dvdr). I will not return your DVDr. You may use iDVD (on the computers in the editing room) or your own DVD software to make a DVD of your midterm. Keep the menu simple. A black background with a white font title of "Your Name, #9, Remake, Sp. ’05, AND YOUR Title" Your DVD may be either a DVD-r or DVD+rw as long as it plays cleanly all the way through on the Panasonic DVD player in the editing room.

**Due: Wednesday, April 13, 2005** (Next week).