

Day in 60 Seconds Assessment

Names:

	Very High	High	Medium	Low	Very Low
Shotlist	<input type="checkbox"/> Your shotlist is perfectly formatted and provides a detailed and original outline for your film. Every shot is explained in detail.	<input type="checkbox"/> Your shotlist is perfectly formatted and provides a detailed outline for your film. Every shot is clearly explained.	<input type="checkbox"/> Your shotlist is well formatted, providing a clear plan for your film. Shot descriptions may be brief.	<input type="checkbox"/> Your shotlist is brief, incomplete, poorly formatted or lacks detail.	<input type="checkbox"/> Your shotlist is very brief, incomplete, poorly formatted or lacks detail.
Storyboards	<input type="checkbox"/> Detailed storyboards which provide a clear, original plan for your film. Storyboards convey a clear sense of shot size, movement and composition.	<input type="checkbox"/> Detailed storyboards which provide a clear plan for your film. Storyboards convey shot size, movement and composition.	<input type="checkbox"/> Serviceable storyboards outlining your film. Storyboards convey shot size, movement and composition.	<input type="checkbox"/> Storyboards do not show a clear sense of composition, shot size or camera movement. Illustrations are not clear and do not provide an adequate blueprint for the film.	<input type="checkbox"/> Storyboards show little sense of composition, shot size or camera movement. Illustrations are unclear and provide a very inadequate blueprint for the film.
Time	<input type="checkbox"/> You have successfully used a number of techniques to structure time including jump cuts, fast motion, speed ramping, whip pans and wipe-by-cuts.	<input type="checkbox"/> You have competently used a number of techniques to structure time including jump cuts, fast motion, speed ramping, whip pans and wipe-by-cuts.	<input type="checkbox"/> You have used a number of techniques to structure time including jump cuts, fast motion, speed ramping, whip pans and wipe-by-cuts.	<input type="checkbox"/> You needed to be more purposeful about your use of techniques to structure time, including jump cuts, fast motion, speed ramping and whip pans.	<input type="checkbox"/> More thought needed to go into your use of techniques to structure time, including jump cuts, fast motion, speed ramping and whip pans. These techniques have been used poorly.
Camera	<input type="checkbox"/> Highly appropriate use of shot size, camera angle and camera movement.	<input type="checkbox"/> Good use of shot size, camera angle and camera movement.	<input type="checkbox"/> Appropriate use of shot size, camera angle and camera movement.	<input type="checkbox"/> Generally appropriate use of shot size, camera angle and camera movement. There may be some instances where these elements are used clumsily.	<input type="checkbox"/> The use of shot size, camera angle and camera movement is generally poor.
Composition	<input type="checkbox"/> Shots are aesthetically pleasing and you have observed compositional rules like headroom, look room and rule of thirds.	<input type="checkbox"/> Shots are well composed and you have observed compositional rules like headroom, look room and rule of thirds.	<input type="checkbox"/> Shots are generally well composed and you have observed compositional rules like headroom, look room and rule of thirds.	<input type="checkbox"/> When composing shots you need to think more carefully about compositional rules like headroom, look room and rule of thirds.	<input type="checkbox"/> Shots are poorly composed. When composing shots you need to think more carefully about compositional rules like headroom, look room and rule of thirds.
Lighting	<input type="checkbox"/> Shots are very well lit and the lighting makes a contribution to your story. Rather than simply using available lighting, you have attempted to light shots with other light sources.	<input type="checkbox"/> Shots are well lit and the lighting makes a contribution to your story. Rather than simply using available lighting, you have attempted to light shots with other light sources.	<input type="checkbox"/> Shots are generally well lit but there are occasions when you could have made more of an attempt to light your subject adequately.	<input type="checkbox"/> Few shots in your film are lit adequately. The lack of adequate light interferes with the storytelling. Because of this, some shots may be backlit or grainy.	<input type="checkbox"/> Very few shots in your film are lit adequately. The lack of adequate light interferes with the storytelling. Because of this, some shots may be backlit or grainy.
Editing	<input type="checkbox"/> The film is seamlessly edited with a sophistication that expresses the narrative with clarity and engages the audience.	<input type="checkbox"/> The film is edited in a way that expresses the narrative with clarity and engages the audience.	<input type="checkbox"/> Appropriate use of editing to express a narrative.	<input type="checkbox"/> Some errors with editing may interfere with audience engagement but, overall, the editing is effective and appropriate.	<input type="checkbox"/> The film is disjointed, editing may be unfinished or inappropriate. The poor editing detracts from audience engagement.
Music and Sound	<input type="checkbox"/> Sound effects and music have been used in a highly engaging and appropriate manner. Dialogue is clearly audible.	<input type="checkbox"/> Sound effects and music have been used in an engaging and appropriate manner. Dialogue is audible.	<input type="checkbox"/> Sound effects and music have been used appropriately. Dialogue is generally audible.	<input type="checkbox"/> The use of sound effects and music may interfere with audience engagement. Dialogue may be poorly recorded.	<input type="checkbox"/> Inappropriate use of music and sound effects interferes with audience engagement. Dialogue is very difficult to hear.
Score:	0%				

