

# Cliffside Park High School

## Filmmaking

August 2018

### **Standards:**

- 1.1.12.D.1--Distinguish innovative applications of the elements of art and principles of design in visual artworks from diverse cultural perspectives and identify specific cross-cultural themes.
- 1.1.12.D.2--Translate literary, musical, theatrical, and dance compositions by using them as stimulus/inspiration for corresponding visual artworks.
- 1.2.12.A.1--Determine how dance, music, theatre, and visual art have influenced world cultures throughout history.
- 1.2.12.A.2--Justify the impact of innovations in the arts (e.g., the availability of music online) on societal norms and habits of mind in various historical eras.
- 1.3.12.D.1--Synthesize the elements of art and principles of design in an original portfolio of two- and three-dimensional artworks that reflects personal style and a high degree of technical proficiency and expressivity.
- 1.3.12.D.2--Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding.
- 1.3.12.D.3--Organize an exhibit of personal works of visual art that convey a high level of understanding of how the expression of ideas relates to the art media, art mediums, and techniques used.
- 1.3.12.D.4--Analyze the syntax and compositional and stylistic principles of two- and three-dimensional artworks in multiple art media (including computer-assisted artwork), and interpret themes and symbols suggested by the artworks.
- 1.3.12.D.5--Identify the styles and artistic processes used in the creation of culturally and historically diverse two- and three-dimensional artworks, and emulate those styles by creating an original body of work.
- 1.4.12.A.1--Use contextual clues to differentiate between unique and common properties and to discern the cultural implications of works of dance, music, theatre, and visual art.
- 1.4.12.A.2--Speculate on the artist's intent, using discipline-specific arts terminology and citing embedded clues to substantiate the hypothesis.
- 1.4.12.A.3--Develop informed personal responses to an assortment of artworks across the four arts disciplines (dance, music, theatre, and visual art), using historical significance, craftsmanship, cultural context, and originality as criteria for assigning value to the works.
- 1.4.12.A.4--Evaluate how exposure to various cultures influences individual, emotional, intellectual, and kinesthetic responses to artwork.

- 1.4.12.B.1--Formulate criteria for arts evaluation using the principles of positive critique and observation of the elements of art and principles of design, and use the criteria to evaluate works of dance, music, theatre, visual, and multimedia artwork from diverse cultural contexts and historical eras.
- 1.4.12.B.2--Evaluate how an artist's technical proficiency may affect the creation or presentation of a work of art, as well as how the context in which a work is performed or shown may impact perceptions of its significance/meaning.
- 1.4.12.B.3--Determine the role of art and art-making in a global society by analyzing the influence of technology on the visual, performing, and multimedia arts for consumers, creators, and performers around the world.

**Course Objectives:**

- Introduced to skills and knowledge that emphasize design and problem solving processes
- Systems approach to understand technology
- Participation in hands-on creative design activities that will introduce them to technological systems such as camera-work, audio production, and digital editing.

**Essential Questions:**

- What are your initial goals?
- Is it clichéd? Have others done it? Is it anything new?
- How do you plan to shoot it?
- Who would be great to interview?
- Where would it be ideal to shoot?
- Do you need to get any permissions before or during the shoot?
- What equipment do you think you will need?

**Unit Topics:**

- Film analysis
- Literary analysis
- Introduction to iMac, iPhoto, iMovie, cameras, sound equipment
- Simple Sequence
- Editing
- Viewing
- Film criticism
- Short films
- Last photo on phone
- Voiceover
- Manipulation of Media
- Point of view
- History of visual arts

**Assessments:**

- Portfolio
- Presentation of films
- All graded through rubrics