Final (Major) Project

Description

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Final Projects are to be an accumulation of the students' growth throughout the semester. Students will be responsible for both visual and audio recording, editing, mixing, and producing. All projects will adhere to the guidelines of the district and will be "school appropriate".

1. Productions should contain at least 51% Footage, photos are allowed but should fill the screen by cropping, or split screen.

2. Guest artists are allowed within your productions, however, each producer is required to do the editing and mixing themselves.

3. Students will utilize their storyboards to plan and guide them during the pre and post production process. See below.

4. All projects need instructor approval prior to production.

5. During the production process, the instructor should be constantly updated and collaborated with to ensure the production proceeds smoothly.

6. Projects should be 2-5 Minutes - Minimum 2 minutes, most video's longer than 4 minutes won't be watched in entirety.

7. Master Tracks will be balanced and mixed in logic with *no peaking*. Then exported properly to be shared into Final Cut Pro X.

8. Video must have a title scene. Credits are encouraged but not mandatory.

9. All faces and names must be cleared by the individual and guardians before posting publicly.

Types:

A. **Music Video:** A video that shows the artist while performing the song. This video can also use various cut-shots in-between performer shots.

B. **Action / Sports Highlight Video:** A video showcasing a skill/craft with multiple shots with music soundtrack or song track underneath.

C. **Time Lapse Video:** A video showing a skill/craft at increased speed. Narration, text, or song track can be included underneath the video layer.

D. **Dedication Video:** A sentimental video to honor someone or an achievement. This can include a vocal track under the video, or simple soundtrack.

E. **"How To" Video:** An educational video that teaches a skill. The performer can include post-production narration or direct instructions while filming.

F. **Documentary:** A scenic story about a subject with narration above a soft soundtrack.

G. **Skit/Play/Movie:** A well planned script and delivers a story with performers. A clear motion of story progression and conclusion of the story is required.

Storyboard:

Scene #, Description (Script)	Image, Description, Angle	Effects/Graphics/Misc.
This column is used to track your scenes, shots, and cutaways.	This column is for your audience will *see.* This can be done by describing the scene or use a photo / screen shot to present the idea.	This column is used to notate any graphics, transition, and sound effects not included in original master track.
You will also use this column you will find the actual script / narration or lyrics.	You can also notate ideas about camera angles, placement , and movements into / out of the scene.	You can also use this column to post any text that will float over the image. Also include, style, color and frame placement.

Considerations:
- Fill the screen (Landscape)
- All vocals should be clear (singing, narration, script)
- Minimize shaky camera work but utilizing tripod or stabilizer
- Record with the same device if possible, if not, be sure to use same resolution (720, 1080) and frame rate (23fps, 60fps). Higher frame rates for action (high movement) and lower frame rates for slower movement / stationary.
- Any text should be easily read, keep text color and background color in mind
- Any text should be on the screen long enough to be read, and removed once that time has passed.

Rubric: 10 Points Total

-Storyboard reflects final edit
-2 Minute Minimum
-Live Footage Ratio 51% or more
-Audio Balance (can hear all, but none are over powering)
-Title Scene (Visually easy to read)
-Progression of Story / Scene
-Transitions (non-disruptive)
-Fill Screen (No black bars on edges)
-Visual relates to audio (Keep genre throughout)
-Advanced Editing: Examples - Split Screen, Layered Scenes, Key-Framing, Color Enhancements, Custom Text / Graphics, Speed Adjustments, etc.