Day in 60 Seconds Assessment

Pre-Production

- Cast age appropriate actors.
- Select locations that are accessible and realistic.
- Rather than conveying important facts through dialogue, try to *show* the audience these details instead.
- Think carefully about your story by writing a log line, crafting a story question and [writing a treatment](#).
- Don't include unnecessary details in your film, get on with telling the story!
- Take the time to carefully [pre-visualise](#) your film.

Camera Techniques

- Avoid handheld camera movement, use a tripod to ensure that your shots are steady.
- Use establishing shots at the beginning of the scene to let the audience know where your film is set.
- Close ups and extreme close ups are useful to show details and emotion. Don't shoot until you can see the whites of your actors' eyes!
- Zooming looks amateurish. To go from a full shot of something to a close up, film it in these two different shot sizes and perform a match on action to cut between the two shots.
- Panning to follow your subject can look amateurish. Use static shots instead.

- Manually focus your camera to ensure that the focus doesn't accidentally change in the middle of a shot.
- Set your white balance so your colours look natural. This will help you avoid shots that are too blue or yellow.

Composition

- When composing shots, try to observe the rule of thirds to create aesthetically pleasing images.
- When framing shots of your characters, ensure that they have appropriate **headroom**. Headroom refers to the space above the actor's head. If there's too much or too little headroom then the shot will look odd.
- When you're tracking a subject, make sure that there's enough space in front of them. Having adequate **move room** is necessary to make it look like your actor has somewhere to go.
- When you're shooting dialogue, make sure that the **eyeline** of your characters matches.

Editing

- Think about how you can use different techniques to [manipulate time](#).
- To avoid jarring jump cuts in your footage, observe the **30 degree rule** which states you should avoid editing two shots together that too similar.

- Take the time to **colour correct** your footage so the shots are consistent with each other.
- Have a go at **colour grading** your film to give it a particular look.
- Avoid using fades, dissolves and other transitions - often a simple cut will do!

Lighting

- When you're lighting a shot, make sure your actors are facing towards the key light to ensure that they're not backlit.
- Use lamps and lights to adequately light your shots.
- Shooting in **low light** can cause many cameras to create grainy images.
- Use three point lighting to give your film a more professional look.

Sound

- Use an external microphone to record sound.
- Get your microphone as close to the actor as possible when recording dialogue.
- When recording dialogue, do your best to reduce all ambient noise.
- Never have absolute silence in your film. Capture a three minute atmosphere track on location to help you avoid this.
- Use sound effect libraries and your own [foley sounds](#) to replace audio recorded with the camera's built-in microphone.
- Use [royalty free](#) sound and music.

Production Tips

- Make sure you get multiple takes of the same shot, even if you think it was perfect the first time!
- Get as much coverage of a scene as you can to give you greater flexibility when you're editing.
- Film cut ins and cut aways to help you get around problems when you're editing.
- When you're shooting dialogue, don't break the 180 Degree Rule.

Gaffes

- Make sure you pay attention to **continuity**. If your character is wearing something in one shot, make sure they're still wearing it in the next.
- Avoid filming the camera, tripod or crew in reflective surfaces!
- Don't leave scripts, camera bags or other filmmaking equipment laying about in shot.
- Use a micro fibre cloth to clean your lens before shooting.

Further Advice

For more information on making better films, check out: <http://lessonbucket.com/category/filmmaking/>